Stage Traxx 4.1

USER MANUAL

Version 4.1.1

https://stagetraxx.com/docs/v4

Contents

Stage Traxx

Stage Traxx is a professional live music performance app for iPad, iPhone and Mac. It plays backing tracks, displays lyrics and chords, and gives you full control over your performance — from solo acoustic sets to full band productions with click tracks.

Key Features

- **Multitrack playback**: Play stems with independent volume, pan, and output routing through the built-in mixer
- **Lyrics and chords**: Display lyrics with optional chord symbols and automatic scrolling synced to playback
- **PDF support**: Load sheet music or chord charts as PDF documents with annotation tools
- **Audio regions**: Mark song sections like intro, verse, and chorus to rearrange your songs on the fly during performance
- **Library management**: Organize your songs with playlists, tags, and powerful search and filter tools
- **Queue-based playback**: Build a queue to control exactly which songs play and when
- **MIDI control**: Trigger playback, switch songs, and control the mixer from external MIDI devices
- **Network sessions**: Let band members follow a leader or remote control playback from another device
- **iCloud sync**: Keep your library synchronized across all your devices

New in Version 4.1

- **Realtime audio engine**: A rebuilt playback engine with tighter timing and faster seeking
- **Smart playlists and sets**: Playlists that fill themselves from filter rules, and sets to split a setlist into blocks
- **Powerful search**: Combine terms with AND, OR and NOT or search a single field, and build detailed filters from song properties
- **Region presets and cues**: Create fully configured regions with one tap using presets, and jump straight to a section with region cues
- **Colors and fonts in lyrics**: Highlight any passage with color and font tags, plus search and replace in the lyrics editor
- **MIDI macros**: Define a command sequence once and reuse it in every song

- **Continuous autoscroll**: A new scrolling mode that moves the lyrics steadily instead of jumping line by line
- **Capo and count-in**: Show chords for a capo position and start a song after a count-in or pre-roll

Using This Documentation

New to Stage Traxx? Start with the Interface Overview to learn your way around, then follow Getting Started to add your first song and create a playlist.

Upgrading from Stage Traxx 3? See Migrating from Stage Traxx 3 to transfer your existing library.

Prefer to read offline? Download the complete manual as a PDF (about 6 MB). The cover page shows which version it covers.

Looking for something specific? Use the search at the top of the page or browse the sections in the sidebar:

- **Playback**: Controlling playback and using the queue and audio regions
- **Library**: Managing songs and playlists
- **Song Details**: Editing song metadata, audio, lyrics, and regions
- **Settings**: Configuring the app to match your workflow

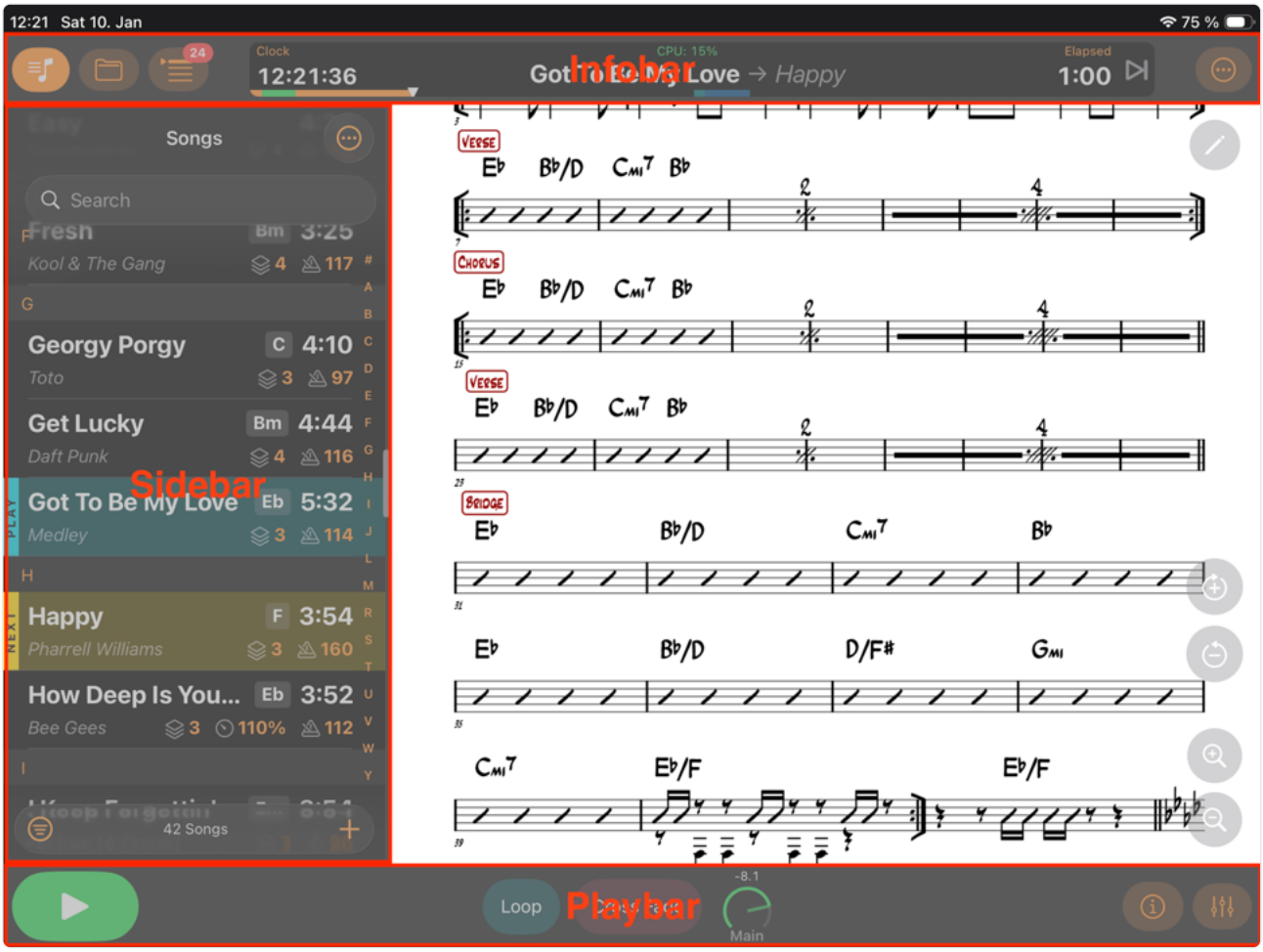
Getting Help

If you have questions or run into issues, visit the Stage Traxx Support Forum.

Interface Overview

This page describes the main areas of the Stage Traxx interface. The app uses a sidebar-based navigation layout optimized for both iPad and Mac.

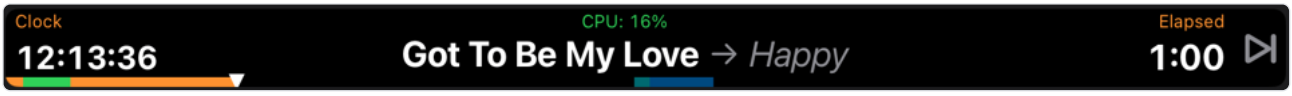
> **Note**
>
> Some interface elements described here are disabled on iPhones due to the smaller display size.



Infobar

The infobar at the top of the screen contains up to three buttons to toggle the sidebar and switch between the song list, playlists, and queue. A red badge on the queue button shows how many songs are queued up for playback. On the right side, you'll find a More Options menu. The center title area displays timers, the current song title, a play progress bar, the song play mode indicator, and status information.

Title Area



The title area displays key information about the current song and playback state. On the left, you'll find a configurable timer (see Clock Mode). The top center shows status information including CPU load, iCloud sync status, network connection status, global pitch info, a connected audio interface indicator, and song-specific alerts like missing files.

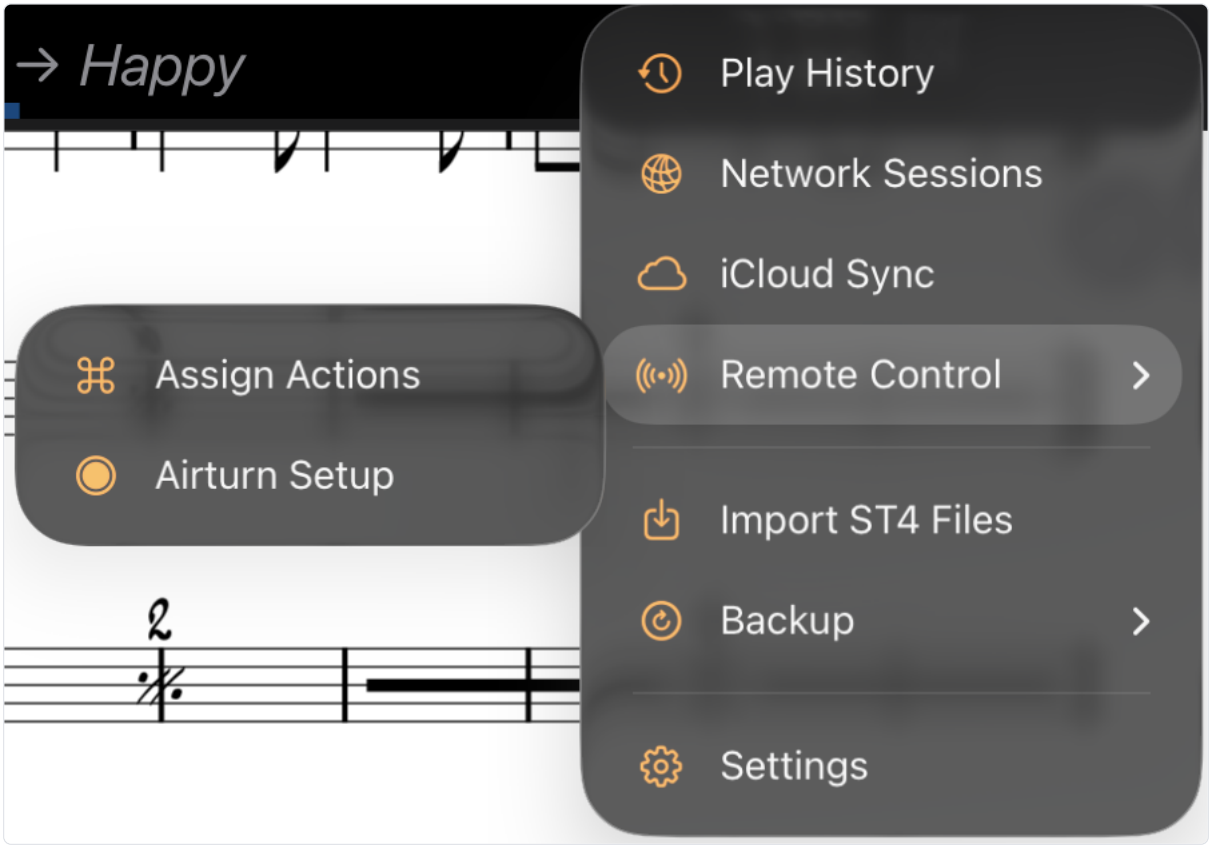
> **Tip**
>
> The audio interface indicator is a quick way to confirm before a show that your interface is actually connected and selected — without opening settings or starting playback to find out.

The song title appears in the middle, optionally followed by the next scheduled song title (see Show Next Song Title). To the right of the title, you'll see the playback time — tap it to toggle between elapsed and remaining time. The song playback mode appears on the far right; tap it to switch between the configured Song End Behavior, autoplay, and repeat. Autoplay and repeat are not configurable but can be toggled for the current song — autoplay automatically continues with the next song when the current one ends, and repeat loops the current song from the beginning.

The bottom border can display a progress bar with colored bars depicting audio regions. You can disable this via Show Progress Bar. Drag anywhere on the title area to seek within the song.

> **Tip**
>
> You can disable seeking during playback by turning off Allow Seek during Playback.

More Options Menu



The ⋯ more options menu provides access to additional features:

- **Play History**: View your play history
- **Network Sessions**: Manage network sessions
- **iCloud Sync**: Access iCloud sync settings
- **Remote Control**: Open the assign actions dialog or AirTurn setup
- **Import ST4 Files**: Import Stage Traxx song or playlist export files
- **Backup**: Create or restore backups (also shows the name of the last restored backup)
- **Settings**: Open app settings

> **Tip**
>
> Throughout the app, a ⋯ button gives access to a context-dependent more options menu.

Sidebar

The sidebar provides navigation between your content:

- **Songs**: Your complete song library
- **Playlists**: Organized setlists and collections
- **Queue**: The current playback queue

You can resize the sidebar by long pressing on the drag handle until it changes color, then dragging to your preferred width.

> **Tip**
>
> The sidebar can be automatically hidden during playback by enabling Hide Sidebar in Playback.

> **Tip**
>
> You can also toggle the sidebar by double-tapping the content area if Double Tap Lyrics is set to "Toggle Sidebar".

Content Area

The main content area displays the current song. This includes text-based lyrics or PDF sheets. An optional top panel can show audio region controls or a mini waveform, and an optional bottom panel can display the mixer.

Double-tap the content area to perform a configurable action such as opening full-screen lyrics or toggling the sidebar. See Double Tap Lyrics to configure this behavior.

While playback is stopped, swipe left or right in the content area to select the next or previous song. The navigation context — which song counts as "next" or "previous" — is determined by the last sidebar list you opened, either the song list or a playlist. The list does not need to remain open; it simply needs to have been opened at least once after launching the app.

> **Note**
>
> If you haven't opened the song list or a playlist in the sidebar yet, the swipe gesture has no context to navigate within and will have no effect.

Content Area Buttons

The right side of the content area contains buttons for switching content types, editing, scrolling, and zooming. The available buttons depend on the current content and settings.

Toggle PDF and Text Lyrics

Switches between PDF and text-based lyrics. This button only appears when a song has both content types. Stage Traxx remembers your preferred content type for each song.

Edit PDF

Opens the annotation editor to add markings to the current PDF. This button only appears when displaying a PDF document.

Autoscroll Speed

Increases or decreases the scroll tempo for constant-speed scrolling. These buttons only appear when autoscroll is enabled and no timecodes are present. See Constant Speed Scrolling for more details.

Enable Autoscroll

Re-enables automatic scrolling after it has been disabled. If Manual Scrolling Override is enabled and you manually change the scroll position, automatic scrolling is temporarily disabled. Tap this button to resume autoscrolling.

Zoom and Text Size

Changes the font size of text-based lyrics or zooms in and out of a PDF. You can also use the **pinch gesture**.

Playbar

The playbar at the bottom of the screen provides playback controls. You have play/pause controls, up to 10 fully configurable controls, a ⓘ song details button to edit the current song, and a mixer button to open the mixer.

> **Note**
>
> The play/pause button turns orange during a fade in, fade out, or crossfade. Tapping it during a fade will stop playback immediately.

Getting Started

This guide walks you through adding your first song and creating a playlist. If you're new to Stage Traxx, you may want to review the Interface Overview first.

> **Upgrading from Stage Traxx 3?**
>
> You can migrate your existing library by creating a backup in Stage Traxx 3 and restoring it in Stage Traxx 4. See Migrating from Stage Traxx 3 for details.

Adding Your First Song

The quickest way to add a song is using batch import:

1. Tap **Songs** in the infobar to open the song list
2. Tap the + button in the bottom toolbar to open the New Song dialog
3. Tap the import button in the navigation bar
4. Select **From Audio Files** or **From Music Library**
5. Select one or more songs or audio files
6. Tap **Import** or **Open**

Stage Traxx creates a song for each file and extracts metadata like title, artist, and BPM from ID3 tags when available.

Creating a Song Manually

To add a song with more control over its details:

1. Tap **Songs** in the infobar to open the song list
2. Tap the + button in the bottom toolbar
3. Enter a title and any other metadata you'd like
4. Tap **Save**

This opens Song Details, where you can import audio files, add lyrics, and configure audio regions.

Playing a Song

Tap a song to load it into the player. The song title and waveform appear in the main view. Tap the play button or double-tap a song to start playback immediately.

Creating a Playlist

Playlists let you organize songs into setlists for your performances:

1. Tap **Playlists** in the infobar to open the playlist view
2. Tap the + button in the bottom toolbar

3. Enter a name for your playlist
4. Tap **Save**

Now add songs to your playlist:

1. Tap your new playlist to open it
2. Tap the ＋ button in the bottom toolbar to open the Song Picker
3. Select the songs you want to add
4. Tap **Add**

Tap a song in the playlist to load it and queue the remaining songs automatically.

> **Tip**
>
> Tap the ⇩ button in the bottom toolbar to enable autoplay for the entire playlist. Songs will play continuously without stopping between each song.

Next Steps

Now that you have songs and a playlist, explore these features to get more out of Stage Traxx:

- **Lyrics**: Add lyrics to display during playback
- **Audio Regions**: Mark sections of a song for quick navigation
- **Mixer**: Control levels for multitrack songs
- **MIDI**: Control Stage Traxx from external devices
- **Backup**: Protect your library with regular backups

Playback

Playback management is at the core of Stage Traxx. The app gives you full control over every aspect of playback while keeping things simple enough for live performance. Every playback action can be triggered on-screen or via remote control.

Playback Controls

The playbar at the bottom of the screen provides the main playback controls. Tap the play button to start playback, and tap it again to stop. You can configure what happens when you stop mid-song — pause at the current position, rewind to the beginning, or load the next song. See Stop Behavior.

When a song ends, Stage Traxx can either pause or automatically load the next song. See Song End Behavior.

Seeking

Drag anywhere on the title area to seek within a song. You can also seek using the waveform in the top panel when enabled.

> **Tip**
>
> To prevent accidental seeking during a live performance, you can disable Allow Seek during Playback.

Start Delay

You can add a delay before playback begins. When enabled, pressing play turns the button yellow and waits for the configured time before starting. Press again to cancel. See Start Delay.

Queue Management

The queue determines which songs are lined up for playback. Stage Traxx offers two approaches:

- **Automatic Queue Handling** (default): Tapping a song loads it and the following songs into the queue automatically. This is ideal for working with playlists where the order is predetermined.
- **Manual Queue Handling**: You control exactly what goes into the queue. This is ideal when you read the audience and decide what to play next without a fixed setlist.

See Queue for details on managing the queue.

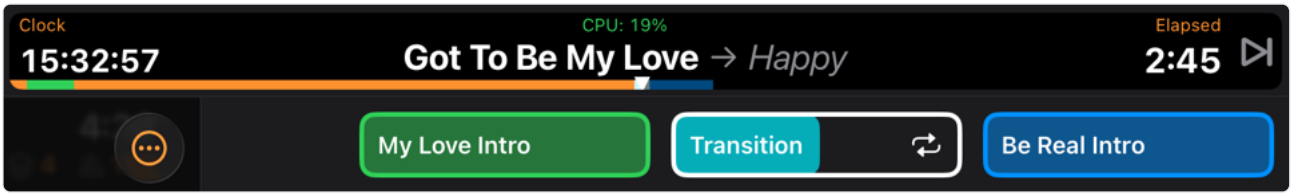
Autoplay and Loop

Autoplay continues playback automatically when a song ends, moving to the next song in the queue without gaps. Autoplay can be enabled for the entire queue or for individual songs.

Loop repeats the current song continuously. Loop can only be toggled for individual songs in a playlist or queue. Loop takes priority — a repeating song will not advance automatically even if autoplay is enabled.

Audio Regions

Audio regions let you define sections within a song and control how playback behaves in each region:



- **Continue**: Plays the region normally and continues to the next region
- 🔁 **Repeat Once**: Repeats the region once (playing it twice) before continuing
- 🔁 **Repeat**: Repeats the region indefinitely until you manually advance
- **Skip**: Jumps over the region entirely
- ⏸ **Pause**: Stops playback at the end of the region

This allows you to rearrange songs on the fly during a performance — extend an intro, skip a verse, or loop a chorus while the crowd sings along.

See Audio Regions for details on managing regions.

Fades and Crossfades

Stage Traxx can apply smooth fades when starting or stopping playback mid-song to avoid abrupt audio cuts. You can also crossfade between songs for seamless transitions.

To trigger a crossfade manually, add a crossfade button via Assignable Controls or map the crossfade action to a remote controller. Crossfades can also be applied automatically during autoplay. See Fade Settings to configure fade durations.

> **Note**
>
> The play button turns orange during a fade. Tapping it will stop playback immediately.

Mixer Controls

The mixer provides real-time control over:

- **Pitch**: Transpose the song up or down
- **Speed**: Adjust playback tempo
- **Track Volumes**: Control individual track levels
- **Mute and Solo**: Silence or isolate individual tracks
- **Pan**: Adjust stereo position of each track
- **Routing**: Assign tracks to output buses
- **4-Band Parametric EQ**: Shape the sound of each track and output bus
- **Master Volume**: Adjust overall output

Master Tuning

If you're playing with instruments tuned differently from standard concert pitch, use Master Tuning to adjust the global pitch for all songs.

Safety Features

To prevent accidental actions during live performances, you can require a double-tap for critical controls:

- Double-Tap Play
- Double-Tap Stop
- Double-Tap Crossfade

These settings apply to both on-screen buttons and remote control commands.

Customizing the Interface

Use Assignable Controls to add custom buttons and knobs to the playbar for quick access to frequently used actions like crossfade, volume control, or audio region commands.

Queue

The queue is the list of songs scheduled for playback. By default, Stage Traxx manages the queue automatically, but you can also manage it manually for more control during performances.

> **Tip**
>
> Think of the queue like a conveyor belt: songs move forward and, once played, fall off the end. There's only ever the current song and upcoming songs — you navigate the queue in one direction only. If you need to replay a song, you'll need to add it to the queue again.

Automatic Queue Handling

With automatic queue handling enabled (the default), tapping a song replaces the current queue with that song and the songs that follow it in the current view:

- **In the Songs view**: The queue fills with the selected song and the following songs based on the current sort order.
- **In a Playlist**: The queue fills with the playlist starting from the selected song.

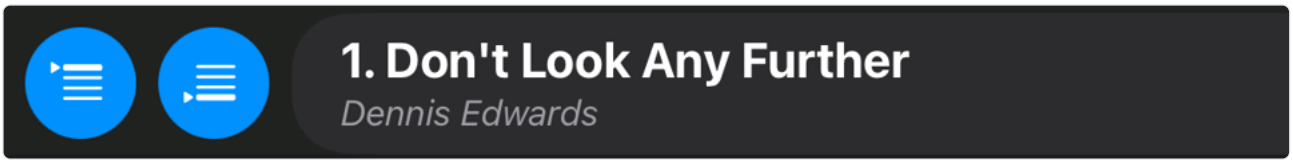
Up to 128 songs are scheduled automatically.

To disable automatic queue handling and manage the queue entirely by hand, see Automatic Queue Handling in Settings.

Adding Songs to the Queue

> **Tip**
>
> With automatic queue handling disabled, double-tap a song to quickly add it to the queue.

You can manually add songs to the queue at any time. Swipe right on a song to access these options:



- **Play Next**: Places the song at the top of the queue
- **Add to Queue**: Places the song at the bottom of the queue

The context menu (long press, or right-click with a mouse) provides an additional option:

- **Add from Here**: Adds the selected song and the following songs to the end of the queue

> **Note**
>
> When automatic queue handling is enabled, tapping a song replaces the queue and removes any manually added items. Use the swipe or context menu actions above to add songs without replacing the queue.

Adding a Playlist

Swipe right on a playlist or use the context menu to access these options:

- **Play Next**: Replaces the queue with the contents of the playlist
- **Add to Queue**: Appends the playlist to the end of the queue

Managing the Queue

Open the queue by tapping the Queue button in the infobar. This button is visible when Automatic Queue Handling is disabled or Show Queue is enabled. The button displays a badge showing the number of songs in the queue.


9
Clock
14:36:28
Queue
PLAY
Midnight At The Oasis
3:32
Renee Olstead
3
92
NEXT
Love Is A Losing Game
2:48
Amy Winehouse
3
83
Don't Know Why
3:32
Norah Jones
3
120
How Deep Is Your...
Eb
3:52
Bee Gees
3
110%
112
A Night Like This
3:46
Caro Emerald
3
120
Your Love Is King
3:39
Sade
3
90
I Keep Forgettin'
Em
3:54
Michael McDonald
3
96
Don't Look Any Further
4:16
Dennis Edwards
3
96
American Boy
4:13
9 Songs
33:36

The search box at the top of the queue finds songs within the queue and supports the same search syntax as the songs list.

The toolbar at the bottom of the queue contains:

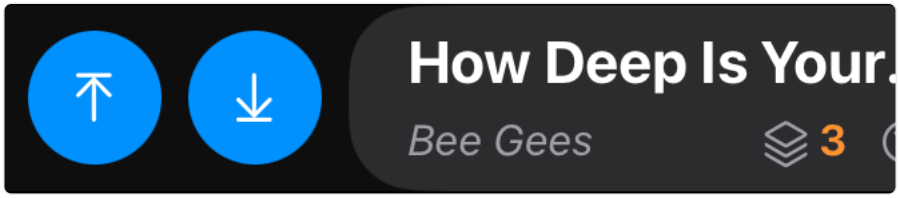
- **Autoplay button**: Enables autoplay for the entire queue
- **Status**: Shows the number of songs and total duration
- **Trash icon**: Clears all songs from the queue

> **Note**
>
> Changes you make to the queue do not affect any playlist that was loaded into it.

Reordering Songs

Tap and hold the drag handle on a song, then drag it to a new position in the queue.

Swipe right on a song or use the context menu to access these options:

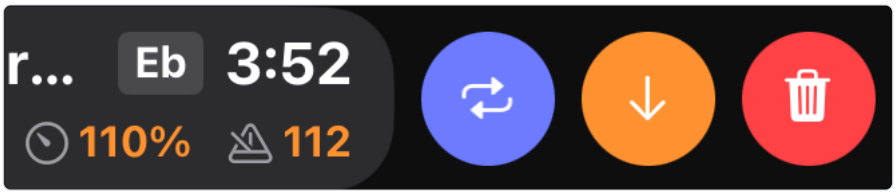


- **Move to Top**: Moves the song to the top of the queue
- **Move to Bottom**: Moves the song to the bottom of the queue

> **Note**
>
> The currently playing first song cannot be moved or removed during playback.

Removing Songs

Swipe left on a song and tap the trash icon to remove it from the queue.



Toggle Loop

When loop is enabled for a song, it repeats continuously until you manually advance to the next song. Repeat takes priority over autoplay — a repeating song will not advance automatically.

Swipe left on a song and select to toggle loop for that song. You can also toggle loop from the context menu.

Toggle Autoplay

When autoplay is enabled, the next song in the queue begins playing automatically when the current song ends. This allows continuous playback without gaps between songs.

Use the ⇩ down arrow icon in the toolbar to enable autoplay for the entire queue, or swipe left on a song and select ↓ to toggle autoplay for that song individually. You can also toggle autoplay from the context menu.

Sorting the Queue

Use the sort button in the top navigation bar to quickly organize the queue:

- **A–Z**: Sort alphabetically by title
- **Z–A**: Sort reverse alphabetically
- **Shuffle**: Randomize the order

> **Warning**
>
> Sorting the queue cannot be undone and will destroy any manual order.

Audio Regions

Audio regions let you divide a song into sections and control how each section plays back. This is useful for visualizing song structure during performance and for rearranging songs on the fly — extend an intro, skip a verse, loop a chorus, or pause for a speech. A song can have up to 64 audio regions.

To create and edit regions, see Song Details > Regions.

Playback Modes

Each region can be set to one of five playback modes:

- **Continue** — Plays the region normally and continues to the next region.
- 🔁 **Repeat Once** — Repeats the region once (playing it twice) before continuing.
- 🔁 **Repeat** — Repeats the region indefinitely until you manually advance.
- **Skip** — Jumps over the region entirely.
- ⏸ **Pause** — Stops playback at the end of the region.

Playback modes are represented with an icon, except Continue mode which has no icon. You can change a region's playback mode before or during playback to rearrange songs dynamically.

> **Note**
>
> Region mode changes during playback are not saved. Reloading a song resets all region modes to the values set in the Regions editor.

Interacting with Regions

Control regions via the top panel, assignable controls, or remote control.

Top Panel

Set the Top Panel to "Audio Regions" or "Waveform" to access region controls during playback:

- **Audio Regions** — Shows buttons to select regions and change playback modes.

- **Waveform** — Shows a waveform visualization with colored regions. Tap to seek or select regions.

Tap a region to select it (the region highlights). When playback is stopped, this also seeks to the start of the region. Tap the selected region again to cycle through the available playback modes, then

deselect. When playback is running and reaches the end of the current region, it jumps to any selected region.

Assignable Controls & Remote Control

Both assignable controls and remote control offer the same region actions:

Action	Description
Select Next Region	Selects the next region
Select Previous Region	Selects the previous region
Cycle Current Region Mode	Cycles the playback mode of the currently playing region
Cycle Selected Region Mode	Cycles the playback mode of the selected region
Toggle Current Region Loop	Toggles repeat mode on/off for the currently playing region
Toggle Selected Region Loop	Toggles repeat mode on/off for the selected region
Toggle Current Region Pause	Toggles pause mode on/off for the currently playing region
Jump to Next Region	Immediately jumps to the start of the following region
Jump to Region Cue 1–6	Immediately seeks to the region holding that cue
Arm Region Cue 1–6	Selects the region holding that cue, exactly like tapping its button

The difference between "current" and "selected": the current region is always the one currently playing, while the selected region is either the current region or one you've selected by tapping or using the cycle commands. The selected region flashes to indicate it's active.

> **Note**
>
> Toggle loop only switches between Continue and Repeat modes, while cycle mode steps through all available modes. Skip mode is not available when cycling the current region because it's already playing and cannot be skipped.

Region Cues

The cycle actions above step through regions one at a time, which gets slow in a song with many sections. Region cues give you direct access instead: assign a region to one of six cue slots in the Regions editor, then reach it with a single button press.

Cue slots are numbered, not named, and are stored per song. If you consistently assign cue 1 to the intro, cue 2 to the chorus and cue 3 to the solo across your library, the same three foot switches do the same musical job in every song of your set.

Two actions exist per slot:

- **Jump to Region Cue 1–6** seeks to the region straight away. Use it while stopped to set up, or during playback when you need to be somewhere else *now*.

- **Arm Region Cue 1–6** selects the region without interrupting the music. Playback continues to the end of the current region and then moves to the armed one, which keeps the transition musical. Pressing it repeatedly cycles that region's playback mode, just like tapping its button in the top panel.

Stage Traxx confirms every cue action with a short on-screen message naming the cue and its region, so you get feedback even when the top panel is hidden.

> **Tip**
>
> Assign **Jump to Region Cue** to buttons you use between songs and **Arm Region Cue** to the ones you use mid-song. Jumping mid-song cuts the audio at the moment you press; arming waits for the region boundary.

> **Note**
>
> If no region in the current song holds the cue you triggered, Stage Traxx tells you so and does nothing else.

Transitions

Stage Traxx transitions between regions only at region boundaries. When you select a new region or change playback mode, the change takes effect when playback reaches the end of the current region. This ensures smooth, musical transitions.

> **Note**
>
> Transitions require approximately half a second of preparation time before a region boundary.

Library

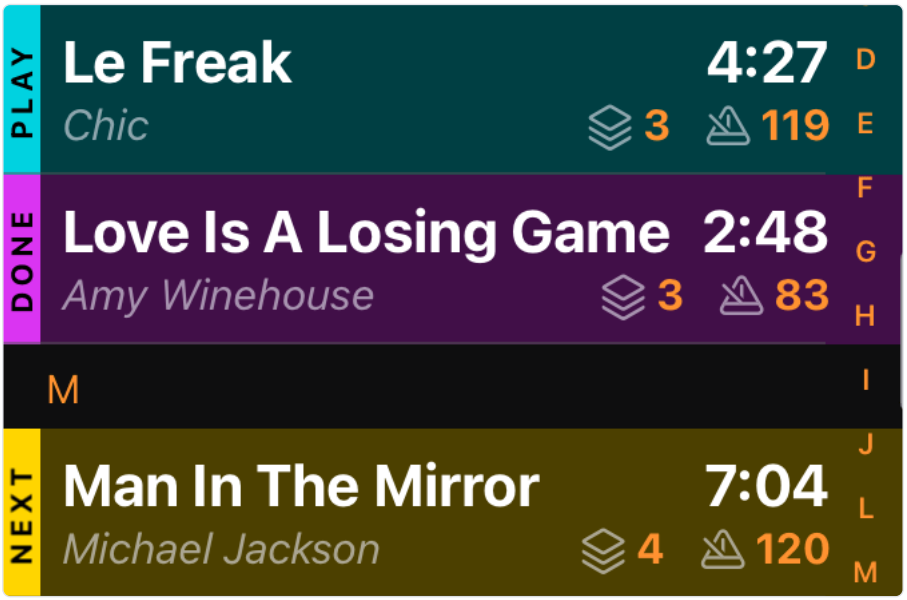
The Library is where you browse and organize your music in Stage Traxx. From the sidebar, you can access different views of your collection:

- **Songs**: All songs in your library
- **Playlists**: Organized collections of songs for different sets or occasions
- **Queue**: The current playback queue

You can also view your Play History from the **More Options** menu.

Song Markers

Stage Traxx uses colored markers to indicate the status of songs in any list. You can customize marker colors in Theme settings.



PLAY Marker

The PLAY marker indicates the song currently loaded into the player. This song is either playing or ready to play. When the loaded song changes, the list automatically scrolls to show the new song if it's part of the current view.

NEXT Marker

The NEXT marker indicates which song playback will transition to when the current song ends. By default, this is the following song in the list, but you can select any song as the next song while playback is running. This allows for non-linear playback flow during a performance.

> **Note**
>
> The NEXT marker is only visible when **Song End Behavior** in Playback Settings is set to **Next Song**.

DONE Marker

The DONE marker indicates a song that has already been played. This is useful when not following a linear playlist, helping you avoid playing the same song twice.

To clear all DONE markers, open **Play History** from the ⋯ **More Options** menu and select **Clear DONE**.

> **Note**
>
> You can hide DONE markers by disabling **Show Done Marker** in User Interface settings.

Song Information

Each song in the library displays its title, artist, duration, and — if available — key and notes. You can show additional metadata by enabling fields under **Song List Details** in User Interface settings:

- **BPM**: The song's tempo in beats per minute
- **Speed**: Playback speed adjustment
- **Pitch**: Pitch shift setting
- **Tune**: Fine-tuning adjustment
- **Number of Tracks**: How many audio tracks the song contains

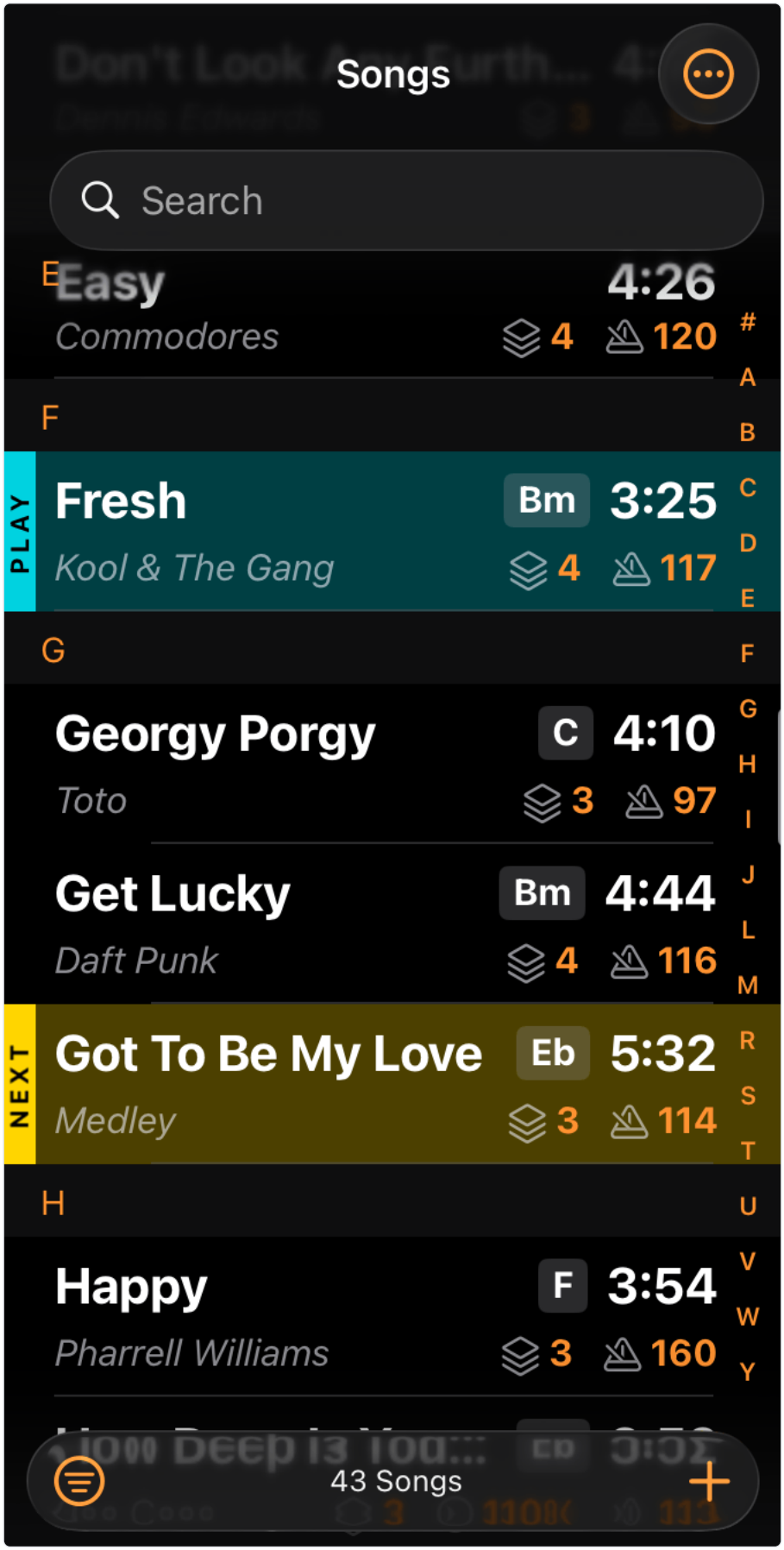
Songs

The **Songs** view shows all songs in your Stage Traxx library. Use the search box at the top to quickly find songs by title or artist across all folders.

Stage Traxx stores all audio files and assets in its own directory structure, with each song's assets kept in a dedicated folder. Audio files must be imported into Stage Traxx before they can be played.

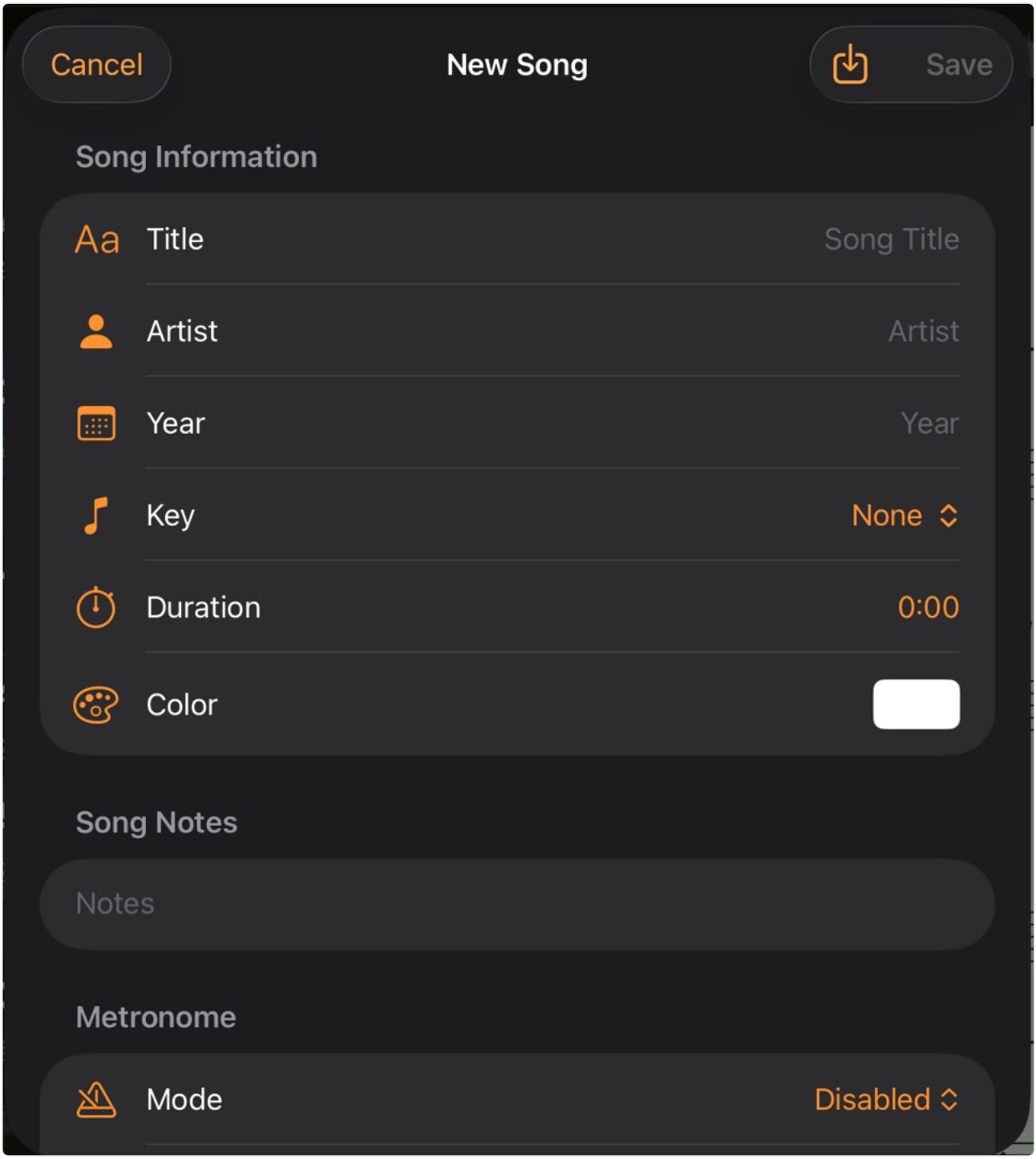
> **Warning**
>
> Never rename items directly in the Stage Traxx folder using a file manager. This will cause missing file errors.

> **Tip**
>
> Double-tap a song to load it and start playback immediately. When automatic queue handling is disabled, double-tap instead adds the song to the queue.


Songs
Search
E
Easy
4:26
Commodores
4
120
F
PLAY
Fresh
Bm
3:25
Kool & The Gang
4
117
G
Georgy Porgy
C
4:10
Toto
3
97
Get Lucky
Bm
4:44
Daft Punk
4
116
NEXT
Got To Be My Love
Eb
5:32
Medley
3
114
H
Happy
F
3:54
Pharrell Williams
3
160
43 Songs
A B C D E F G H I J L M R S T U V W Y

Adding Songs

Tap the + button in the bottom toolbar to create a new song. The dialog shows a subset of song metadata fields — only the title is required. Tap **Save** to create the song and open Song Details, where you can add audio files, edit lyrics, and create audio regions.



Batch Import

From the New Song dialog, tap the import button in the navigation bar to import multiple songs at once. You can select audio files, import from your Music Library, or select supported lyrics files. Stage Traxx extracts metadata like title, artist, BPM, year, and lyrics from ID3 tags when available.

When importing lyrics files, Stage Traxx reads the following ChordPro directives to set song properties: `{title:}` (or `{t:}`), `{artist:}`, `{key:}`, `{tempo:}`, `{duration:}`, and `{year:}`. Lyrics are always imported. Files without any of these directives create a song named after the filename.

> **Tip**
>
> When you select at least 10 songs or import a collection from the Music Library, Stage Traxx automatically creates a playlist containing the imported songs.

> **Note**
>
> Multitrack songs cannot be batch imported. Create the song first, then batch import all tracks from Song Details.

> **iOS Music Library**
>
> Importing from the Music Library on iOS transcodes files to 256 kbit/s M4A format, as iOS does not allow direct access to audio files. This degrades audio quality. On Mac, Music Library files are accessed directly without transcoding.

> **Warning**
>
> Stage Traxx cannot import copy-protected songs. With an Apple Music subscription, most songs are protected and cannot be imported.

Importing Song Archives

Select **Import ST4 Files** from the ⋯ **More Options** menu to import Stage Traxx archives. This works with song export archives, playlist files, and playlist-with-songs files. You can choose whether to overwrite existing songs or keep both versions.

Opening Audio Files in Stage Traxx

You can also start from a file instead of from Stage Traxx. Send one or more audio files to Stage Traxx from the Files app, from AirDrop, from a mail attachment, or from any app with a share sheet, and choose **Open in Stage Traxx** (or select Stage Traxx as the destination). Stage Traxx asks for confirmation and then creates a new song for each file, reading title, artist, BPM, year, and other metadata from the file's tags where available.

This is the fastest way to grow your library: drop a number of backing tracks onto the app from Files, or AirDrop new tracks from your studio Mac straight to the iPad you play with.

> **Tip**
>
> As with batch import, selecting at least 10 files automatically creates a playlist containing the imported songs.

Searching Songs

The search box at the top of the list finds songs by title and artist. It understands boolean operators and field scoping, and the same syntax works everywhere you can search: the songs list, playlists, the queue, and the song picker.

Matching is case-insensitive and ignores accents, so `motorhead` finds *Motörhead*.

Combining Terms

Several words are combined with **AND** by default — a song must contain all of them:

```
beatles live
```

Write `AND`, `OR` and `NOT` in uppercase to combine terms explicitly:

```
beatles OR stones
live NOT acoustic
```

A minus sign is shorthand for `NOT`:

```
beatles -live
```

> **Note**
>
> Only uppercase operators count. Lowercase words stay literal, so titles like *Not Fade Away* or *Black or White* still search normally.

When you mix operators, `NOT` binds tightest, then `AND`, then `OR`. So `beatles OR stones live` means *beatles* or *(stones and live)*.

Searching Specific Fields

Prefix a term with `title:` or `artist:` to restrict it to that field:

```
artist:beatles title:love
```

Any other prefix is treated as ordinary text.

Phrases

Put quotes around several words to search for them as one phrase:

```
"strawberry fields"
```

> **Example**
>
> - `artist:dylan -live` — every Dylan song except the live versions
> - `"the wall" OR "dark side"` — songs from either album
> - `acoustic NOT artist:young` — acoustic songs that aren't by Young

> **Tip**
>
> Tapping a search result loads the song and closes the search automatically, so you go straight from typing to playing.

Editing a Song

Tap a song to load it, then tap the ⓘ info button in the playbar to open Song Details, where you can edit all song metadata, audio settings, lyrics, and regions.

Duplicating a Song

Select **Duplicate** from the context menu or tap the icon in the left swipe menu to create a copy. The duplicate shares asset files with the original, so it uses no additional storage space.

Deleting a Song

Select **Delete** from the context menu or tap the icon in the left swipe menu. You'll be asked whether to delete the song's assets as well. Assets that are referenced by other songs will not be deleted regardless of your choice.

Adding Songs to the Queue

- **Play Next**: Adds the song to the top of the queue. Available in the context menu or via the icon in the right swipe menu.
- **Add to Queue**: Adds the song to the bottom of the queue. Available in the context menu or via the icon in the right swipe menu.
- **Add from Here**: Adds the selected song and all following songs to the bottom of the queue. Available in the context menu.

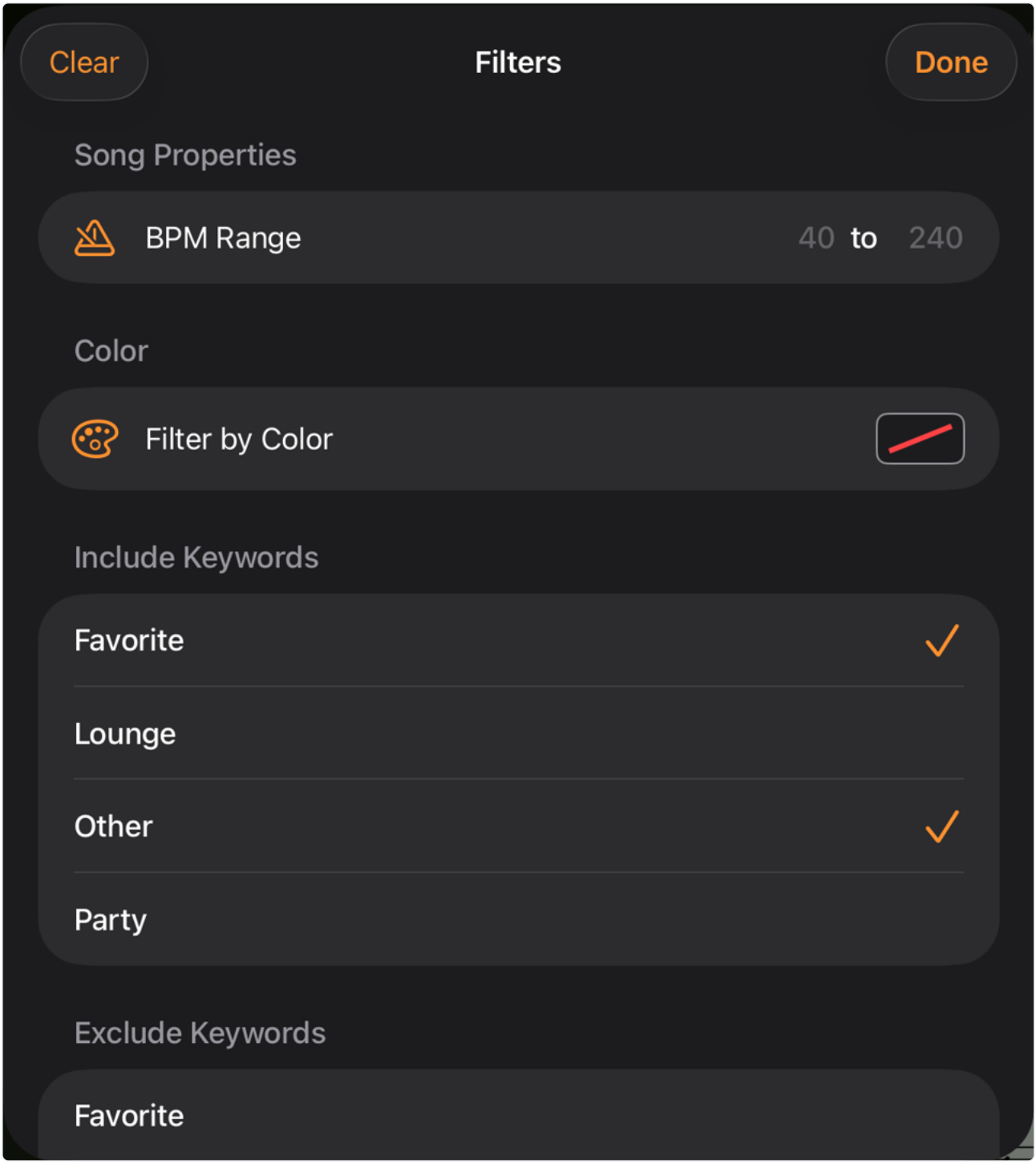
Sorting Songs

Sort options are available in the ⋯ **More Options** menu in the navigation bar. You can sort by title, artist, date added, play count, BPM, or year, in ascending or descending order.

> **Note**
>
> An alphabetical index appears when sorting by title on iOS/macOS 26 and later, if your library contains at least 20 songs.

Filtering Songs

Toggle the filter with the filter icon in the bottom toolbar to quickly switch between filtered and unfiltered views. Tap **Filtered by** to open the filter dialog.



A filter is a list of rules. At the top, choose whether a song must match **All** rules or **Any** of them, then tap **Add Rule** for each condition. Swipe left on a rule to delete it, or tap **Clear** in the navigation bar to remove all of them.

Each rule combines a property, a condition, and a value. The available properties are:

Songs

Property	Type	Typical conditions
Title, Artist, Notes	Text	contains, does not contain, begins with, ends with, is, is not
BPM, Year, Track Count, Play Count, Capo	Number	is, is not, is greater than, is less than, is between
Duration	Length	is greater than, is less than, is between
Key	Musical key	is, is not, is in, is not in
Color	Color	is, is not
Date Added, Last Played	Date	is before, is after, is in the last *n* days
Keyword	Keywords	includes any, includes all, includes none
Folder	Folder	is, is not

> **Example**
>
> - **Key** *is* G — everything you can play in one key at a rehearsal
> - **BPM** *is between* 90 and 120 — mid-tempo material for a set
> - **Date Added** *is in the last* 30 days — what you have been working on this month
> - **Keyword** *includes all* `worship` and **Play Count** *is* 0 — tagged songs you have never played

Recently used filters are kept in the **Recent Filters** section at the bottom of the dialog, so you can re-apply a combination you built earlier with a single tap.

> **Tip**
>
> The same filter engine powers Smart Playlists. If you find yourself rebuilding the same filter over and over, turn it into a smart playlist instead.

> **Note**
>
> Network clients now get the full filter dialog too, including keyword filtering, so a band member on a client device can narrow the shared library the same way the host can.

Folders

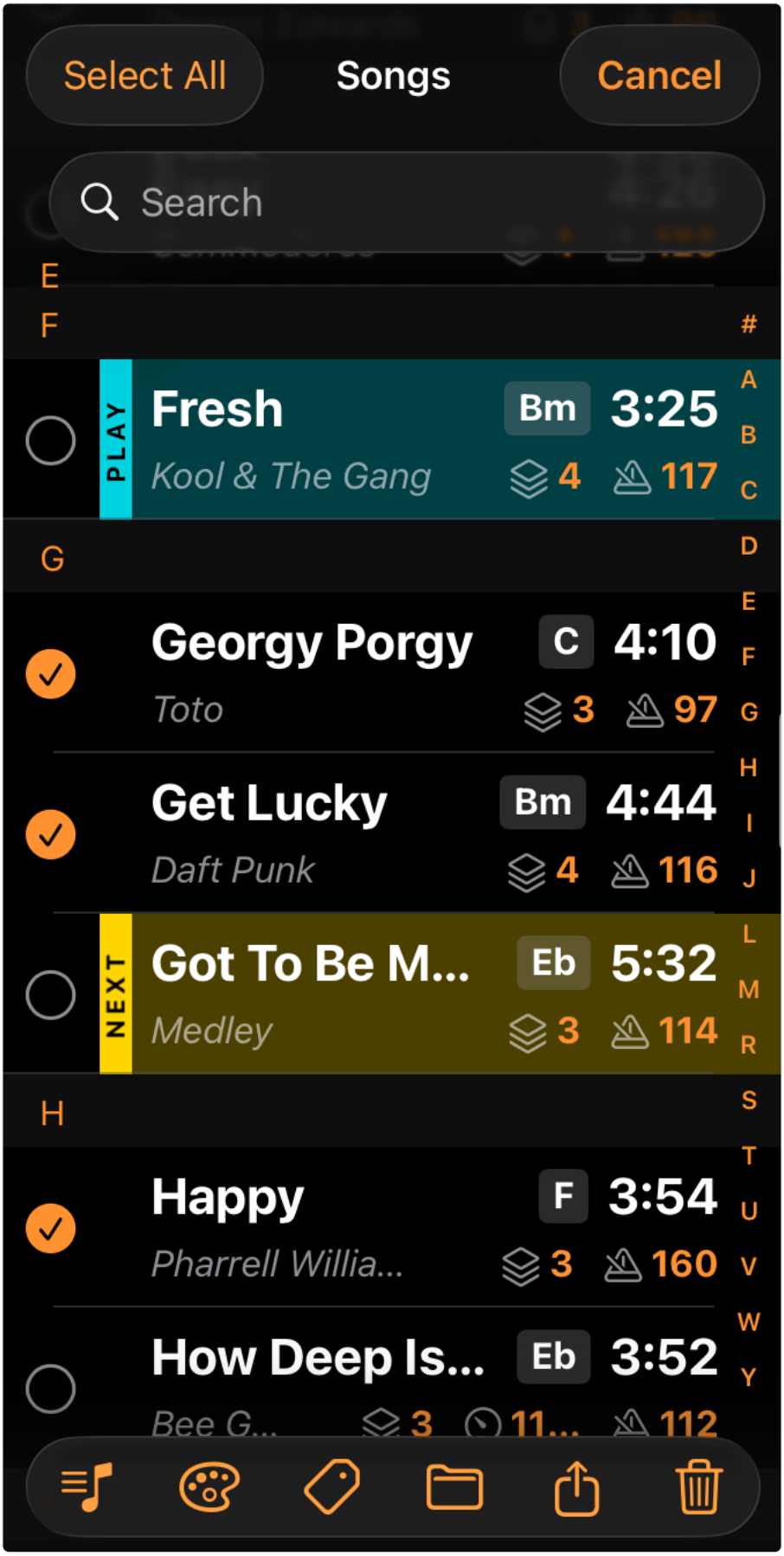
Songs can be organized in a folder hierarchy. Folders can contain subfolders with no limit to the depth.

- **Create a folder**: Select **Add Folder** from the ⋯ **More Options** menu in the navigation bar.
- **Move to a folder**: Select **Move to Folder** from the context menu or tap the 🗀 icon in the left swipe menu. Select ⌂ **Root** to move the song back to the root level.
- **Rename a folder**: Select **Rename** from the context menu or tap the ✎ icon in the left swipe menu.

- **Delete a folder**: Select **Delete** from the context menu or tap the 🗑 icon in the left swipe menu. Only empty folders can be deleted.

Batch Editing Songs

Enable batch edit mode by selecting **Batch Edit** from the ⋯ **More Options** menu in the navigation bar. Select songs by tapping the circle indicator to the left of each song, or use **Select All** / **Deselect All** in the navigation bar.


Select All
Songs
Cancel
Search
E
F
#
PLAY
Fresh
Bm
3:25
Kool & The Gang
4
117
A
B
C
G
D
Georgy Porgy
C
4:10
Toto
3
97
E
F
G
Get Lucky
Bm
4:44
Daft Punk
4
116
H
I
J
NEXT
Got To Be M...
Eb
5:32
Medley
3
114
L
M
R
H
S
Happy
F
3:54
Pharrell Willia...
3
160
T
U
V
How Deep Is...
Eb
3:52
Bee G...
3
11...
112
W
Y

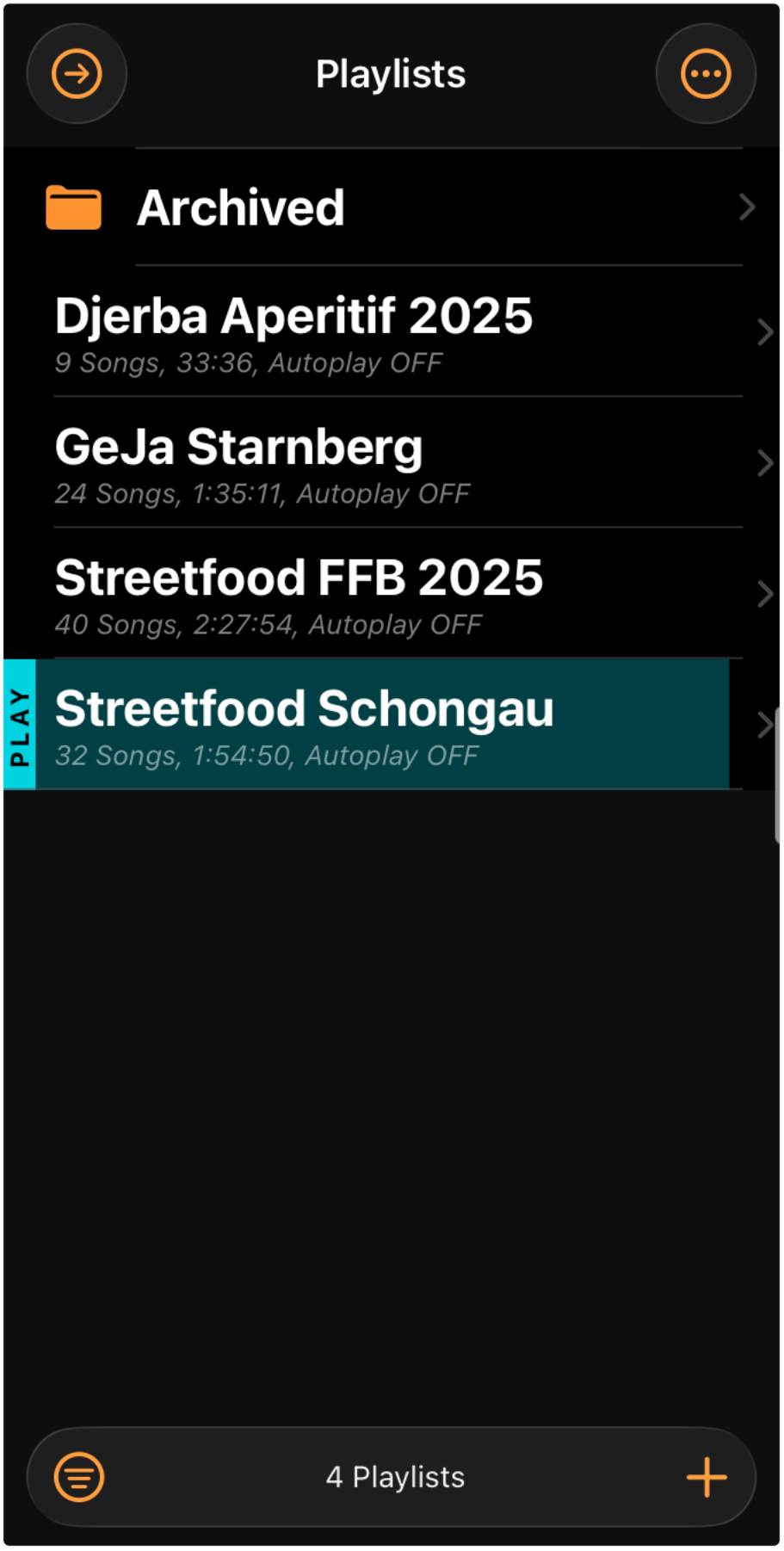
The bottom toolbar provides these actions for selected songs:

- **Add to Playlist**: Add songs to a playlist
- **Color**: Change the song title color
- **Keywords**: Edit keywords for selected songs
- **Folder**: Move selected songs to a folder
- **Share**: Export songs as a Stage Traxx song archive
- **Delete**: Delete selected songs from the library

Playlists

Playlists let you organize songs into collections for different performances, venues, or occasions. The 🗀 **Playlists** sidebar shows all your playlists, displaying each playlist's name, number of songs, and autoplay setting. Tap a playlist to view and edit its contents.

> **Tip**
>
> If a playlist is loaded to the queue, the navigation bar shows a ⓘ right arrow icon to jump directly to that playlist when you're viewing a different list.


Playlists
Archived
Djerba Aperitif 2025
9 Songs, 33:36, Autoplay OFF
GeJa Starnberg
24 Songs, 1:35:11, Autoplay OFF
Streetfood FFB 2025
40 Songs, 2:27:54, Autoplay OFF
PLAY
Streetfood Schongau
32 Songs, 1:54:50, Autoplay OFF
4 Playlists

Managing Playlists

Creating a Playlist

Tap the + button in the bottom toolbar to open the New Playlist dialog. Enter a name for the playlist and optionally set a color. Enable **Autoplay** if you want songs in the playlist to play continuously without stopping after each song. Choose the playlist **Type** — **Regular** for a list you fill by hand, or **Smart** for one that fills itself from rules. Tap **Save** to create the playlist in the current folder.

Editing a Playlist

Select **Edit** from the context menu or tap the icon in the left swipe menu. You can change the playlist's name, color, type, and autoplay setting. You can also manage keywords for the playlist, which works similarly to editing keywords for songs.

Duplicating a Playlist

Select **Duplicate** from the context menu or tap the icon in the left swipe menu to create a copy of the playlist.

Deleting a Playlist

Select **Delete** from the context menu or tap the icon in the left swipe menu. Stage Traxx asks for confirmation before the playlist is deleted, so a mistap during a show cannot cost you a set list.

> **Note**
>
> Deleting a playlist never deletes the songs it contains.

Smart Playlists

A smart playlist has no fixed contents. Instead it holds a filter, and every song in your library that matches the filter appears in it automatically. Add a song that matches and it shows up; change a song so it no longer matches and it disappears. Smart playlists are marked with **SMART** in the sidebar and navigation bar of the playlist.

Create one by choosing **Smart** as the playlist type in the New Playlist dialog, or convert an existing playlist by changing its type in the edit dialog.

Filter Rules

Tap **Filter Rules** in the playlist dialog to build the filter. Choose whether songs must match **All** rules (AND) or **Any** of them (OR), then add one rule per condition.

Rules can use Title, Artist, Notes, BPM, Year, Duration, Track Count, Play Count, Key, Capo, Color, Date Added, Last Played, Keyword and Folder. The rule editor works exactly like the one described under Filtering Songs.

> **Example**
>
> - **Key** *is* G — a rehearsal list of everything in one key
> - **Date Added** *is in the last* 30 days — everything new this month
> - **BPM** *is between* 90 and 120 — mid-tempo material for a dance set
> - **Keyword** *includes all* `worship` and **Play Count** *is* 0 — tagged songs you have never played

Song Limit

Optionally cap how many songs the playlist returns. Leave the field empty for no limit. Combined with a sort order, a limit gives you lists like "the 20 most recently added songs".

Working with Smart Playlists

Because the contents are derived from the filter, a smart playlist behaves slightly differently from a regular one:

- You cannot add, remove, or reorder songs by hand, and there is no per-song playback mode.
- The sort order determines the order songs are queued in.
- Everything else works as usual: load the playlist into the queue, share it, and use it during a performance.

Converting Between Types

Switching a playlist between Regular and Smart is possible at any time, and Stage Traxx confirms the change first because contents are affected:

- **Smart to Regular**: The songs currently matching the filter are written into the playlist as real entries. From then on the list stays as it is and can be edited by hand.
- **Regular to Smart**: The manually added songs are discarded and replaced by the filter results.

Adding a Playlist to the Queue

- **Play Next**: Replaces the queue with the contents of the playlist. Available in the context menu or via the ☰ icon in the right swipe menu.
- **Add to Queue**: Appends the playlist to the end of the queue. Available in the context menu or via the ☰ icon in the right swipe menu.

Sorting Playlists

Sort options are available in the ⋯ **More Options** menu in the navigation bar. You can sort by name or date added, in ascending or descending order.

Filtering Playlists

Toggle the filter with the ⊜ filter icon in the bottom toolbar. This allows you to quickly switch between filtered and unfiltered views. Tap **Filtered by** to configure the filter, which opens a dialog where you can filter playlists by color and keywords.

Folders

Playlists can be organized in a folder hierarchy. Folders can contain subfolders with no limit to the depth.

- **Create a folder**: Select **Add Folder** from the ⋯ **More Options** menu in the navigation bar.
- **Move to a folder**: Select **Move to Folder** from the context menu or tap the 🗀 icon in the left swipe menu. Select ⌂ **Root** to move the playlist back to the root level.
- **Rename a folder**: Select **Rename** from the context menu or tap the ✎ icon in the left swipe menu.
- **Delete a folder**: Select **Delete** from the context menu or tap the 🗑 icon in the left swipe menu. Only empty folders can be deleted.

Editing Playlist Contents

Tap a playlist to open it and view its contents. The bottom toolbar shows the number of songs and total playback duration. Tap a song to load it into the player and queue the remaining songs.


Streetfood Schongau
DONE
1. Love Is A Losing Ga... 2:48
Amy Winehouse 3 83
PLAY
2. Just The Two Of Us 4:23
Grover Washington Jr. 3 120
NEXT
3. Your Love Is King 3:39
Sade 3 90
4. A Night Like This 3:46
Caro Emerald 3 120
5. It Ain't Over 'til I... Db 4:12
Lenny Kravitz 3 102% 86
6. Smooth Operator 4:12
Sade 3 119
7. I Keep Forgettin' Em 3:54
Michael McDonald 3 96
8. #PAUSE# 0:00
9. Don't Look Any Furt... 4:16
Dennis Edwards 3 96
32 Songs
1:54:50

> **Tip**
>
> When automatic queue handling is disabled, double-tap a song to quickly add it to the queue.

You can number songs by enabling **Show Song Numbers** in the ⋯ **More Options** menu in the navigation bar. The search box above the first song finds songs by title or artist within the playlist and supports the same search syntax as the songs list.

Adding Songs

Tap the + button in the bottom toolbar to open the Song Picker. The picker shows all songs in your library with the same filter, sort, and search options as the Songs view. Songs already in the playlist appear grayed out but can be added again if needed.

Use **Select All** or **Deselect All** in the ⋯ **More Options** menu to toggle selection. Set the **Insert Position** option to control where songs are added: at the top, bottom, or after the currently playing song. Tap **Add** to add the selected songs to the playlist.

Removing Songs

Select **Remove from Playlist** from the context menu or tap the ⊖ icon in the left swipe menu.

Reordering Songs

Drag and drop songs using the drag handle to reorder them manually.

Sorting the Contents

Two different sort functions are available in the ⋯ **More Options** menu in the navigation bar.

Sort By

A non-destructive live sort. Pick a field and a direction and the playlist is displayed — and queued — in that order, while your manual order is kept untouched underneath. Select **Manual** to switch the sort off again and get your own order back.

This is the one to use during a show: sort by title to find something quickly, then go back to **Manual** without having lost your set order.

> **Note**
>
> Smart playlists have no manual order, so the **Manual** option is not offered for them.

Rearrange Manually

A one-shot rearrangement that permanently rewrites the saved order. It offers **Title A-Z**, **Title Z-A** and **Shuffle**, and switches off any active automatic sort.

> **Warning**
>
> **Rearrange Manually** replaces your manual sort order and cannot be undone.

> **Note**
>
> In a playlist with sets, rearranging sorts each set separately. Songs never move across a set boundary, so shuffling a gig cannot fling a song over the interval.

Sets

A playlist can be divided into **sets** — the two halves of a gig either side of the break, a main set and an encore, or one block per band that shares the evening. Sets are shown as headers in the playlist, each with its own song count and running time, and are numbered automatically as *Set 1*, *Set 2* and so on.

Creating Sets

- **Add Set** in the ⋯ **More Options** menu appends a set. On a playlist without sets, this first split divides it into Set 1 and Set 2.
- **Insert Set After** in a song's context menu starts a new set right after that song. Everything below it in the same set moves into the new one — the fastest way to mark where your break falls in an existing list.

Removing Sets

Swipe left on a set header or use its context menu and select **Delete Set**. The songs are not deleted: they merge into the set above.

Working with Sets

- Songs can still be dragged across set boundaries, so moving a number from the first half to the second is just a drag.
- With automatic queue handling enabled, tapping a song inside a set queues **only that set's songs**. Playback stops at the end of the set instead of running on into the break — which is exactly what you want when the next thing on the schedule is 20 minutes off stage.
- **Rearrange Manually** sorts within each set, never across them.

> **Note**
>
> Set names are derived from their position and cannot be edited. Adding or deleting a set is a host-only operation and is not available to network clients.

Adding Songs to the Queue

- **Play Next**: Adds the song to the top of the queue. Available in the context menu or via the icon in the right swipe menu.
- **Add to Queue**: Adds the song to the bottom of the queue. Available in the context menu or via the icon in the right swipe menu.
- **Add from Here**: Adds the selected song and all following songs to the bottom of the queue. Available in the context menu.

Autoplay and Loop

By default, playback stops after each song. The title area shows the playback mode for the current song and can be tapped to change it.

You can enable autoplay for the entire playlist with the button in the bottom toolbar, which plays all songs continuously without pausing. To control playback per song, select **Toggle Autoplay** from the context menu or tap the ↓ icon in the left swipe menu.

To loop a song, select **Toggle Loop** from the context menu or tap the icon in the left swipe menu. The song repeats until you disable loop in the title area.

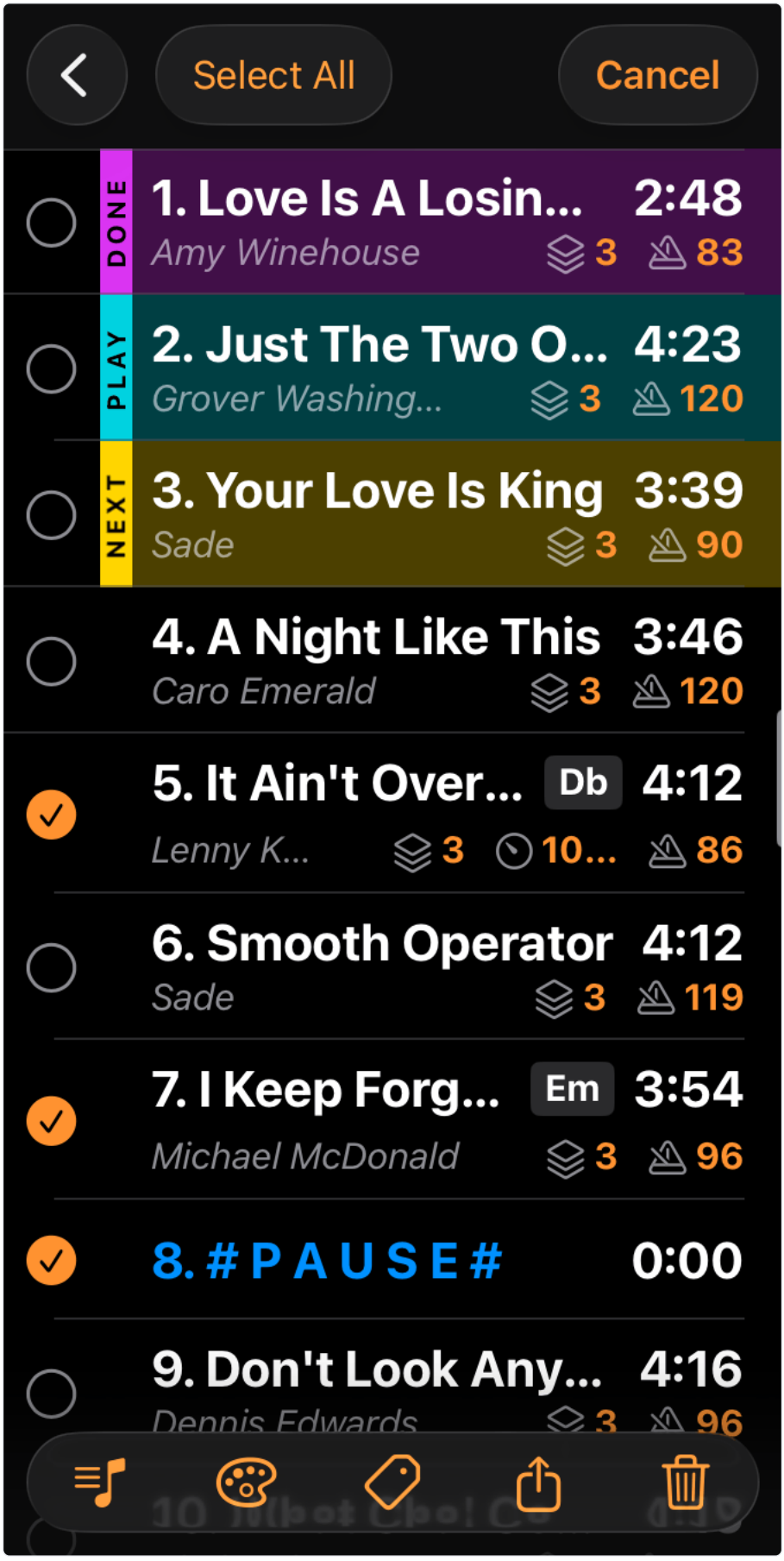
Sharing a Playlist

Select **Share Playlist** from the **More Options** menu in the navigation bar to choose a sharing format:

- **Plain Text**: A text file listing the playlist contents.
- **Playlist File**: A Stage Traxx playlist file that can be imported into another Stage Traxx instance. Songs are matched by title and artist, so songs missing from the target library will be skipped.
- **Playlist with Songs**: A complete archive containing the playlist and all song assets. This can fully restore the playlist and songs on another device but may be quite large.

Batch Editing Songs

Enable batch edit mode by selecting **Batch Edit** from the ⋯ **More Options** menu in the navigation bar. Select songs by tapping the circle indicator to the left of each song, or use **Select All** / **Deselect All** in the navigation bar.


Select All
Cancel
DONE
1. Love Is A Losin... 2:48
Amy Winehouse 3 83
PLAY
2. Just The Two O... 4:23
Grover Washing... 3 120
NEXT
3. Your Love Is King 3:39
Sade 3 90
4. A Night Like This 3:46
Caro Emerald 3 120
5. It Ain't Over... Db 4:12
Lenny K... 3 10... 86
6. Smooth Operator 4:12
Sade 3 119
7. I Keep Forg... Em 3:54
Michael McDonald 3 96
8. # P A U S E # 0:00
9. Don't Look Any... 4:16
Dennis Edwards 3 96

To reorder songs in batch edit mode, select the songs you want to move, then drag them to the desired position using the drag handle of any selected song. All selected songs move together.

The bottom toolbar provides these actions for selected songs:

- **Add to Playlist**: Add songs to another playlist
- **Color**: Change the song title color
- **Keywords**: Edit keywords for selected songs
- **Share**: Export songs as a Stage Traxx song archive
- **Remove**: Remove songs from this playlist

Play History

Play History keeps track of all songs you have played, with the most recent song at the top. This is useful for reviewing what you've performed, sharing your setlist, or creating a playlist from a past performance.

You can open Play History from the ⋯ More Options menu in the main view.

> **Note**
>
> A song must be played for at least half its duration to be added to the history and marked as DONE.

Understanding the DONE Marker

When you play a song, it receives a colored DONE marker (if Show DONE Marker is enabled):

You can clear all DONE markers at once using the **Clear Done** button in the toolbar. DONE markers are also automatically cleared when you clear the play history.

Removing Songs

Clear History

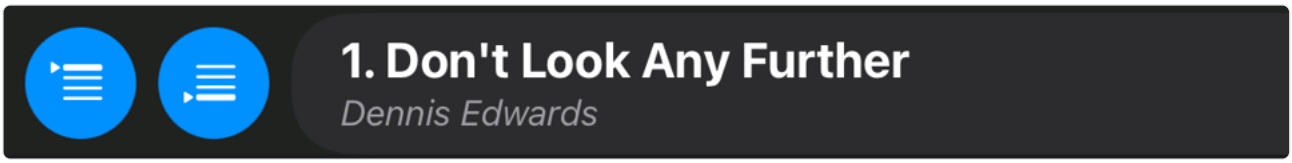
Removes all entries from the play history at once using the 🗑 icon in the toolbar. This also automatically clears all DONE markers from your songs.

Remove Individual Songs

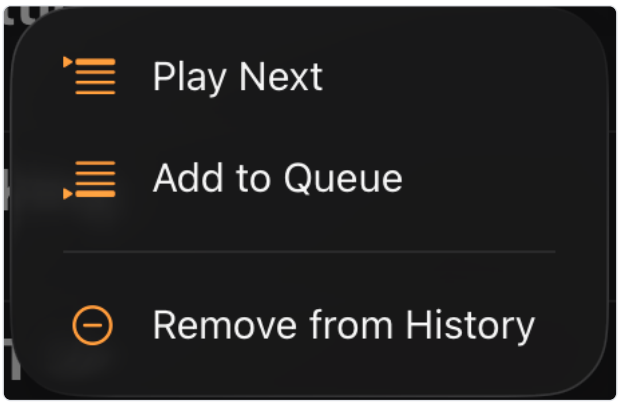
Swipe left on a song to remove it from the history.

Adding Songs to the Queue

Swipe right on a song to add it to the top or bottom of the current queue.

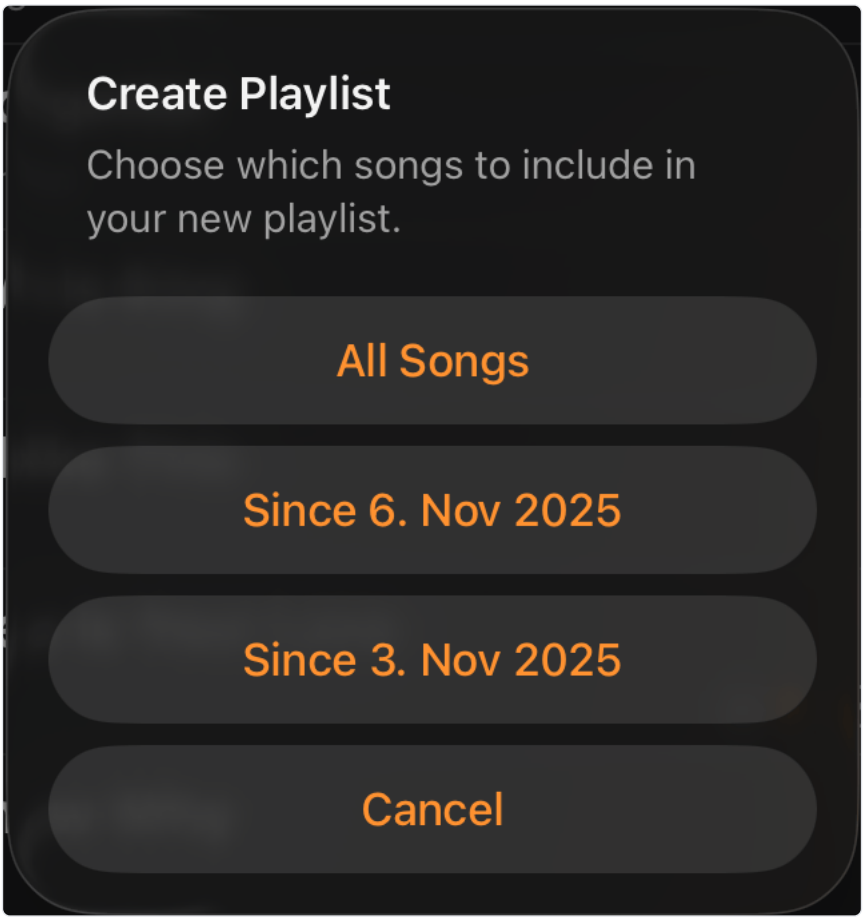


You can also long-press a song (or right-click on Mac) to open a context menu with these same actions.



Creating a Playlist from History

Select **Create Playlist** from the ⋯ More Options menu to create a new playlist from your play history. You can choose a start date to include only songs played from from that date forward, making it easy to turn a specific performance into a reusable setlist.



Sharing History

Select **Share History** from the ⋯ menu to share your play history as a text list. You can choose a start date to include only songs played from that date forward. This is useful for record-keeping or sending your setlist to band members.

Additional Options

Show Song Numbers

Toggles the display of song numbers in the history list. Available in the ⋯ More Options menu.

Song Details

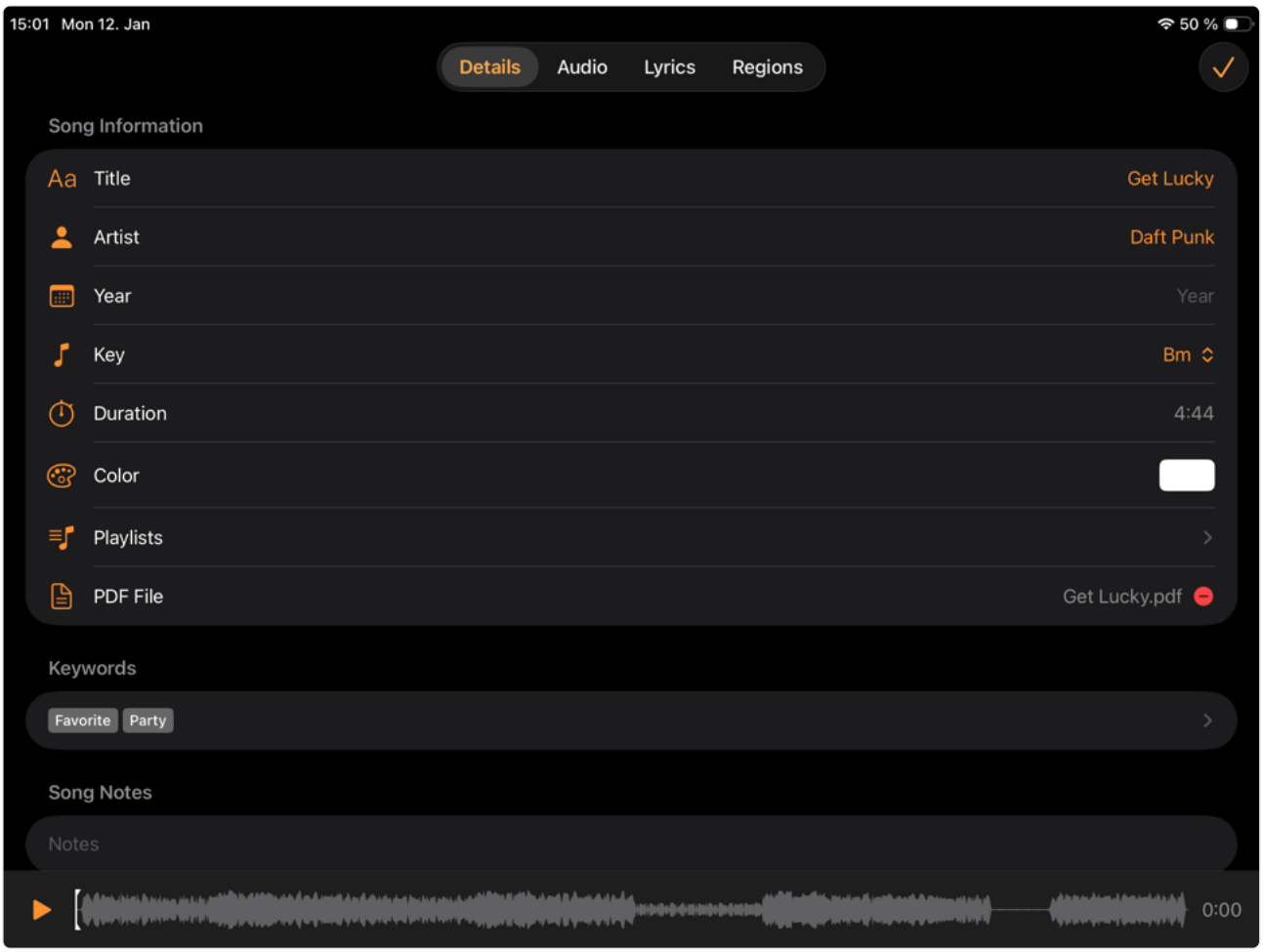
The Song Details screen lets you edit all metadata and settings for a song. Open it by tapping the ⓘ details button in the playbar.

The screen has up to four tabs depending on the song content:

- **Details** — Song metadata (described on this page)
- **Audio** — Configure audio tracks
- **Lyrics** — Edit lyrics and chords
- **Regions** — Set up audio regions (only shown for songs with audio tracks)

A mini player at the bottom provides a play button, waveform with audio regions, and playback time. Drag the waveform to seek to a specific position.

The title of the song you are editing is always shown at the top of the screen, so you never lose track of which song your changes apply to.



Editing Several Songs in a Row

The navigation bar has buttons to jump directly to the **previous** or **next** song without leaving the editor. The order follows the list you opened the song from. Any changes to the current song are saved before the next one is loaded.

This makes it much faster to work through a batch of songs — for example setting the capo for a whole set, or checking the metronome tempo of every song in a playlist.

> **Tip**
>
> The same idea applies one level deeper: in Track Details you can step between the tracks of a song without returning to the track list.

Song Information

Title

The song title. All audio, PDF, and MIDI files belonging to this song are stored in a folder named after the title.

> **Note**
>
> Renaming a song also renames its folder.

Artist

The artist name for this song. Can be used to sort songs in song lists.

Year

The release year for this song. Can be used to sort songs in song lists.

Key

The musical key for this song. Can be displayed in song lists.

Duration

The song duration. This field is read-only (shown in gray) when the song has audio tracks — the duration is determined by the longest track.

For songs without audio tracks, you can set the duration manually (shown in tint color). This allows you to add timestamped lyrics and MIDI commands and play the song like a regular song with audio files.

Play Count

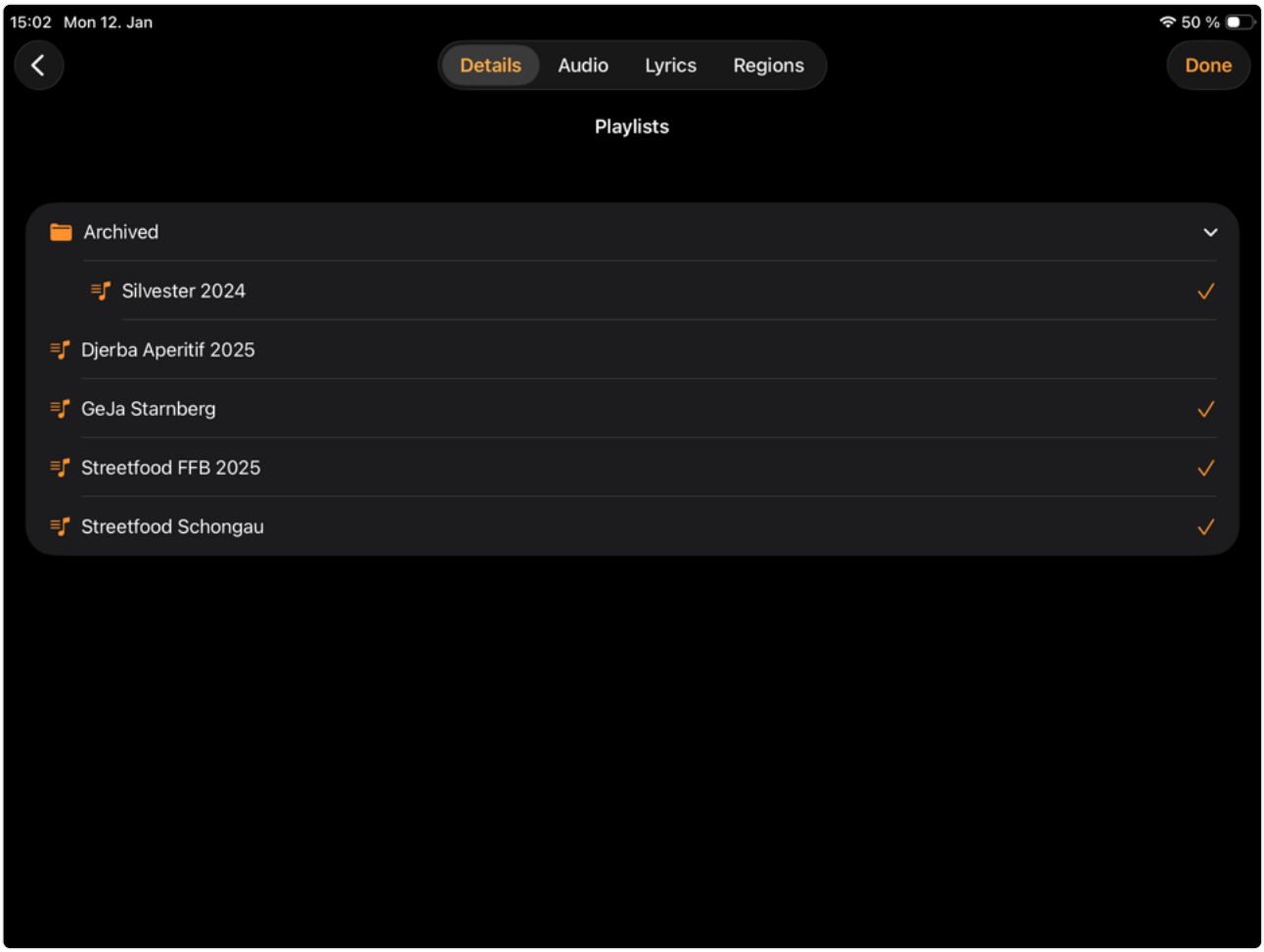
The number of times this song has been played. Can be used to sort songs in song lists.

Color

A color label for this song, displayed in song lists.

Playlists

Opens a playlist selector showing a tree view of all playlists. Playlist folders can be collapsed or expanded by tapping on them. Playlists containing this song display a checkmark. Tap a playlist to add the song to the end of that playlist, or tap a playlist with a checkmark to remove the song from it.



PDF File

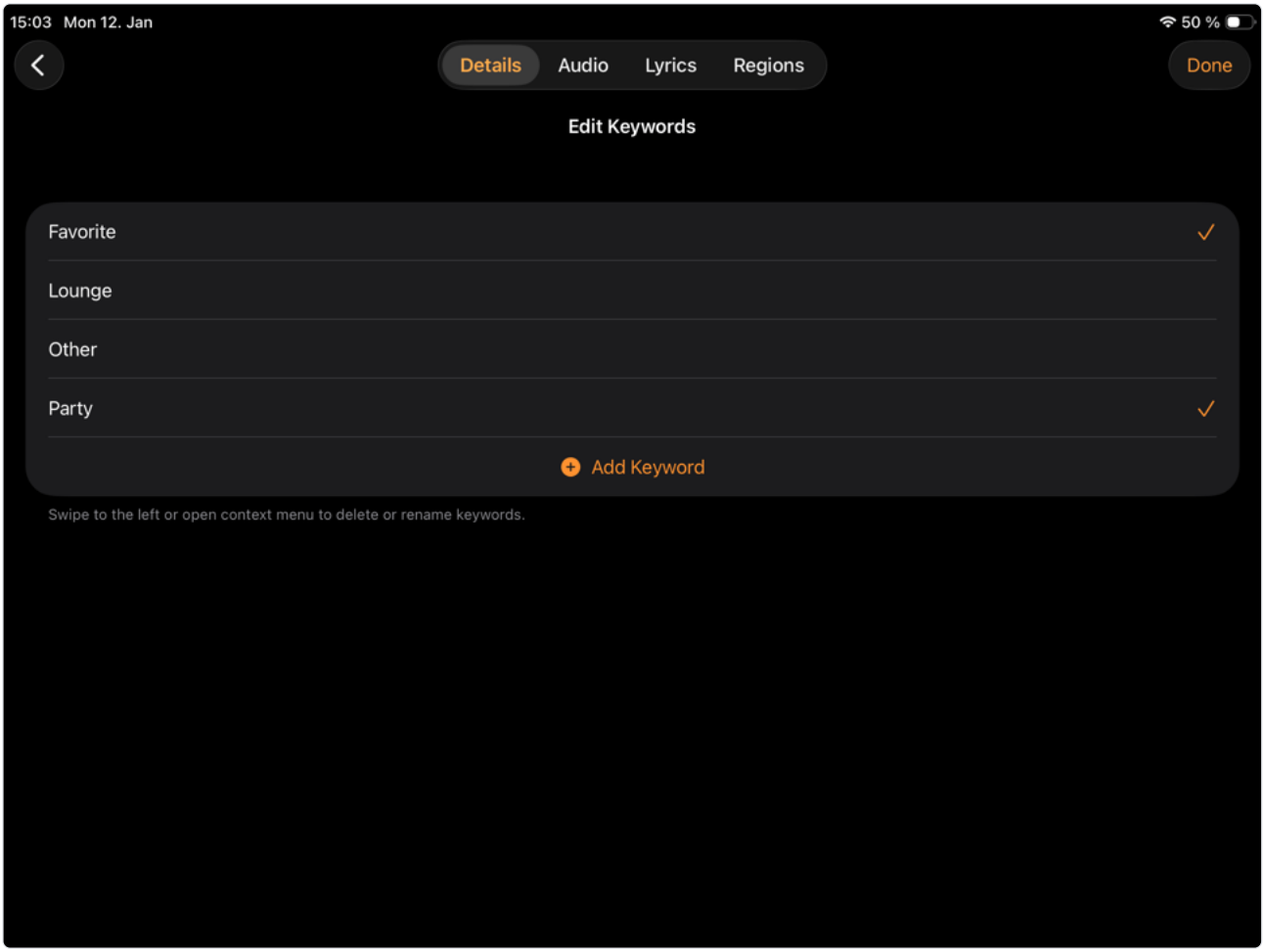
Attach a PDF file to display in the content area instead of lyrics. See PDF Documents for details on working with PDF files.

Tap **Load** to add a PDF file. When a PDF is attached, tap the red minus button to remove and delete it.

Keywords

Keywords help you organize and filter your song library. Tap to open the keyword editor, which shows all available keywords. Keywords assigned to this song display a checkmark.

Tap a keyword to toggle its assignment, or use **Add Keyword** to create a new keyword that is automatically assigned to the current song. Keywords can be renamed or deleted via the context menu or by swiping left.



> **Note**
>
> Deleting a keyword removes it from all songs and playlists it was assigned to.

Song Notes

A text field for adding notes to the song. Notes are displayed in song lists.

Metronome

The metronome provides a visual and audible click at the specified tempo. It uses a virtual beat grid based on the song's BPM, with the first beat aligned to the start of audio playback. The beat grid origin can be shifted using the Start Time setting in Song Details > Audio.

For songs with audio files recorded at a fixed tempo that start on a beat, this ensures the metronome clicks stay in sync with the audio — including when seeking or jumping between audio regions.

Configure the metronome sound and flash color in Settings > Audio > Playback Settings.

Mode

Controls when the metronome plays:

- **Disabled** — Metronome is off.
- **Stop** — Plays only when playback is stopped, useful for feeling the tempo before starting.
- **Play** — Plays only during playback.
- **Both** — Plays during playback and when stopped.

> **Note**
>
> When the mode is **Both** or **Stop**, playback always starts quantized to the beat: pressing play waits for the next beat of the click you are hearing, so the song comes in on the beat instead of wherever you happened to tap. This is automatic and cannot be switched off in these modes.

Type

Controls how the metronome provides feedback:

- **Visual Only** — Flashes the content area border (or the playbar if no content area is visible).
- **Audio Only** — Plays the selected click sound.
- **Visual & Audio** — Combines both flash and sound.

Count-In / Pre-Roll Beats

The number of beats used by the two count-in playback actions for this song. Set it to **Off** to disable both actions for the song.

Both actions are available as remote actions and assignable controls:

- **Play with Count-In**: Plays the configured number of metronome clicks and then starts the song exactly on the following beat. Use this to give the band a classic four-count before the track comes in.
- **Play with Pre-Roll**: Starts playback the configured number of beats *earlier* in the song, so the music runs up to the point you were parked at. Handy in rehearsal when you want to hear a few bars leading into the section you are working on.

> **Note**
>
> Both actions require a BPM value for the song. Without a tempo there is no beat grid to count.

BPM

The tempo in beats per minute. Enter a value manually or use the tap button to tap in the tempo.

BPM is required when using the metronome, but you can also set it without enabling the metronome to display the tempo in song lists or send MIDI clock at this tempo (when enabled in MIDI Settings).

Tap the gray X to delete the tempo information, which also disables the metronome.

Transpose Chords

Transpose chords displayed in lyrics. This requires chord transposition to be enabled in Settings > General > Lyrics, Chords & PDF.

Only chords recognized by Stage Traxx can be transposed. See Chord Syntax for details on chord formatting.

Semitones

Transpose chords by up to ±11 semitones. This adjustment is applied in addition to any pitch changes if the next option is enabled.

Double-tap the slider to reset to 0.

Capo

The capo position for this song, from 0 (no capo) to 7.

When Apply Capo is enabled in settings, the displayed chords are lowered by the capo position, so you read the shapes you actually finger with the capo on. With the setting disabled, the capo value is stored with the song and shown in song lists but does not change the displayed chords.

The capo is combined with the transpose and pitch settings above. If a song is transposed up two semitones and you put a capo on the second fret, the chord shapes shown are the original ones again.

> **Example**
>
> A song written in E♭ is awkward on guitar. Set **Capo** to 1 and, with **Apply Capo** enabled, the chords are displayed in D — easy shapes that sound in the original key.

> **Note**
>
> Like the transpose setting, the capo requires Transpose Chords to be enabled in settings.

Apply Pitch to Chords

When enabled, pitch changes applied to the song audio also transpose the displayed chords accordingly.

MIDI

MIDI File

Attach a MIDI file to play in sync with the audio tracks. MIDI commands from the file are sent to the port selected in MIDI Settings.

Tap the red minus button to remove and delete an attached MIDI file.

MIDI Trigger

Configure a MIDI command that loads this song into the player when received. Enter the command manually using the syntax described in the MIDI section, or use the **Learn** button to open a dialog that listens for incoming MIDI commands.

Timecode Offset

Sets a time offset for MIDI timecode (MTC) messages for this song. This is only relevant when sync mode is set to MTC in MIDI Settings.

Enter the offset in SMPTE timecode format: `HH:MM:SS:FF` (hours, minutes, seconds, frames). For example, `01:30:00:00` starts the song at the 1 hour 30 minute mark in the master timecode.

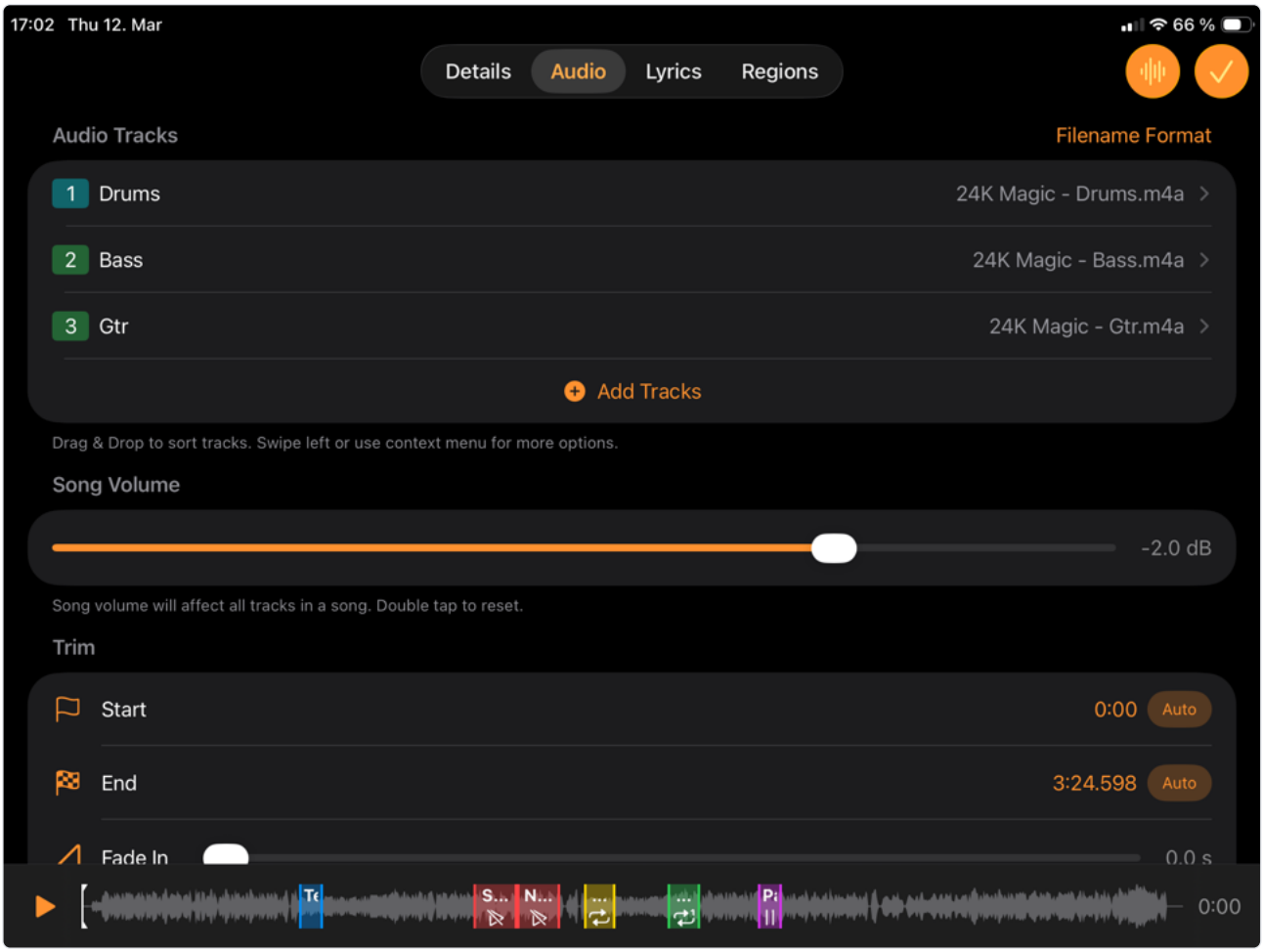
This is useful in theater productions or other scenarios where songs need to sync to a master timecode that doesn't start at zero.

Audio

The Audio tab lets you manage audio tracks and adjust playback settings for a song. You can add up to 32 tracks per song.

> **Note**
>
> Older devices may not be capable of playing 32 tracks simultaneously. Monitor the CPU meter in the title area to check your device's limits. Keep average CPU usage below 40% if you want to crossfade between songs, or below 70% otherwise. Occasional peaks above these values are fine.

This tab displays its full form only when the song has at least one audio track. Without audio tracks, the tab is mostly empty.



The navigation bar includes a waveform button that lets you select which track to use for rendering the waveform display. You can choose a specific track or a mixdown of all tracks.

Audio Tracks

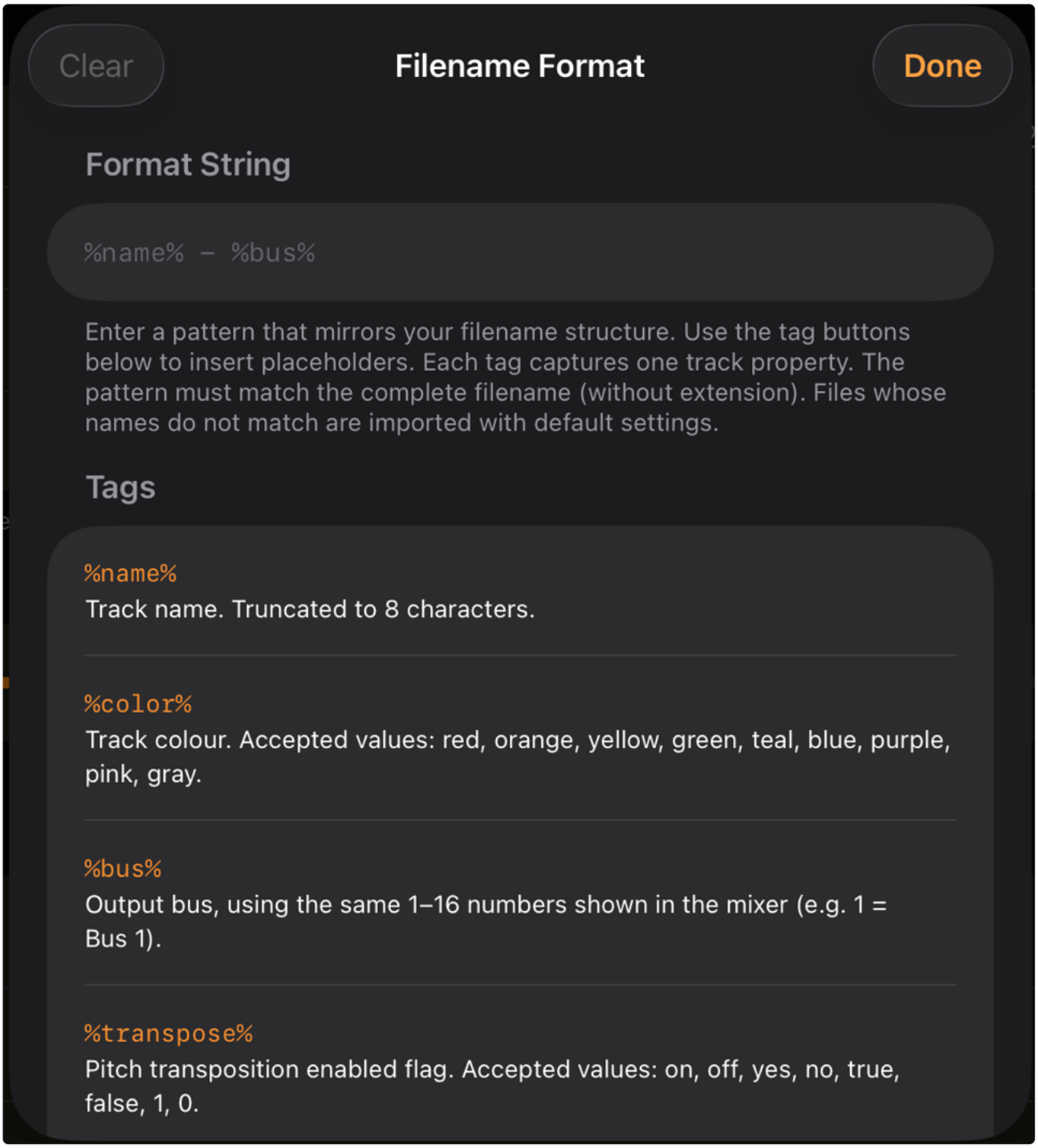
A list of all tracks added to the song, showing the track number, track name, and audio filename for each. Tap the **Add Tracks** button below the list to add new tracks — you can select multiple audio files at once, and each file creates a new track. If a Filename Format is configured, Stage Traxx will

parse track properties from each filename automatically. If the format string does not match a filename, that track's properties are set to their defaults. Use drag and drop to rearrange tracks.

Tap a track row to edit its Track Details. Tracks with missing audio files display a replace button to select a new file. Swipe left or use the context menu to replace the audio file or delete the track.

Filename Format

Tap the **Filename Format** button above the track list to define a pattern for automatically parsing track properties from audio filenames when adding tracks.



The format string can contain plain text and placeholders enclosed in `%` signs. Do not include the file extension in the format string. When a file is added, Stage Traxx matches the filename against the pattern and sets the corresponding track properties. Tap a tag in the **Tags** list to insert it at the current cursor position.

The following placeholders are supported:

Placeholder	Description
`%name%`	Track name. Truncated to 8 characters.
`%color%`	Track colour. Accepted values: `red`, `orange`, `yellow`, `green`, `teal`, `blue`, `purple`, `pink`, `gray`.
`%bus%`	Output bus, using the same 1–16 numbers shown in the mixer (e.g. `1` = Bus 1).
`%transpose%`	Pitch transposition enabled flag. Accepted values: `on`, `off`, `yes`, `no`, `true`, `false`, `1`, `0`.
`%mutegrps%`	Mute group assignment. Write the group numbers 1–6 as a run of digits (e.g. `136` assigns mute groups 1, 3, and 6).
`%dummy%`	Matches any text without capturing it. Use this for parts of the filename you want to ignore, such as a song title or prefix.

> **Example**
>
> - `%name%_%color%_%bus%` applied to `Kick_red_1.wav` sets the track name to `Kick`, the colour to red, and routes it to Bus 1.
> - `%dummy% – %name%` applied to `MySong – Drums.wav` ignores the song title prefix and sets the track name to `Drums`.
> - `%dummy%_%name%_%bus%_%mutegrps%` applied to `Show_Keys_3_24.wav` sets the name to `Keys`, the bus to 3, and assigns mute groups 2 and 4.

Song Volume

A volume slider for the entire song. This acts as a DCA (Digitally Controlled Amplifier) that controls the volume of all tracks together while keeping their relative levels intact.

Double-tap the slider to reset to 0 dB.

Trim

Trim the start and end of songs to remove silence or unwanted sections. Trimmed portions appear in dark gray in the waveform view and progress bar.

Start

Sets the start time with millisecond precision. The **Auto** button automatically trims any section at the start where the volume is below -54 dB.

End

Sets the end time with millisecond precision. The **Auto** button automatically trims any section at the end where the volume is below -64 dB.

Fade In

Sets a fade-in duration for the song, up to 10 seconds. Set to 0 to disable.

Fade Out

Sets a fade-out duration for the song, up to 10 seconds. Set to 0 to disable.

Pitch & Speed

Adjust the pitch and speed for this song. Pitch changes only apply to tracks with the Transpose option enabled (see Track Details), allowing you to exempt drums and percussion from transposition.

Pitch

Change the pitch by up to ±6 semitones.

Tune

Fine-tune the pitch in cents (100 cents equals one semitone). Range: ±50 cents.

Double-tap to reset to 0.

Speed

Sets the playback speed for this song. Range: 50–150%.

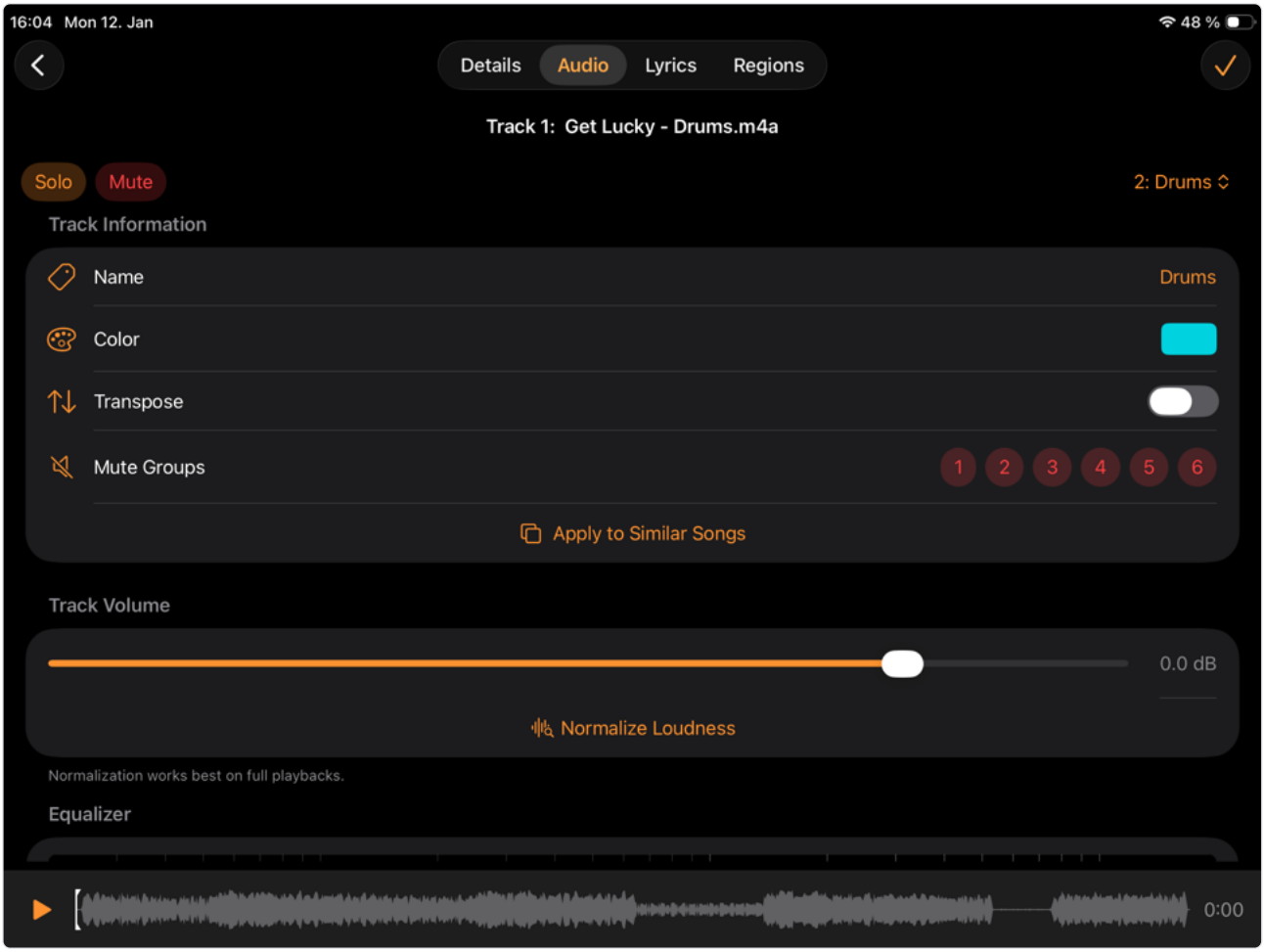
Double-tap to reset to 100%. If BPM is set for the song, the displayed BPM value updates to reflect the speed change.

Track Details

Edit settings for an individual track. Most of these settings are also available in the Mixer.

The top of the screen has **Solo** and **Mute** buttons on the left, and an output bus selector on the right. The song title is always shown so you can see which song the track belongs to.

Use the previous and next buttons in the navigation bar to step through the song's tracks without going back to the track list — handy when naming, coloring, or routing every track of a multitrack song in one pass.



Track Information

Name

The display name for this track, shown as the mixer channel name. Limited to 8 characters.

Color

The color used as the channel name background in the mixer.

Transpose

When enabled, this track is transposed along with the song when pitch changes are applied. Disable this for atonal material like drums, percussion, or click tracks.

Mute Groups

Select which mute groups the track belongs to. Mute groups can also be assigned in the Mixer.

Apply to Similar Tracks

Copies the Name, Color, Transpose, and Mute Groups settings from this track to the same track position in other songs that have the same number of tracks.

This is useful when your songs use a consistent track arrangement. For example, if track 3 is always your lead vocal, you can set up that track once and apply those settings across all your songs with that arrangement.

> **Example**
>
> You're editing track 3 in a song that has 6 tracks. Tapping **Apply to Similar Tracks** will update track 3 in every other song that also has 6 tracks.

Track Volume

A slider to set the track volume. Double-tap to reset to 0 dB.

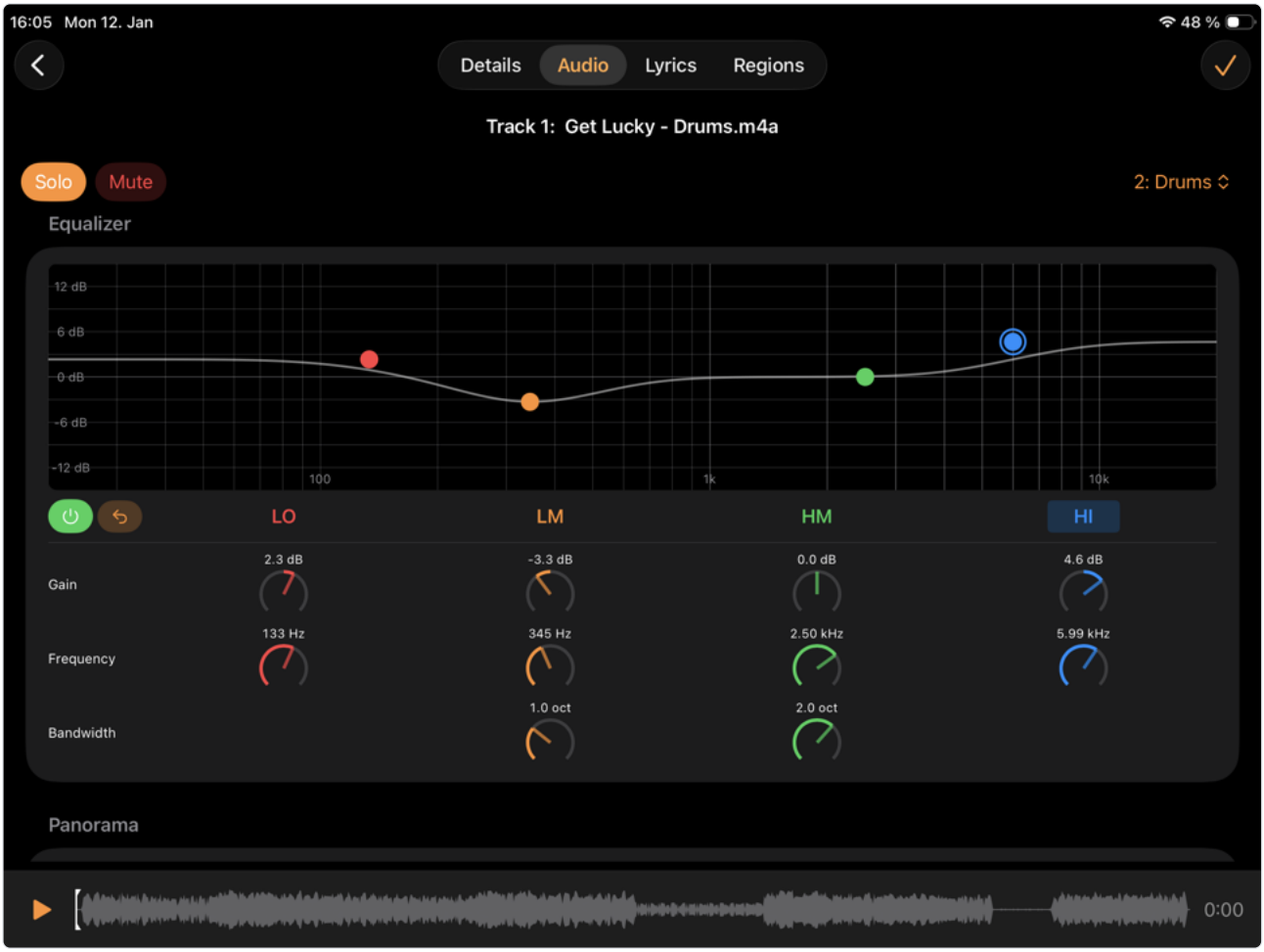
The **Normalize Loudness** button analyzes the average volume of the track and adjusts the track volume to achieve uniform perceived loudness compared to other songs.

> **Tip**
>
> This is most useful for full stereo backing tracks rather than separate stems.

Equalizer

A 4-band equalizer with high and low shelf filters (gain and frequency) and two fully parametric mid bands (gain, frequency, and bandwidth).

Edit the EQ by dragging handles in the frequency plot or by using the knobs below it. Use the green power button to bypass the equalizer, or the reset button to restore default settings.



Panorama

Sets the stereo pan position for this track.

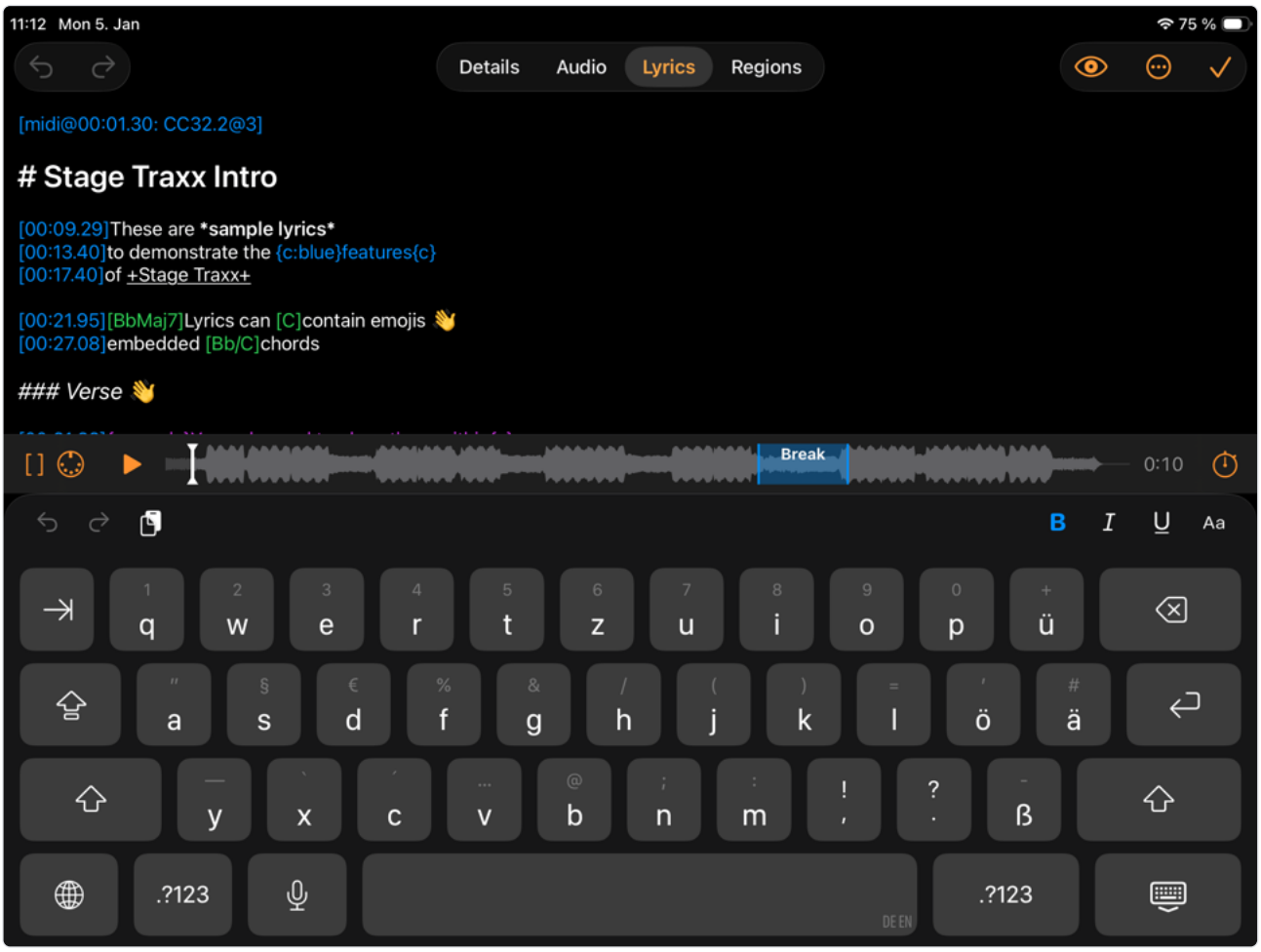
Double-tap to reset to center.

Lyrics

Stage Traxx provides a powerful lyrics system designed for live performance. You can display lyrics with chord symbols, apply text formatting using simplified markdown syntax, enable automatic scrolling during playback, and embed MIDI commands for precise control of external devices.

Lyrics Editor

The lyrics editor provides a full-featured text editing environment with syntax highlighting for formatting tags, chords, timestamps, and MIDI commands.



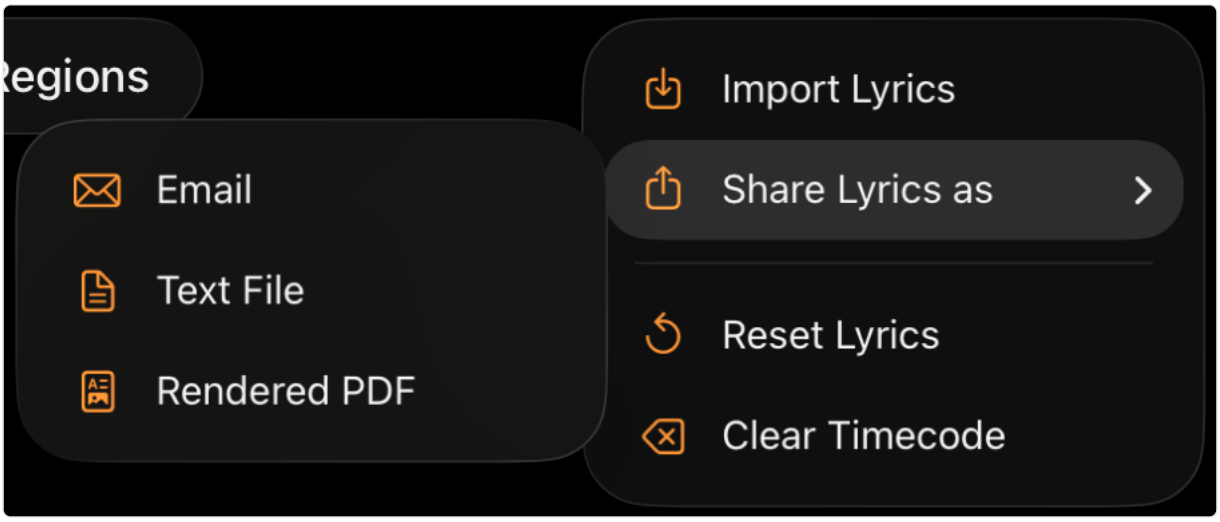
The navigation bar includes undo and redo buttons. The 👁 preview toggle and ⋯ More Options menu are described below.

Preview

Toggle between the editor and preview mode to see how your lyrics will appear during playback. The preview displays lyrics exactly as they render in the content area, including formatting and chord positioning. During playback, the preview supports autoscroll, making it useful for quickly validating formatting and scroll timing.

More Options Menu

The more options menu provides access to import and export functions, as well as tools for resetting lyrics and clearing time codes.



Search in Lyrics

Opens the search panel at the top of the editor. Type a term to jump between matches with the up and down arrows.

Tap the chevron next to the search field and enable the replace field to switch to search and replace, where you can replace matches one at a time or all at once. This is the quickest way to make bulk edits — for example renaming a section heading throughout a song, changing a chord that occurs many times, or swapping a MIDI program number in every embedded command.

> **Tip**
>
> With a physical keyboard, press `Cmd`+`F` to open the search panel.

> **Note**
>
> Search is only available in edit mode, not in preview mode.

Import Lyrics

Import lyrics from various file formats:

- **Plain text** (.txt)
- **ChordPro** (.cho, .pro) — limited feature support
- **PDF** (.pdf)
- **Word documents** (.doc, .docx) — iOS only
- **RTF documents** (.rtf)

> **Note**
>
> Only the plain text content is imported — formatting from the original file is not preserved. If you need to retain formatting, use a PDF file for your song instead of text-based lyrics.

Share Lyrics As

Export your lyrics in different formats:

- **Email**: Creates a new email with the raw lyrics including all tags
- **Text File**: Saves the raw lyrics to a text file
- **Rendered PDF**: Exports a PDF that looks exactly like the preview

Reset Lyrics

Reverts the lyrics to their state when the editor was opened, discarding all changes.

Clear Timecode

Removes all time-code tags from the lyrics.

Toolbar

The toolbar provides quick access to common editing functions (from left to right):

- [ ] **Brackets**: Inserts square brackets and places the cursor between them
- **Learn MIDI**: Opens the MIDI learn dialog, which captures incoming MIDI commands and inserts them as tags. During playback, it continuously adds timed MIDI messages. Tap the stop button to close the dialog.
- **Play/Stop**: Controls playback for timing your edits
- **Waveform**: Shows the audio waveform with regions for seeking within the song
- **Playback Time**: Displays the current playback position
- **Add Timecode**: Inserts a time-code tag at the cursor position

> **Note**
>
> Audio regions are ignored during playback in the editor. Playback always runs linearly from start to end.

> **Tip**
>
> The **Add Timecode** function is also available as a remote action and as an assignable control. Assign it to a foot switch or page turner and you can time-code a song hands-free: start playback and tap the pedal on each line while both hands stay on your instrument.

Context Menus

Select text and long-press (or right-click with a mouse) to open the context menu. The menu provides formatting options for the selected text. Additional options appear based on context:

- **Seek To Timestamp**: When the cursor is within a timestamp tag, seeks the player to that time
- **Send MIDI**: When the cursor is within a MIDI tag, sends the MIDI command

The standard iOS and Mac text formatting controls also work in the editor. When you apply bold, italic, or underline through the system formatting UI, Stage Traxx writes the matching markers into your lyrics for you, so the result stays plain, portable text you can still edit by hand.

Keyboard Shortcuts

A physical keyboard is recommended for efficient lyrics editing. The following shortcuts are available:

Shortcut	Action
`Cmd` + `B`	Format selected text bold
`Cmd` + `I`	Format selected text italic
`Cmd` + `U`	Format selected text underline
`Cmd` + `Shift` + `Space`	Start/stop playback
`Cmd` + `Shift` + `T`	Insert timecode at cursor
`Cmd` + `Shift` + `M`	Learn MIDI at cursor
`Cmd` + `Shift` + `B`	Insert brackets at cursor
`Cmd` + `Ctrl` + `1`	Toggle text color to red
`Cmd` + `Ctrl` + `2`	Toggle text color to orange
`Cmd` + `Ctrl` + `3`	Toggle text color to yellow
`Cmd` + `Ctrl` + `4`	Toggle text color to green
`Cmd` + `Ctrl` + `5`	Toggle text color to teal blue
`Cmd` + `Ctrl` + `6`	Toggle text color to blue
`Cmd` + `Ctrl` + `7`	Toggle text color to purple
`Cmd` + `Ctrl` + `8`	Toggle text color to pink

Text Formatting

Stage Traxx uses a simplified markdown syntax for formatting lyrics. You can write tags directly in the editor, or select text and apply formatting using the context menu, keyboard shortcuts, or the formatting buttons above the keyboard.

Formatting comes in two flavors:

- **Inline markers** for bold, italic, and underline. These must open and close on the same line.
- **Tags in curly braces** for color and font. These follow the ChordPro convention, are case-insensitive, can be nested, and may span several lines.

Headings

Use hash `#` characters at the start of a line to create headings. Three levels are supported:

> **Example**
>
> ```
> # Heading 1
> ## Heading 2
> ### Heading 3
> ```

You can assign a default color to each heading level in Theme settings. Headings use the lyrics color unless you set one.

Bold

Wrap text in single asterisks `*` to make it bold:

> **Example**
>
> ```
> *bold text*
> ```

Italic

Wrap text in single underscores `_` to make it italic:

> **Example**
>
> ```
> _italic text_
> ```

Underline

Wrap text in single plus signs `+` to underline text:

> **Example**
>
> ```
> +underlined text+
> ```

Combining Bold, Italic and Underline

The three markers stack. Nest them around the same text to combine them:

Example

```
*_bold italic_*
*+bold underline+*
*_+bold italic underline+_*
```

Colors

Use a color tag to color a passage. Open the tag with a color value, then close it with the same tag name and no value. All three spellings are equivalent, so use whichever you find most readable:

Example

```
{color: red}This line is red{color}
{colour: red}Same thing, British spelling{colour}
{c: red}Short form{c}
```

A color can be given as a name or as a hex value with three or six digits:

Example

```
{c: blue}named color{c}
{c: #f00}short hex — bright red{c}
{c: #ff8800}full hex — orange{c}
```

Supported color names: `red`, `orange`, `yellow`, `green`, `teal` (also `tealblue`), `blue`, `purple`, `pink`, `gray`, and `primary` for the normal lyrics color.

A color tag can span several lines — everything between the opening and closing tag is colored, no matter how many lines it covers:

Example

```
{c:red}
Everything in this
two line warning is red
{c}
```

Fonts

Use a font tag to switch the font family for a passage. As with colors, three spellings are equivalent and the closing tag carries no value:

Example

```
{font: serif}A serif passage{font}
{textfont: mono}Monospaced text{textfont}
{f: script}Handwritten look{f}
```

The following font styles are available:

Value	Result
`sans` or `sans-serif`	Clean sans-serif (the system font)
`serif`	Serif, in the style of Georgia
`mono` or `monospace`	Fixed-width (Menlo)
`script`	Handwritten, chalkboard style

Set the font used for the rest of your lyrics with Font Style in settings. Font tags override that default for the passage they enclose.

Note

An unknown font name is ignored: the tag disappears and the text keeps the default font.

Tip

Switch to `mono` for a section where you have aligned chords over the lyrics by hand, and leave the rest of the song in a proportional font that is easier to read at a distance.

Nesting Tags

Color and font tags can be nested and combined with the inline markers:

Example

```
{c:red}{f:script}*Big finish!*{f}{c}
```

Each closing tag closes the most recently opened tag of that kind.

Comments

Lines starting with a semicolon `;` are treated as comments and will not be displayed in the content area. Use comments to add notes or temporarily hide sections.

Example

```
; This line won't be displayed
```

Chords

Stage Traxx automatically detects and displays chord symbols in your lyrics. Chords can be written using standard notation (A, Bm, Cmaj7) or the Nashville Number System (1, 2m, 4maj7). Lines containing only chords are displayed in a distinct chord color.

> **Tip**
>
> Stage Traxx can automatically transpose chords when you change a song's pitch. Enable the Transpose Chords option in settings.

Adding Chords

Automatic Placement

Write chords in square brackets directly within your lyrics text. Stage Traxx positions them automatically above the lyrics, aligned with the word that follows.

> **Example**
>
> ```
> [Bm]Like the legend of the [Dmaj7]phoenix
> ```
>
> Displays as:
>
> ```
> Bm                    Dmaj7
> Like the legend of the phoenix
> ```

Manual Placement

You can also write chords outside of square brackets on their own lines. This gives you full control over spacing and layout.

> **Note**
>
> For manual placement to work reliably, set the Font Style to **Mono** in settings to ensure character alignment is preserved. You can also switch a single passage to a fixed-width font with a font tag. Manual placement does not work well with Centered Text enabled.

When using manual placement, transpose and highlight features only work with chords on separate lines (not mixed with lyrics text).

Chord Syntax

Stage Traxx recognizes most standard chord notations:

Type	Examples
Basic	`C`, `D`, `F#`, `Bb`, `Cmaj`
Minor	`Am`, `Dm`, `F#m`, `Cmin`, `C–`
Seventh	`G7`, `Cmaj7`, `Am7`, `Dm7b5`
Extended	`Cadd9`, `Dsus4`, `Fmaj9`, `G13`
Minor Extended	`Cmadd9`, `Fminadd9`, `Am9`, `Dm11`
Suspended	`Gsus4`, `Asus2`, `G7sus4`, `D9sus`
Augmented	`Caug`, `G+`
Diminished	`Bdim`
Minor-Major	`Cmmaj7`, `Cminmaj7`
Slash	`C/E`, `G/B`, `Am/G`
Nashville	`1`, `4`, `5m`, `2m7`

Sharps and flats can be written as `#` / `b` or `♯` / `♭`. The no-chord symbols `NC` and `N.C.` are recognized, along with bar separators (`|`), repeat symbols (`%`), and beat placeholders (`/`).

Added extensions work on minor chords as well, written with either the short or the long minor spelling — `Fmadd9` and `Fminadd9` are both recognized, as are altered extensions such as `Cmadd#11`. This also applies to Nashville numbers, for example `2madd9`.

Not recognized: `Cx` (double sharp), `Cminor` (use `Cm` or `Cmin`), `C maj` (no spaces allowed)

Force Chord Formatting

To force an entire line to be rendered as chords regardless of its contents, prefix the line with a backtick character:

```
` Render as chord line
```

This displays the entire line using the chord color.

> **Warning**
>
> Lines formatted this way will look like chords, but they won't transpose when you change a song's pitch. Automatic transposition only works with chords that Stage Traxx recognizes. If you need this command to make a line appear as chords, it means the chords weren't recognized and therefore can't be transposed.

Automatic Scrolling

Stage Traxx can automatically scroll lyrics during playback, keeping the current section visible without manual intervention. Enable this feature in Autoscroll settings.

Songs with time codes in their lyrics always follow those time codes. For all other songs, the Auto-scroll Behavior setting selects between two modes: **Classic** constant speed scrolling and **Continuous** scrolling.

Constant Speed Scrolling

The default mode scrolls lyrics at a constant rate synchronized with the song's progress. You can adjust the scroll speed during playback using the speed controls on the right side of the content area in the main player screen:

The speed value determines how quickly the lyrics scroll relative to the song duration. A speed of 1.00 means the last lyrics line appears when the song ends. A speed of 2.00 scrolls twice as fast, showing the last line halfway through the song. Values below 1.00 rarely make sense, as the final lines would never be displayed before the song finishes.

To calibrate the scroll speed for a song:

1. Select the song in the player
2. Move the position slider to approximately 75% of the song
3. Start playback
4. Adjust the speed until the lyrics align with the current playback position

> **Note**
>
> Scroll speed settings are saved per song and depend on font size. If you change the lyrics font size, you may need to recalibrate.

> **Tip**
>
> For songs with long instrumental sections, insert blank lines into your lyrics where the instrumental parts occur. This prevents the lyrics from scrolling too far ahead during breaks.

Continuous Scrolling

Continuous scrolling is an alternative mode for lyrics without time codes. Instead of spreading the scrolling across the song duration, the lyrics start moving at a fixed tempo the moment playback begins and keep moving at that tempo.

The practical difference is what happens when the lyrics drift out of position. In classic mode you correct the speed; in continuous mode you correct the *position*:

1. Drag the lyrics up or down to the line you are actually singing.
2. Release. Scrolling immediately carries on at the same fixed tempo from the new position.

There is nothing to re-sync and no speed to recalibrate — which makes this mode well suited to songs whose structure varies between performances, long jams, or a lyrics sheet that you follow loosely.

Adjust the tempo with the same speed controls on the right side of the content area. The value is saved per song.

> **Note**
>
> Continuous scrolling only applies to lyrics without time codes. Songs with time codes always follow their time codes, regardless of this setting.

> **Tip**
>
> Because you can nudge the position at any time, it is worth setting the tempo slightly on the slow side. Catching up with a quick drag is easier than waiting for lyrics that have scrolled past.

Time-Coded Lyrics

For precise synchronization, you can embed timestamps directly into your lyrics. Stage Traxx automatically switches to time-coded mode when it detects timestamps in the lyrics. During playback, the currently active segment can be highlighted to help you follow along. Enable this in Autoscroll settings where you can also choose the highlight style and screen position.

Timestamps use the format `[MM:SS]` or `[MM:SS.xxx]` (compatible with standard LRC lyrics files). Minutes and seconds must always be two digits (e.g., `01:05` not `1:5`). The fractional seconds are optional and can be one to three digits, where `.5` equals 500ms and `.55` equals 550ms.

```
[00:15]First line of the verse
[00:19.50]Second line of the verse
[00:23.00]Third line of the verse
```

> **Tip**
>
> Time-coded lyrics are recommended when using an external display, as they ensure accurate synchronization between the lyrics and the music.

By default the lyrics jump to the next position each time a time code is reached. Enable Smooth Time-coded Scroll to glide between time codes instead, which is easier on the eyes when your time codes are far apart.

Creating Time-Coded Lyrics

The lyrics editor includes a built-in player to help you create time-coded lyrics. Position your cursor where you want the timestamp, then tap the timestamp button to insert the current playback time. After inserting a timestamp, the cursor automatically moves to the beginning of the next non-empty line.

This enables a fast workflow for timestamping an entire song: start playback and tap the timestamp button at the correct moment for each lyrics line. The cursor advances automatically, so you can timestamp the whole song in a single pass.

> **Tip**
>
> You don't need to time-code every line. A single timestamp highlights all text until the next timestamp. You can also place multiple timestamps within a single line to highlight individual words or phrases separately.

Adjusting Timing Offset

If you import lyrics with timestamps that are slightly off, you can apply a global offset to all timestamps. Add an offset tag at the beginning of your lyrics:

```
[offset:+500]
```

This shifts all timestamps by the specified number of milliseconds. Use positive values to delay and negative values to advance the timing.

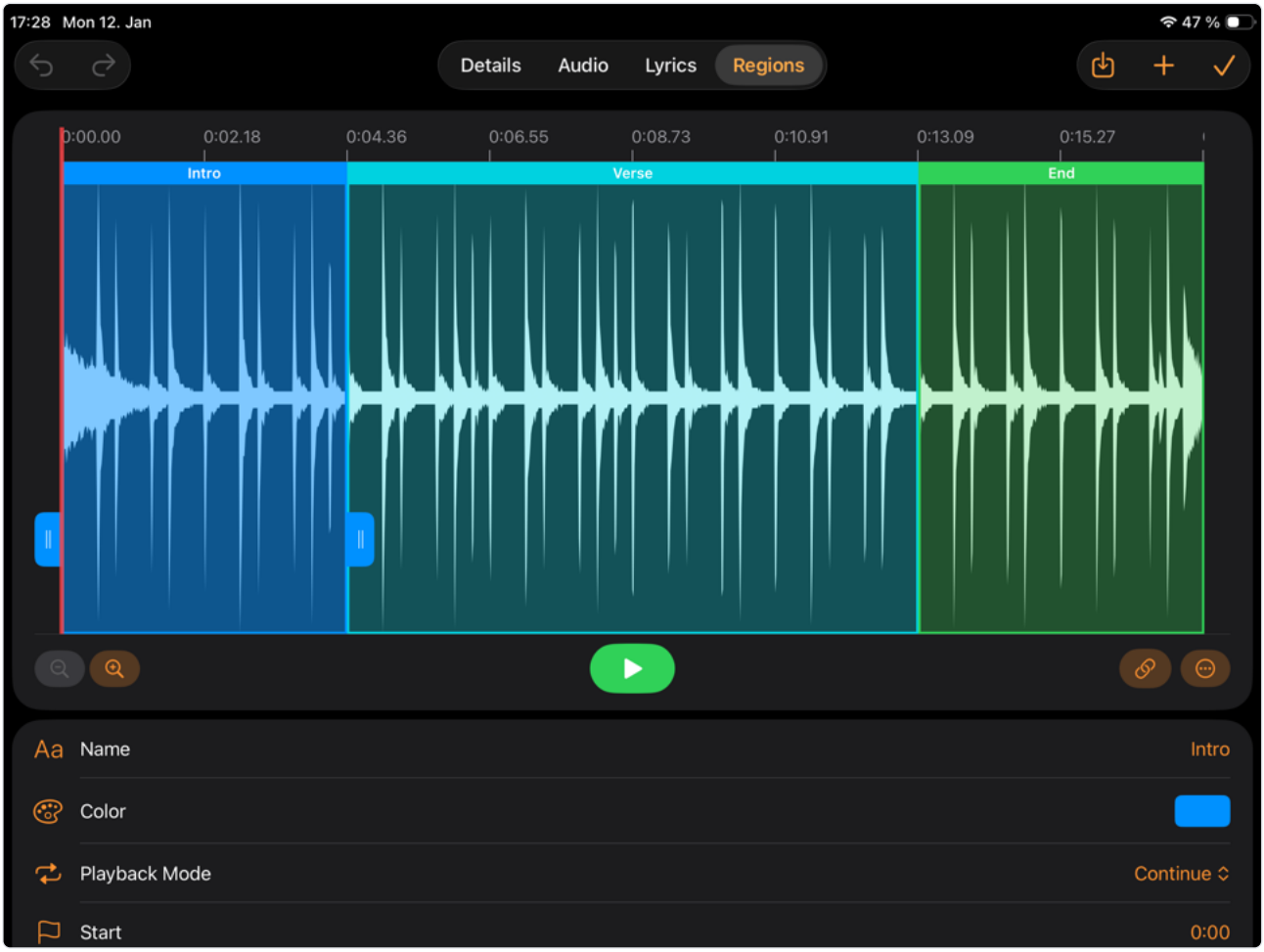
> **Note**
>
> This offset also applies to timed MIDI commands embedded in your lyrics.

Regions

The Regions tab lets you divide a song into sections and assign playback behaviors to each. This is useful for visualizing song structure and for rearranging songs on the fly during performance.

For details on playback modes and interacting with regions during playback, see Playback > Audio Regions.

The view is divided into a large waveform view in the top half and a region details section in the bottom half. The navigation bar includes undo/redo buttons for editing.



To create a new region, tap the plus button. The region is created at the current playhead position (the red vertical line), or at the nearest beat when Snap to Grid is enabled. Regions cannot overlap — if the playhead is within an existing region, the new region is created after the current one ends.

When you have defined more than one region preset, the plus button opens a menu instead, letting you pick the preset the new region should be based on. The playback position is captured the moment you press the plus button, not when you pick the preset — so you can take your time choosing, and even let the song keep playing, and the region still starts exactly where the playhead was.

> **Tip**
>
> This makes it practical to mark up a song while it plays: hit plus on the downbeat of each section, then pick the matching preset from the menu at your leisure.

> **Tip**
>
> Set up an assignable action for start/stop to improve editing speed in this editor.

> **Tip**
>
> Logic Pro, Reaper and Cubase 14 or newer can export markers in WAV, AIF, or CAF files. If Stage Traxx detects markers, it displays an import button in the navigation bar to convert them into audio regions. See Importing Markers below.

Waveform View

The red vertical line represents the playhead and shows the current playback position. Tap or drag in the time ruler to seek to a specific position.

Zooming and Scrolling

Zoom the waveform using the and buttons below the waveform (which zoom centered on the playhead), use a pinch gesture to zoom around the pinch position, or drag vertically on the timeline ruler to zoom. Double-tap a region to zoom in on it, then double-tap anywhere to zoom back out.

When zoomed in, you can scroll the waveform horizontally.

Selecting and Resizing Regions

Tap a region to select it for editing. The selected region displays drag handles to adjust its left and right borders. Tap outside any region to deselect.

The button below the waveform locks the region duration. When enabled, moving either drag handle moves both handles simultaneously, keeping the region length constant while repositioning it.

More Options Menu

The ⋯ More Options menu below the waveform provides additional configuration for the waveform view.

Preview Loops

When enabled, after you finish dragging a region handle, playback automatically starts 1 second before the region end and loops the region. This lets you preview the start and end points immediately.

Follow Playhead

When enabled, the waveform scrolls automatically to keep the playhead visible during playback.

Show Beatgrid

When enabled, displays vertical lines as beat indicators across the waveform. The grid is calculated from the song's BPM and starts at the beat anchor. It is shown whether or not a region is selected, so you can see the beat structure of the whole song while you work.

> **Tip**
>
> The beat grid is a big time saver for songs with a constant tempo. Line up the beat indicators with the visible peaks in the waveform and ensure regions start and end on a beat for seamless loops.

Snap to Grid

When enabled, region borders snap to the nearest beat of the grid. This applies both when you drag a border and when you create a new region: a region added with the plus button starts on the closest beat rather than at the exact playhead position, so it lines up with the music even if you tapped slightly early or late. This is the fastest way to build regions that loop cleanly on songs recorded to a click.

Disable it when you need to place a border between beats — for example on a pickup note or an unmetered intro.

> **Note**
>
> Snapping needs a BPM value and uses the grid defined by the beat anchor, whether or not **Show Beat-grid** is enabled.

Waveform Source

Select which track to use for rendering the waveform display. The default is a mixdown of all tracks.

Region Presets

A preset is a reusable template holding a **name**, a **color** and a **playback mode**, so you can add a fully configured region with a single tap instead of setting the same three values by hand every time.

Open the preset editor with the ☰ button in the navigation bar, to the right of the plus button. Tap **Add Preset** to create a preset, tap an existing one to edit it, swipe left to delete it, or drag to reorder — the order here is the order they appear in the menus. You can define up to 12 presets, and at least one must always remain.

Sensible presets mirror the sections you use most, for example:

- *Intro* — blue, Continue
- *Chorus* — green, Repeat
- *Solo* — orange, Repeat Once
- *Outro* — red, Pause

Once you have more than one preset, the plus button becomes a menu listing all presets with their colors. Pick one and the new region is created at the playhead with that name, color, and playback mode already set. You can also apply a preset to an existing region from the region details section.

> **Note**
>
> Presets are templates, not links. Editing a preset later does not change regions you already created from it.

> **Note**
>
> Presets belong to the app, not to a single song, and are synced across your devices with iCloud Sync.

Importing Markers

When you import markers from an audio file, Stage Traxx matches each marker name against your presets. If a marker is named like one of your presets — ignoring case and surrounding whitespace — the resulting region takes that preset's color and playback mode. Markers without a match become blue regions that continue into the next region. The region name always comes from the marker, never from the preset.

Name the markers in your DAW to match your presets and a whole song arrives fully colored and configured, with your choruses already looping, in a single import.

The same matching runs when you add audio files to a song that has no regions yet — the markers are converted to regions right away, without opening this editor.

> **Note**
>
> Using the import button replaces all existing regions of the song, so you are asked to confirm first.

Beat Anchor

The beat anchor sets where the metronome's beat grid begins. It is shown as a separate handle on the waveform and can be dragged to any position.

By default the grid starts at the song's start time, which is correct when the audio begins exactly on beat one. If your track has a lead-in — silence, a count-off, a fade, or an unmetered intro — drag the beat anchor to the first real downbeat instead. The metronome, the beat grid, and snapping then all line up with the music.

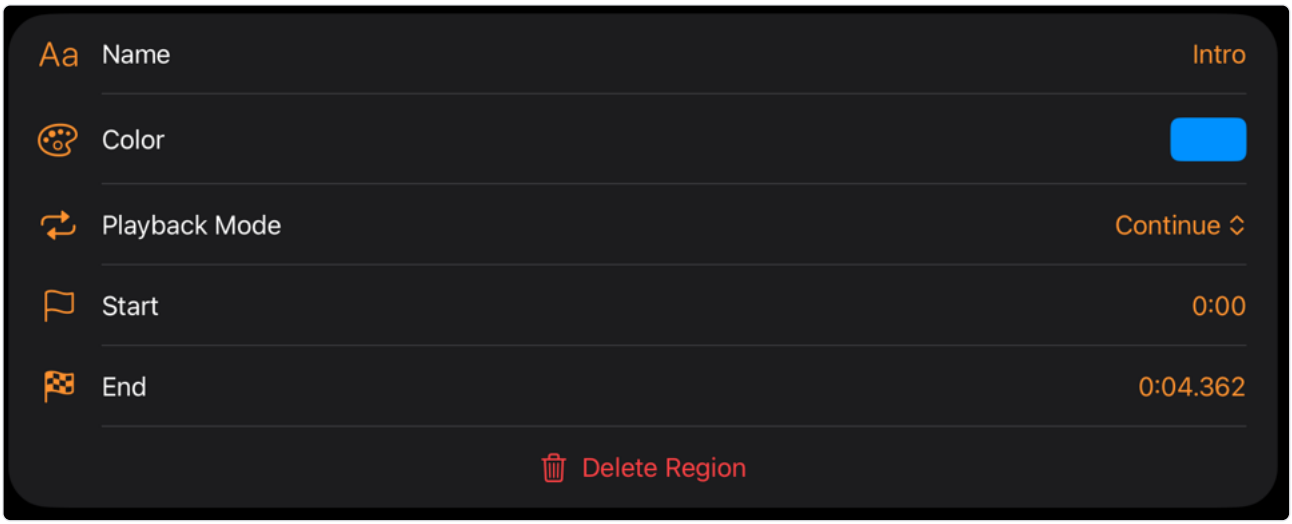
Because the anchor is independent of the start time, you can trim the song wherever you like without disturbing the beat grid.

> **Tip**
>
> Zoom in on the first strong transient in the waveform and place the anchor exactly on it. With **Show Beatgrid** enabled you can immediately check the result: the grid lines should sit on the peaks throughout the song.

> **Note**
>
> The beat anchor requires a BPM value for the song. Moving it can be undone with the undo button in the navigation bar.

Region Details

The region details section appears when a region is selected.



Name

The region name, displayed in the region controls and the waveform view.

Applying a Preset

The button to the right of the name field applies a region preset to the selected region, overwriting its name, color, and playback mode in one step. The start and end times are left untouched — only the template part of the preset applies to a region that already exists.

This is the quickest way to correct a region you created from the wrong preset, or to configure imported regions whose marker names did not match any preset.

> **Note**
>
> The button only appears when you have defined more than one preset.

Color

The region color, used in the region controls, waveform view, and progress bar.

Playback Mode

Select how playback should continue when reaching the end of the region:

- **Continue** — Plays the region normally and continues to the next region.
- **Repeat Once** — Repeats the region once (playing it twice) before continuing.
- **Repeat** — Repeats the region indefinitely until you manually advance.
- **Skip** — Jumps over the region entirely.
- **Pause** — Stops playback at the end of the region.

Region Cue

Assigns this region to one of six cue slots. Cue slots give a region a fixed identity that a remote control or assignable button can address directly, so you can jump straight to it during a performance — no scrolling through regions, no matter how many the song has.

Two remote actions exist for each slot:

- **Jump to Region Cue 1–6**: Seeks to the start of the region holding that cue immediately.
- **Arm Region Cue 1–6**: Behaves exactly like tapping the region's button in the top panel — selects it so playback moves there at the end of the current region, and cycles its playback mode on repeat presses.

Because the slots are numbered rather than named, the same foot switch can mean "jump to the chorus" in every song, as long as you assign cue 2 to the chorus region in each of them.

Select **None** to remove the cue assignment.

> **Note**
>
> Each cue can only be held by one region per song. Assigning a cue that another region already holds moves it — the menu shows which region currently owns each cue.

Start

The region start time with millisecond precision.

End

The region end time with millisecond precision.

Delete Region

Deletes the region.

PDF Documents

Stage Traxx can display PDF documents during song playback, such as sheet music or chord charts. PDFs can be sent to external screens and network clients.

> **Note**
>
> Large scanned documents may cause transmission issues when sharing with network clients.

Attaching a PDF

To attach a PDF to a song:

1. Open Song Details
2. Tap **PDF Document** in the Song Information section
3. Select a PDF from your device storage or cloud service

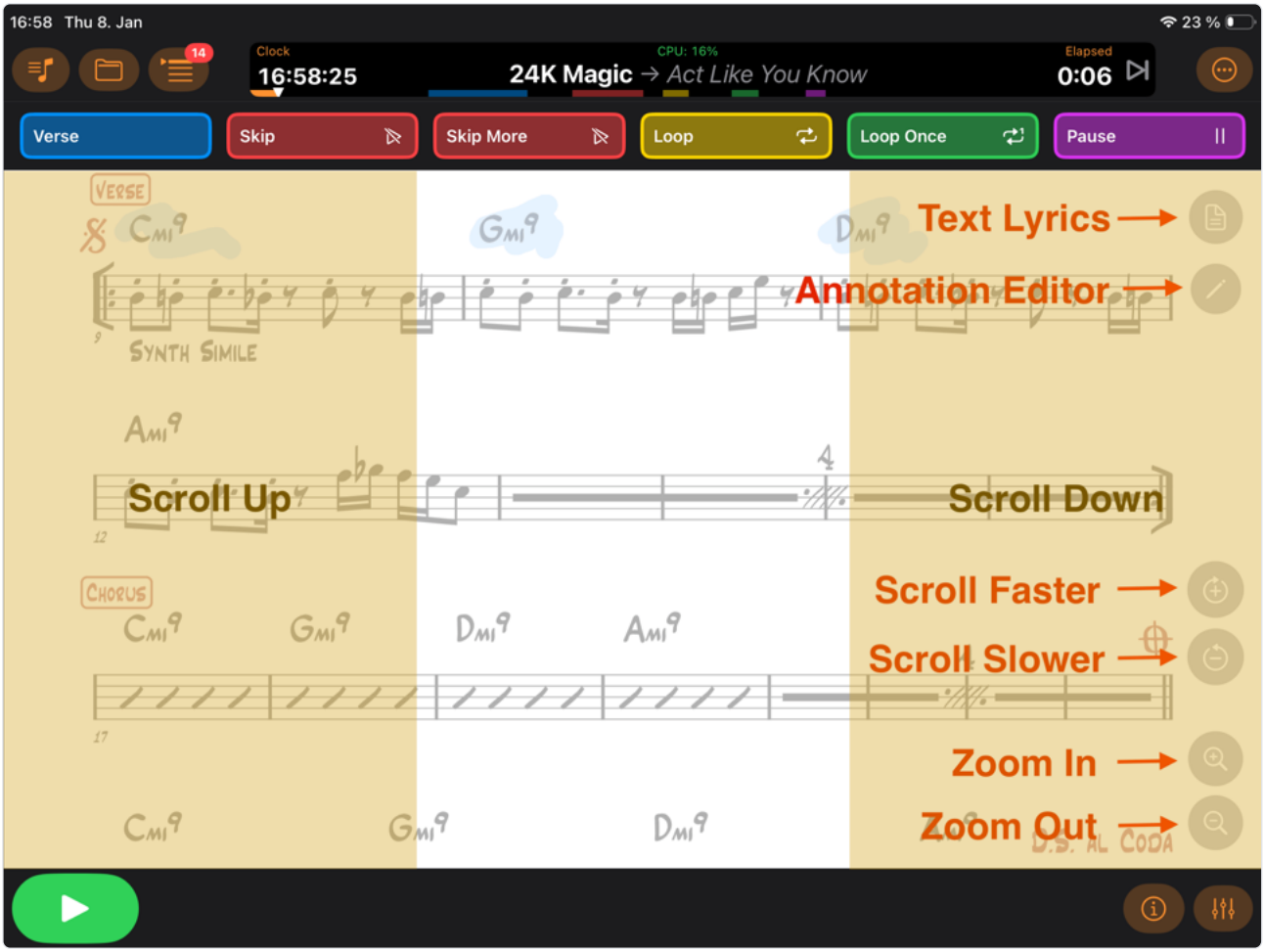
The selected file is copied into the song folder. When a song has both a PDF and text lyrics attached, a button in the top right corner allows you to switch between them. Stage Traxx remembers which document type you prefer.

> **Note**
>
> PDF files are only deleted from the system when no songs reference them.

Viewing and Navigation

Navigate through PDF documents using these gestures:

- **Tap left edge**: Tap the left 30% of the screen to scroll up one screen height
- **Tap right edge**: Tap the right 30% of the screen to scroll down one screen height
- **Drag**: Manually scroll the document
- **Pinch**: Zoom in or out



> **Tip**
>
> If you navigate with a page turner or remote control, the tap zones can get in the way — a stray touch while adjusting the stand jumps a page. Disable Tap to Scroll in settings to turn them off while keeping drag and pinch.

The buttons on the right side of the screen (from top to bottom):

- **Document toggle**: Switch between PDF and text lyrics (only visible when a song has both)
- **Annotation editor**: Open the annotation editor
- **Scroll speed controls**: Increase or decrease the automatic scroll tempo (only visible when autoscroll is enabled and no timecodes are present)
- **Zoom controls**: Zoom in and out of the document (you can also pinch to zoom)

Scaling Mode

The scaling mode determines how PDFs fit on screen. Configure this in Lyrics, Chords & PDF settings.

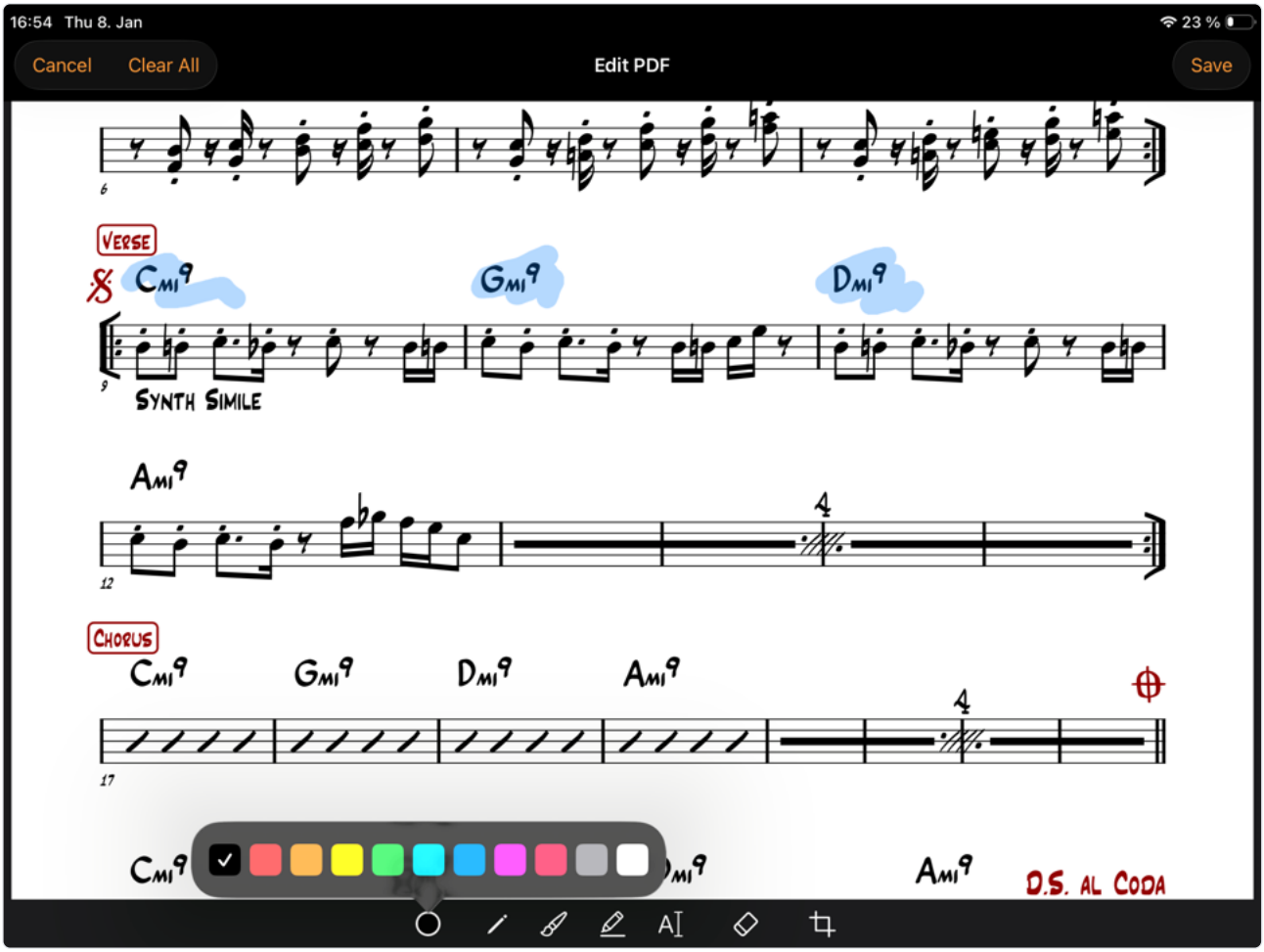
- **Full Width**: Scales the document to fill the screen width. Best for documents with small text or detailed notation.
- **Full Height**: Scales the document to fit the screen height. Displays an entire page at once without scrolling vertically.

- **Two Pages**: Displays two pages side by side. Ideal for landscape orientation on tablets.

Annotation Editor

You can draw annotations directly on your PDF documents. Access the annotation editor by tapping the **Pencil Button** in the top right corner when viewing a PDF.

> **Note**
>
> Some PDF files are protected against annotation editing. If a document has this restriction, you will be prompted to enter the owner password set for that file before the editor opens.



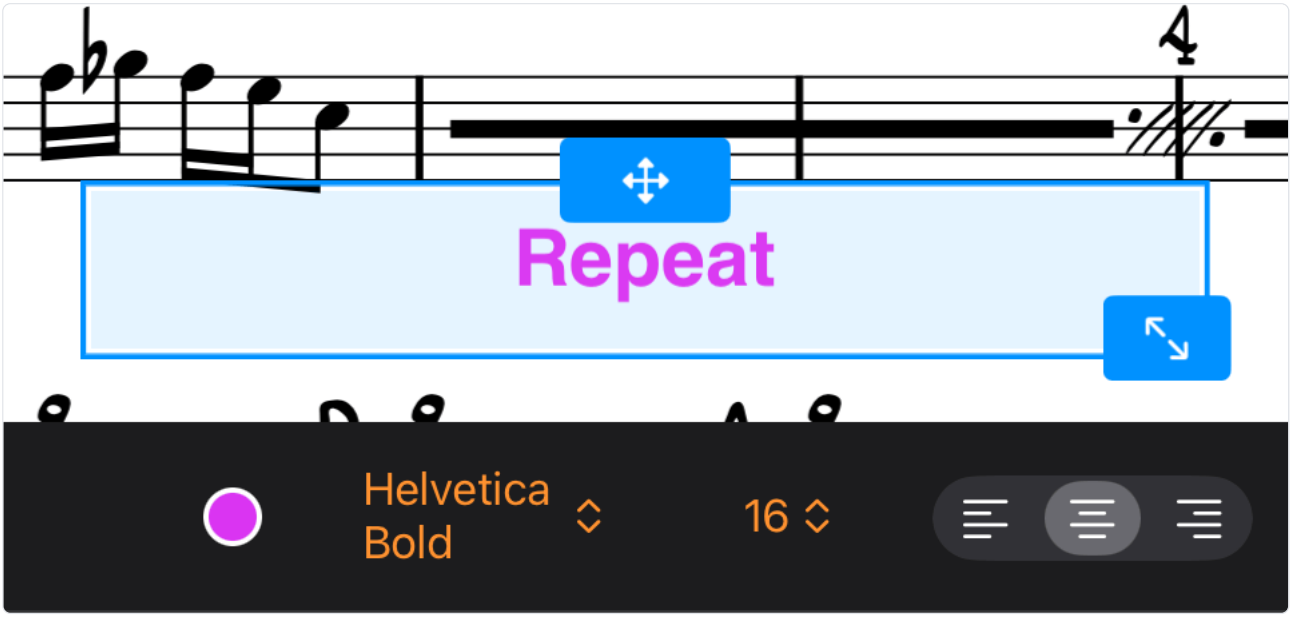
The editor toolbar provides:

- **Color selection**: Choose the drawing color
- **Pencil tools**: Two solid-line drawing tools
- **Highlighter**: Transparent marking for emphasis
- **Text tool**: Add text annotations to the document
- **Eraser**: Selectively remove drawing annotations (does not erase text)
- **Crop**: Remove margins from the document

The navigation bar at the top provides **Cancel** and **Save** buttons, along with a **Clear All** button to remove all annotations from the document.

Annotations are saved directly to the PDF file. Cropping settings persist when sharing with network clients.

Adding Text Annotations



Activate the text tool and tap anywhere on the PDF to place a text box. Use the drag handle to move the text box and the resize handle to adjust its size. Use the toolbar to set the text color, font, size, and alignment. Tap outside the text box to finish editing.

Existing text boxes are highlighted with a blue background and can be selected for editing. To remove a text box, select it and delete all the text inside.

Autoscrolling

Stage Traxx offers two methods to automatically scroll through PDF documents during playback. Both methods require Autoscroll Enabled to be turned on in settings.

> **Warning**
>
> PDF documents will not scroll automatically unless you enable this setting.

Timestamp-Based Scrolling

Embed tags in the lyrics editor to scroll to specific positions at designated times. When playback reaches the specified time, the PDF automatically scrolls to the target location.

The basic format is:

```
[pdf@MM:SS.MS: p#.section]
```

- **MM:SS** - The time in minutes and seconds (use 2 digits for each, e.g., `01:05`)
- **.MS** - Milliseconds (optional, use 2 digits if needed)

- **p#** - The page number (you can also use `page#`)
- **.section** - A number from 0-9 indicating the vertical position on the page (optional, defaults to 0 for the top of the page)

Examples

Scroll to the top of page 1 at the start of the song:

```
[pdf@00:00: p1]
```

Scroll to the middle of page 1 at 45 seconds:

```
[pdf@00:45: p1.5]
```

Scroll to the bottom of page 1 at 1 minute 30 seconds:

```
[pdf@01:30: p1.9]
```

Scroll to the top of page 2 at 2 minutes:

```
[pdf@02:00: p2]
```

Using milliseconds for precise timing:

```
[pdf@01:30.50: p2.3]
```

Place these tags anywhere in your lyrics. They are hidden during playback and only control PDF scrolling.

Constant Speed Scrolling

Constant speed scrolling continuously scrolls the PDF from top to bottom based on song duration. This method requires no manual timestamp entry. Adjust the scroll speed using the speed controls to match your reading pace. See Constant Speed Scrolling for details on how this works.

Mixer

The bottom panel can display a full-featured mixer with support for up to 32 track channels plus a dedicated click channel. The mixer provides direct access to song pitch, speed, and BPM, along with per-track controls and 16 output buses.

The mixer has two views: **Song** view for track and click channels, and **Outputs** view for output buses. Tap on **SONG** or **OUTPUTS** at the left to switch between them.

Signal Flow

Audio in Stage Traxx flows through three stages:

```
flowchart LR
    subgraph Tracks
        T1[Track 1]
        T2[Track 2]
        T3[Track 3]
        T4[...]
    end

    subgraph Buses
        B1[Bus 1]
        B2[Bus 2]
        B3[Bus 3]
    end

    subgraph Hardware
        O1[Output 1–2]
        O2[Output 3–4]
    end

    T1 --> B1
    T2 --> B1
    T3 --> B2
    T4 --> B3
    B1 --> O1
    B2 --> O2
    B3 --> O2
```

1. **Tracks** — Each song can have up to 32 audio tracks. Every track has its own volume, pan, EQ, and mute controls.
2. **Output Buses** — Tracks are assigned to one of 16 output buses. Buses let you group tracks together for shared processing and routing. Each bus has its own volume, EQ, and on iOS, up to 4 AUv3 effect plugins.
3. **Hardware Outputs** — Each bus routes to a hardware output on your audio interface. You can send multiple buses to the same output, or spread them across different outputs for separate mixes.

This architecture gives you flexibility for different live scenarios:

- **Simple stereo setup**: Route all tracks to a single bus, send that bus to your main outputs
- **Separate click track**: Put the click on its own bus routed to a dedicated output for the drummer's in-ear monitor
- **Stem mixing**: Group instruments by type (drums, bass, keys, vocals) on separate buses for the sound engineer

You assign tracks to buses in the Song view and route buses to hardware outputs in the Outputs view. Bus configuration is also available in Audio Settings.

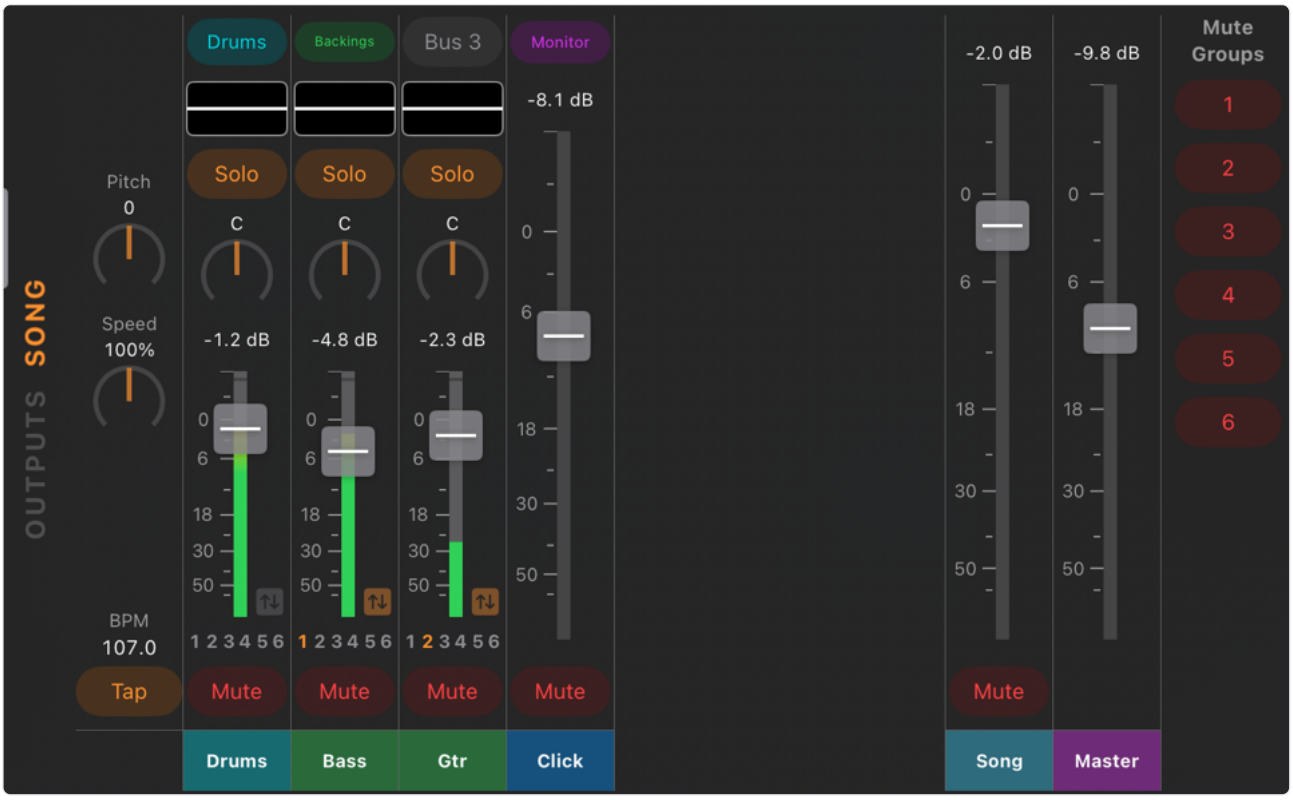
Master Controls

The right side of the mixer displays master controls that are visible in both views:

- **Song Master**: A DCA fader that controls all track volumes together. Adjusting this fader scales all track levels proportionally without changing their individual settings
- **Outputs Master**: A DCA fader that controls all output bus volumes together
- **Mute Groups (1–6)**: Buttons that toggle the mute state of each group. When a mute group is enabled, all tracks assigned to that group are muted. Long press a mute group button to give the group a name — *Guitar*, *Guest*, *Horns* — so you can see at a glance what each button silences

> **Note**
>
> DCA stands for *Digitally Controlled Amplifier*. Unlike a regular fader, a DCA fader does not carry any audio signal itself — it remotely controls the gain of the channels assigned to it. Because no audio passes through a DCA fader directly, it has no output level metering.

Song View



The Song view displays all track channels for the current song. Changes you make here are immediately saved to the song.

> **Note**
>
> Mute changes made during playback are not saved if **Save Track Mute Changes** is disabled in Playback Settings.

On the left side, you'll find controls to adjust pitch, speed, and BPM.

> **Tip**
>
> Double-tap any fader or knob to reset it to its default value.

Track Channel Controls

Each track channel has the following controls from top to bottom:

- **Output Bus**: Shows the name and color of the assigned output bus
- **Equalizer**: Opens a 4-band EQ popup with a bypass option
- **Solo**: Isolates this track
- **Pan**: Adjusts stereo position
- **Volume Fader**: Controls track level and displays a level meter showing the post-fader signal. A transpose indicator icon appears at the bottom right — gray when the track ignores pitch changes, dim when the track will transpose, and bright when the track is currently transposed

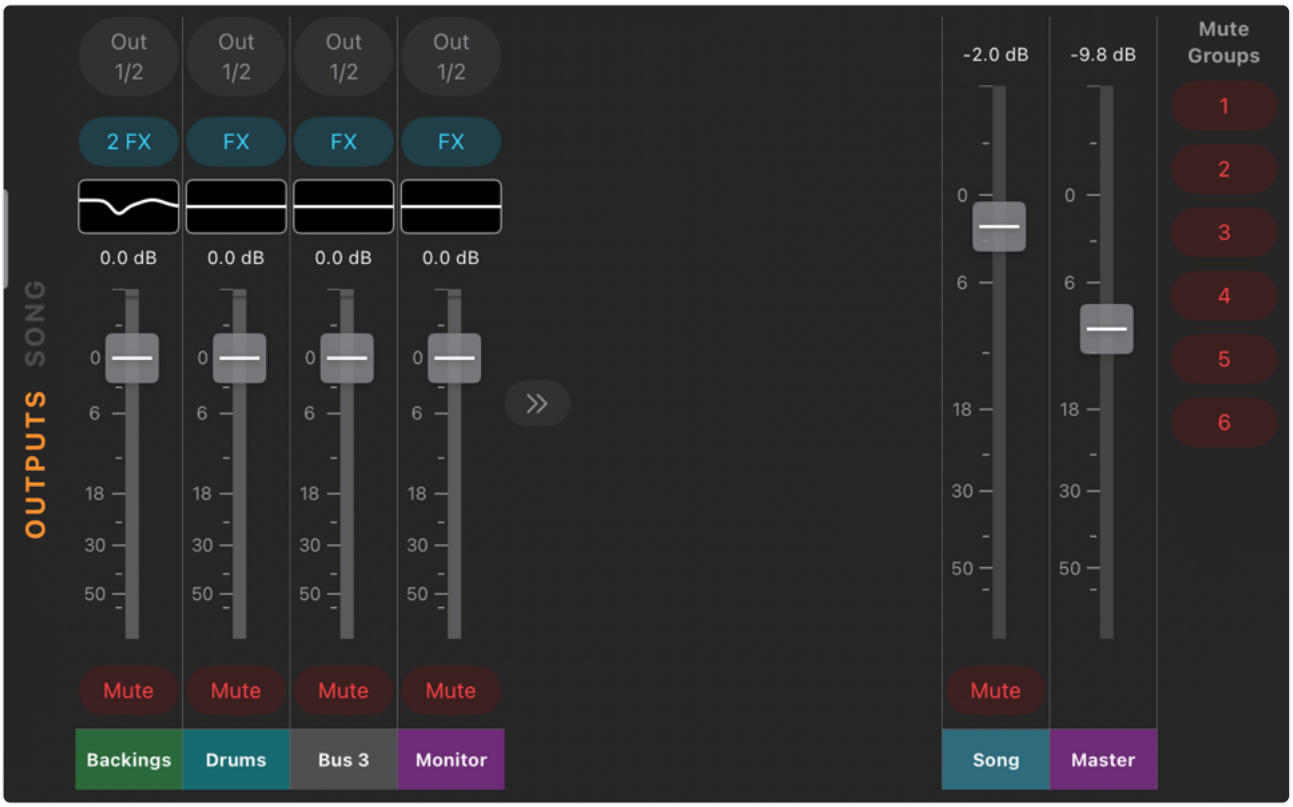
- **Mute Groups (1–6)**: Long press to select which groups this track belongs to
- **Mute**: Silences the track
- **Track Label**: The track name at the bottom of the channel strip, drawn on the track color. Long press it to rename and recolor the track on the spot, without opening Track Details — useful while setting up, when a channel turns out to be labelled wrong

> **Note**
>
> Mute groups are additive. As long as any mute group a track belongs to is enabled, the track stays muted and cannot be manually unmuted.

Click Channel

The click channel appears when the metronome is enabled for the current song. It only provides output bus selection, volume, and mute controls.

Outputs View



The Outputs view displays the 16 available output buses. Changes made here are global and affect all songs in your library.

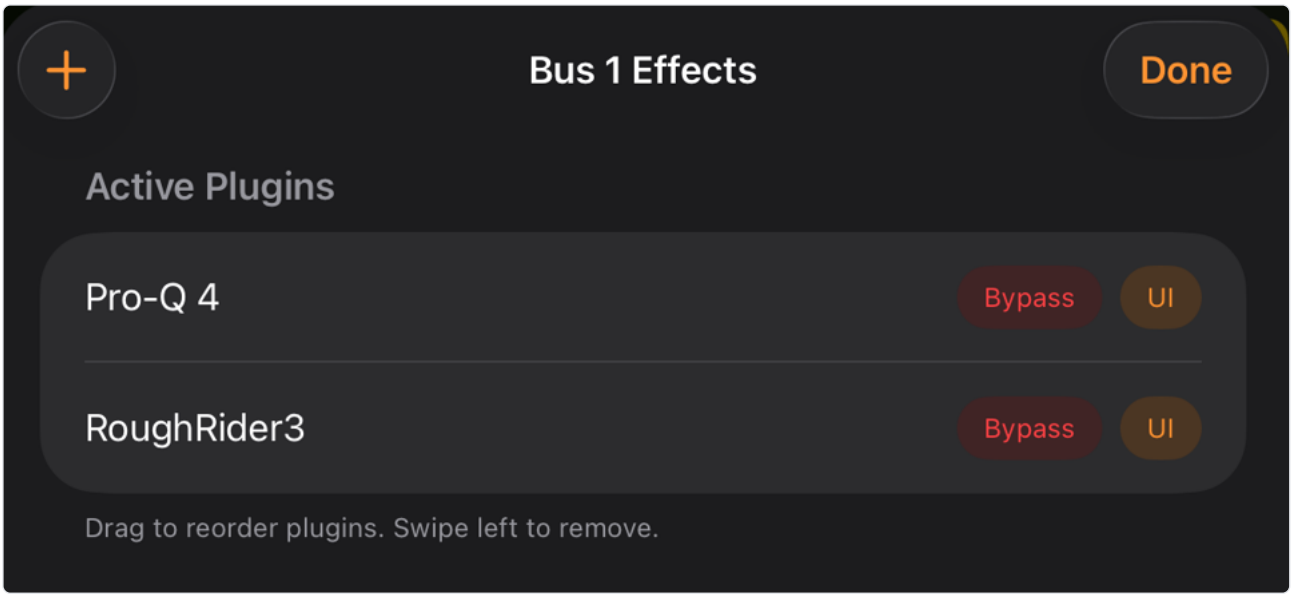
Use the arrow button to collapse or expand the view. When collapsed, only output buses used in the current song are shown.

Output Bus Controls

Each output bus has the following controls from top to bottom:

- **Hardware Output**: Select where this bus sends its signal. Outputs are grouped into three categories: **Stereo** sends the stereo signal to a stereo output; **Mono** sums the stereo signal to mono and sends it to a mono output; **Mono to Stereo** sums the stereo signal to mono and sends it to a stereo output, with the same mono signal on both left and right channels. Output routing is remembered per audio interface, so disconnecting an interface restores internal speaker routing, and reconnecting restores the interface-specific routing
- **Plugins** (iOS only): Opens the AUv3 plugin manager for this bus
- **Equalizer**: Opens a 4-band EQ popup with a bypass option
- **Volume Fader**: Controls bus level and displays a level meter showing the post-fader signal
- **Mute**: Silences the bus

Managing AUv3 Plugins



Stage Traxx supports AUv3 audio plugins on iOS, allowing you to add effects processing to each output bus.

> **Note**
>
> AUv3 plugins are only available on iOS due to sandboxing restrictions on Mac.

You can insert up to 4 plugins per output bus. The signal flows from top to bottom, so the order of plugins matters.

For each plugin slot:

- **Bypass**: Temporarily disable the plugin without removing it
- **UI**: Open the plugin's user interface
- **Remove**: Swipe left or use the context menu to remove the plugin

To reorder plugins, drag them to change the signal flow.

Muting Tracks Across Songs

A common requirement is muting the same track position across all songs — for example, when a band member is absent or when switching between duo and solo performances. Stage Traxx offers two approaches.

Using Mute Groups

Mute groups let you globally mute tracks with a single button press. Assign any track to a mute group, regardless of its position — track 1 in one song and track 5 in another can share the same group.

To set up a mute group:

1. Open the mixer and find the track you want to control globally
2. Long press one of the mute group buttons (1–6) at the bottom of the channel strip
3. Select which group this track should belong to
4. Repeat for the similar track in all relevant songs

Now toggling that mute group in the master controls section mutes the track in every song where it's assigned.

> **Tip**
>
> You can also assign mute groups via **Song Details > Audio > tap a track > Mute Groups**.

Using Output Bus Routing

Alternatively, route tracks you may need to mute to a dedicated output bus. For example, route all guest vocal tracks to Bus 2 while your own vocals go to Bus 1. When performing solo, simply mute Bus 2 in the Outputs view.

This uses an extra output bus but keeps mute groups free for other purposes.

MIDI

Stage Traxx provides comprehensive MIDI support, allowing you to control external MIDI devices and be controlled by them. You can embed MIDI commands directly into song lyrics for precise timing control, trigger songs via incoming MIDI messages, and synchronize external devices using MIDI Timecode or MIDI Clock.

Sending MIDI Commands

MIDI commands can be embedded in your song lyrics to trigger external devices at specific moments during playback.

> **Info**
>
> Each MIDI tag must be placed on its own dedicated line. Do not mix MIDI tags with lyrics text or other tags on the same line.

> **Tip**
>
> Network clients send embedded MIDI commands to connected MIDI gear from both lyrics received from the host and local lyrics. This allows you to add custom MIDI commands to songs selected by a host without modifying the host's song files.

Trigger Types

Commands are placed in square brackets with different prefixes to control when they execute:

- **Song Load** `[midi: ...]` : Executes when the song loads.
- **Play Action** `[midi@play: ...]` : Executes when the play action is triggered.
- **Stop Action** `[midi@stop: ...]` : Executes when the stop action is triggered.
- **Timestamp** `[midi@01:34.50: ...]` : Executes at a specific playback time. Timestamps use the format `MM:SS` or `MM:SS.xxx` . Minutes and seconds must always be two digits (e.g., `01:05` not `1:5`). The fractional seconds are optional and can be one to three digits, where `.5` equals 500ms and `.55` equals 550ms.

Command Syntax

Commands follow the format: `<Prefix><Value>.<Subvalue>@<Channel>`

The channel is specified using `@` followed by the channel number (1–16). System messages do not use a channel.

> **Note**
>
> Stage Traxx uses value ranges of 0–127 for program numbers, controller values, notes, and velocities. Some devices use 1–128 in their documentation. If your device uses 1–128, subtract 1 from the values shown in your device's manual.

Multiple commands can be chained in a single tag, separated by a comma and optional whitespace. Commands are sent in the order they are written:

```
[midi@play: PC5@1, CC7.100@1,CC10.64@1]
```

Using Macros

A MIDI macro is a named command sequence you define once in **Settings > MIDI Macros** and then reference with a `$` prefix followed by the macro code. Macros can be used anywhere a MIDI command is accepted, and can be mixed freely with regular commands:

```
[midi: $FX-OFF]
[midi@play: PC1@5, $PATCH_1]
[midi@stop: $FX-OFF, CC123.0@1]
```

Macro references are expanded to their commands immediately before sending, so a change to a macro takes effect everywhere it is used without editing any songs.

> **Note**
>
> Macros are also expanded before commands are sent to network clients, so clients don't need to have the same macros defined.

Program Change

Sends a MIDI program change message to switch patches or presets on external devices.

Format: `PC<program>@<channel>` or `PC<program>.<bank>@<channel>`

- `<program>` : Program number (0–127)
- `<bank>` : Optional bank number (0–127)
- `<channel>` : MIDI channel (1–16)

> **Example**
>
> - `[midi: PC5@1]` — Switch to program 5 on channel 1
> - `[midi@play: PC0@10]` — Switch to program 0 on channel 10 when play is triggered

Bank Select:

Most MIDI devices use bank select messages (CC0 for MSB, CC32 for LSB) before program changes to access patches beyond the standard 128.

When you specify a bank number, Stage Traxx sends a bank select LSB (CC32) before the program change. For example, `PC101.4@1` sends CC32 with value 4, followed by program change 101 on channel 1.

If your device requires a custom MSB value, send it explicitly using a Control Change command:

```
[midi: CC0.2@1, PC101.4@1]
```

This sends CC0 (bank select MSB) with value 2, then CC32 (bank select LSB) with value 4, then program change 101.

Control Change

Sends a MIDI control change (CC) message to adjust parameters like volume, pan, or expression on external devices.

Format: `CC<controller>.<value>@<channel>`

- `<controller>`: Controller number (0–127)
- `<value>`: Controller value (0–127)
- `<channel>`: MIDI channel (1–16)

> **Example**
>
> - `[midi: CC7.100@1]` — Set volume (CC7) to 100 on channel 1
> - `[midi: CC10.64@2]` — Set pan (CC10) to center (64) on channel 2
> - `[midi@stop: CC123.0@1]` — Send all notes off (CC123) on channel 1 when stop is triggered

Note On/Off

Sends a MIDI note message to trigger sounds on external devices.

Format: `N<note>@<channel>` or `N<note>.<velocity>@<channel>`

- `<note>`: Note number (0–127, where 60 is middle C)
- `<velocity>`: Optional velocity (0–127). A velocity of 0 sends a Note Off message; any other value sends a Note On message. If omitted, defaults to 127.
- `<channel>`: MIDI channel (1–16)

> **Example**
>
> - `[midi@play: N60@1]` — Play middle C on channel 1 when play is triggered
> - `[midi@stop: N60.0@1]` — Send Note Off for middle C on channel 1 when stop is triggered
> - `[midi@00:05.00: N72.127@1]` — Play C5 at full velocity 5 seconds into the song

Sysex

Sends a MIDI System Exclusive message for device-specific commands that aren't covered by standard MIDI messages.

Format: `SX <bytes>` or `SX<bytes>`

- `<bytes>`: Hex-coded bytes of the message, optionally separated by spaces

The leading `F0` and trailing `F7` bytes that frame a sysex message should be included in the byte sequence.

> **Example**
>
> - `[midi: SX F0 43 10 4C 00 00 7F F7]` — Bytes separated by spaces
> - `[midi: SXF043104C00007FF7]` — Bytes without spaces
> - `[midi@play: SX F0 7E 7F 09 01 F7]` — Send GM System On when play is triggered

Song Select

Sends a MIDI song select message to select a song on external sequencers or drum machines.

Format: `SS<song>`

- `<song>`: Song number (0–127)

This is a system message and does not use a channel.

> **Example**
>
> `[midi: SS12]` — Select song 12 when the song loads

Start, Stop, Continue

Sends MIDI system real-time messages to control transport on external sequencers and drum machines.

Format: `START`, `STOP`, or `CONTINUE`

These are system messages and do not use a channel.

> **Example**
>
> - `[midi@play: START]` — Send MIDI Start when play is triggered
> - `[midi@stop: STOP]` — Send MIDI Stop when stop is triggered
> - `[midi@play: CONTINUE]` — Send MIDI Continue to resume external playback

Receiving MIDI

Songs can be triggered via incoming program change or song select messages. Configure this in the Edit Song Details screen for each song. Most Stage Traxx actions can be mapped to incoming MIDI commands through the Remote Control dialog.

MIDI Learn

Every MIDI command field in Stage Traxx has a **Learn** button that captures commands from a connected device instead of typing them by hand.

Most fields capture a single command and then stop listening. When defining a MIDI macro, learn mode instead keeps listening and appends each incoming command, letting you record a complete sequence in one pass — for example by stepping through the patch and controller changes on your device in the order you want them sent.

Device Synchronization

Stage Traxx can synchronize external devices using two mutually exclusive sync modes.

MIDI Timecode

Sends a continuous 24-hour timestamp in the format HH:MM:SS:FF. Supports 25 or 30 frames per second with optional per-song offset.

> **Note**
>
> Speed changes during playback cause timecode jumps. If you need smooth synchronization during speed changes, use MIDI Clock instead.

MIDI Clock

Synchronizes external devices to the song tempo. Each song requires a BPM setting for clock sync to work. This is useful for synchronizing delay effects, arpeggiators, and other time-dependent features on external devices.

When MIDI Clock is enabled, Stage Traxx automatically sends a **START** message when playback begins and a **STOP** message when playback ends, so connected devices start and stop in sync without any additional setup.

> **Warning**
>
> Do not send `START` or `STOP` commands yourself while MIDI Clock is enabled. Stage Traxx already sends them, and a duplicate message can double-trigger your device. Remove any `[midi@play: START]` or `[midi@stop: STOP]` tags you added for this purpose in earlier versions — and check the global Play, Stop, and Playback Ends commands in MIDI settings too, since a `START` or `STOP` set up there applies to every song and is easy to overlook.

Network Sessions

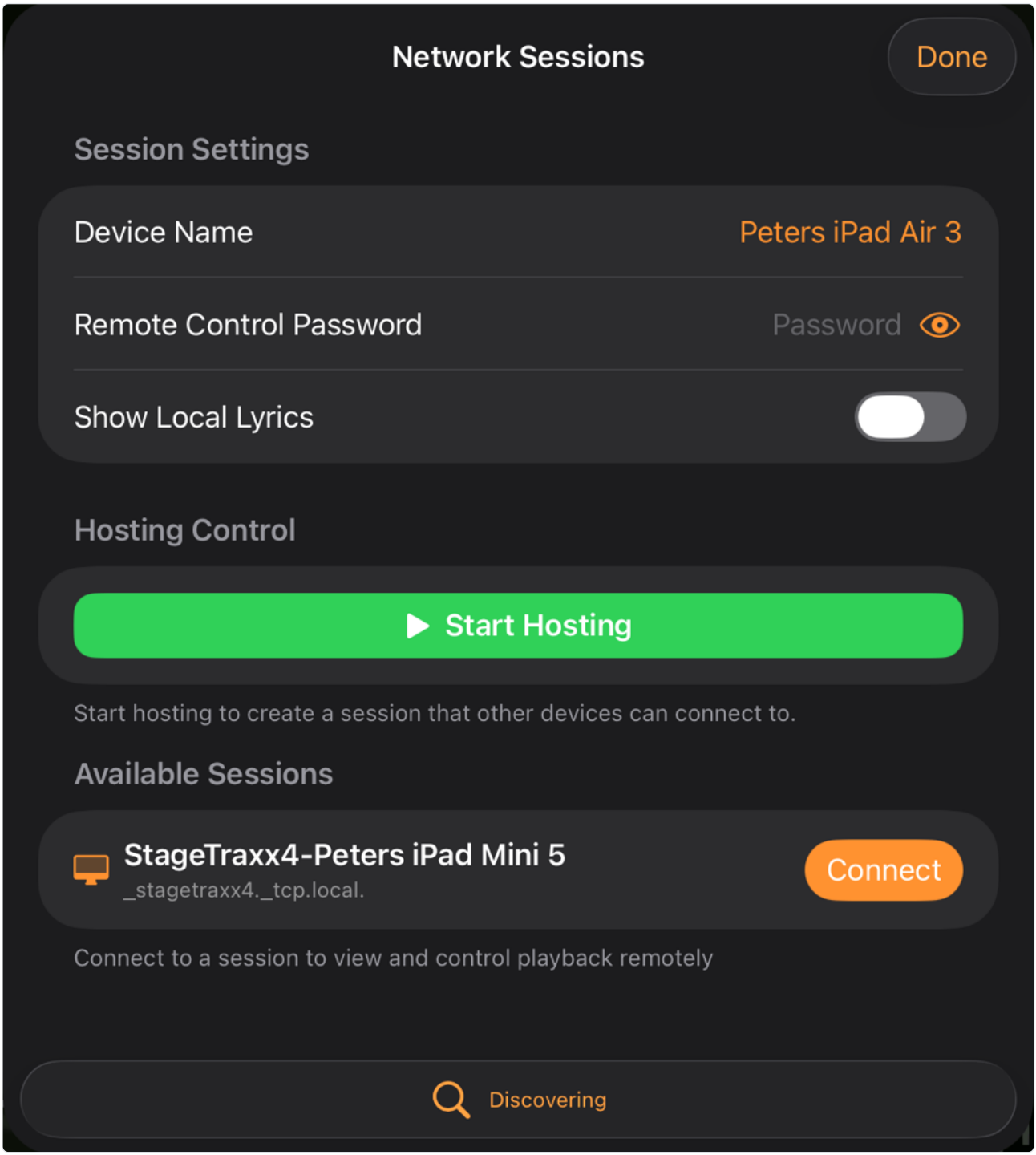
Network Sessions allow band members to follow a bandleader who acts as the host. Connected clients receive real-time updates including the current song, queued songs, lyrics, PDF files, playback state, song position, and audio region state. Hosts can also enable remote control, allowing clients to control playback and manage the queue.

> **Note**
>
> All devices must be on the same Wi-Fi network. Internet access is not required.

> **Warning**
>
> Only PDF files smaller than 3 MB are sent to clients. If a PDF is not appearing on client devices, make sure the file size is under this limit.

> **Tip**
>
> Use remote control to place the host device near the stage box while controlling it wirelessly from front of stage. This keeps cabling to a minimum and keeps the host safe from the action on stage.

Overview



Access Network Sessions from the Main view by opening the ⋯ **More Options** menu and selecting **Network Sessions**.

The screen displays session settings at the top, a Start Hosting button, and a list of available sessions to join. Each session shows the name of the host and their network address.

The status indicator shows the current connection state: Discovering when searching for sessions, Hosting with the number of connected clients, Connected as a client, Connecting, or Connection Lost.

Session Settings

Device Name

The name displayed on remote devices to identify this device. Use unique names to distinguish between band members.

Remote Control Password

Set a password on the host to allow remote control. Clients with a matching password gain controller access, which includes access to the song library, loading songs, managing the queue, playback control, seeking, and audio region control.

Use the eye button to toggle password visibility.

> **Note**
>
> The password is case-sensitive. Leading and trailing whitespace is ignored.

Show Local Lyrics

Clients can display their own local lyrics or PDF files instead of those from the host. Matching is done by Title and Artist tags, which must match exactly including special characters.

> **Note**
>
> Enable this option if you use MIDI commands embedded in your lyrics to control your gear. This ensures your own MIDI commands are sent rather than those from the host.

Keep Hosting After Restart

When enabled, Stage Traxx starts hosting again automatically the next time the app launches, if it was hosting when it was closed.

This saves you a trip to the host device after an unexpected app restart mid-show — the clients reconnect on their own once hosting resumes.

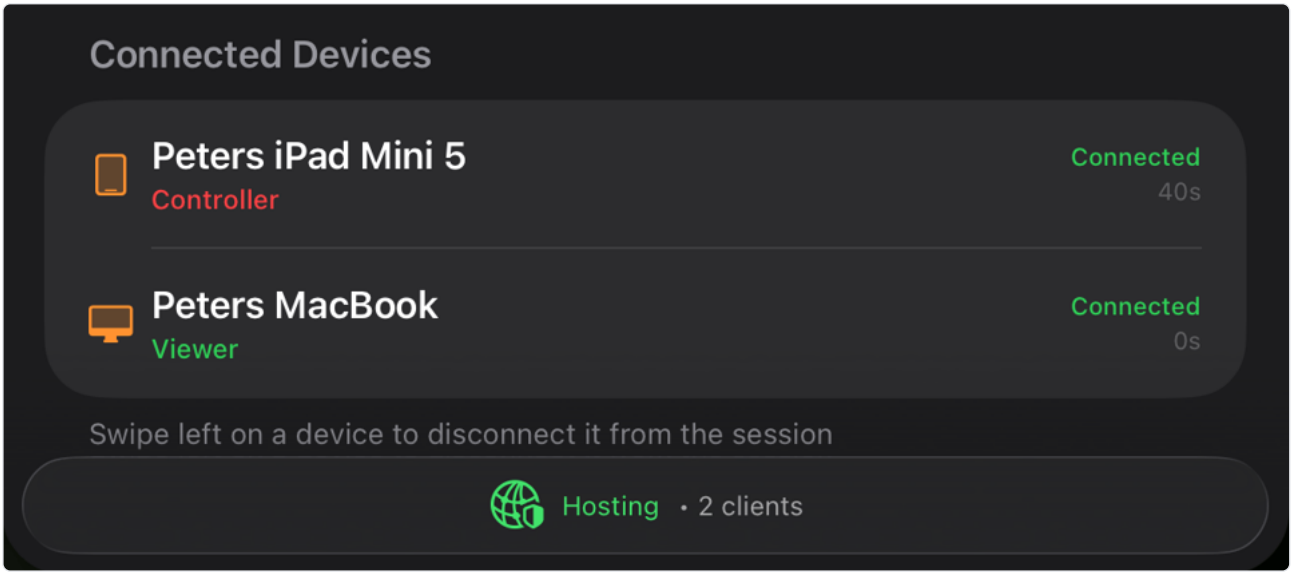
Hosting a Session

> **Note**
>
> Hosting a session requires the full version to be unlocked.

To host a session:

1. Set up a remote control password if you want to allow clients to control playback
2. Tap **Start Hosting**

Once clients connect, you will see a list showing each client's name, connection status, time connected, and access level (Viewer or Controller).



Swipe left on a client to disconnect them from the session.

> **Note**
>
> When remote control is enabled, clients can change songs while you are editing. This will abort the edit operation and unsaved changes will be lost.

> **Warning**
>
> Hosting a session prevents the device from sleeping. Stage Traxx will continue running and consuming battery as long as you are hosting.

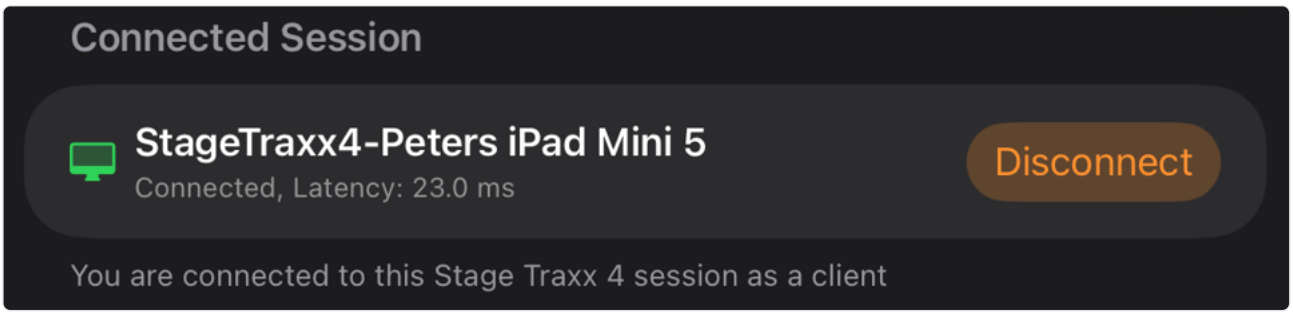
Joining a Session

To join a session:

1. Enter the remote control password if you want controller access
2. Tap **Connect** next to a session in the Available Sessions list

> **Note**
>
> Free version users can join sessions in viewer mode only. The password field is disabled and the full version is required to enter a password and join in controller mode.

When connected, the dialog shows which device you are connected to, the current network latency, and a Disconnect button.



Tap **Disconnect** to leave the session.

> **Tip**
>
> Use the Size Modifier setting to adjust the lyrics text size for your screen when the host's settings don't suit your device.

Viewer Mode

In viewer mode, you can open the queue sidebar but not the song list or playlist sidebar. Access to song details, the mixer, and assignable buttons is removed. The play button shows the playback status but cannot be pressed.

Controller Mode

In controller mode, you have full access to all sidebar views and your assignable controls. You can change song order and autoplay status in a playlist, but you cannot add new songs to playlists or edit playlist details. You cannot open song details or the mixer. You have full control over audio regions, and other clients will see when you change the playback mode.

Remote Control

Stage Traxx can be controlled remotely using a variety of devices, including Bluetooth and USB MIDI controllers, Bluetooth keyboards, and page turners like AirTurn. You can connect multiple devices simultaneously and assign custom actions to triggers and sliders.

> **Note**
>
> Remote control assignments are not synced to iCloud, so each device keeps its own independent control setup. They are stored in backups as device-specific settings — when restoring, you choose whether to take them over or keep the ones on this device.

Access the Assign Actions dialog and AirTurn Setup from the ⋯ **More Options** menu in the main view.

Supported Devices

MIDI Controllers

Bluetooth and USB MIDI devices can send triggers (notes, program changes) and continuous control (CC sliders for volume, etc.). Connect Bluetooth MIDI devices via Bluetooth MIDI Devices in settings.

Keyboards

Bluetooth and USB keyboards can trigger actions using single key presses. Most page turners also work as standard Bluetooth keyboards. Connect these devices through your device's system Bluetooth settings.

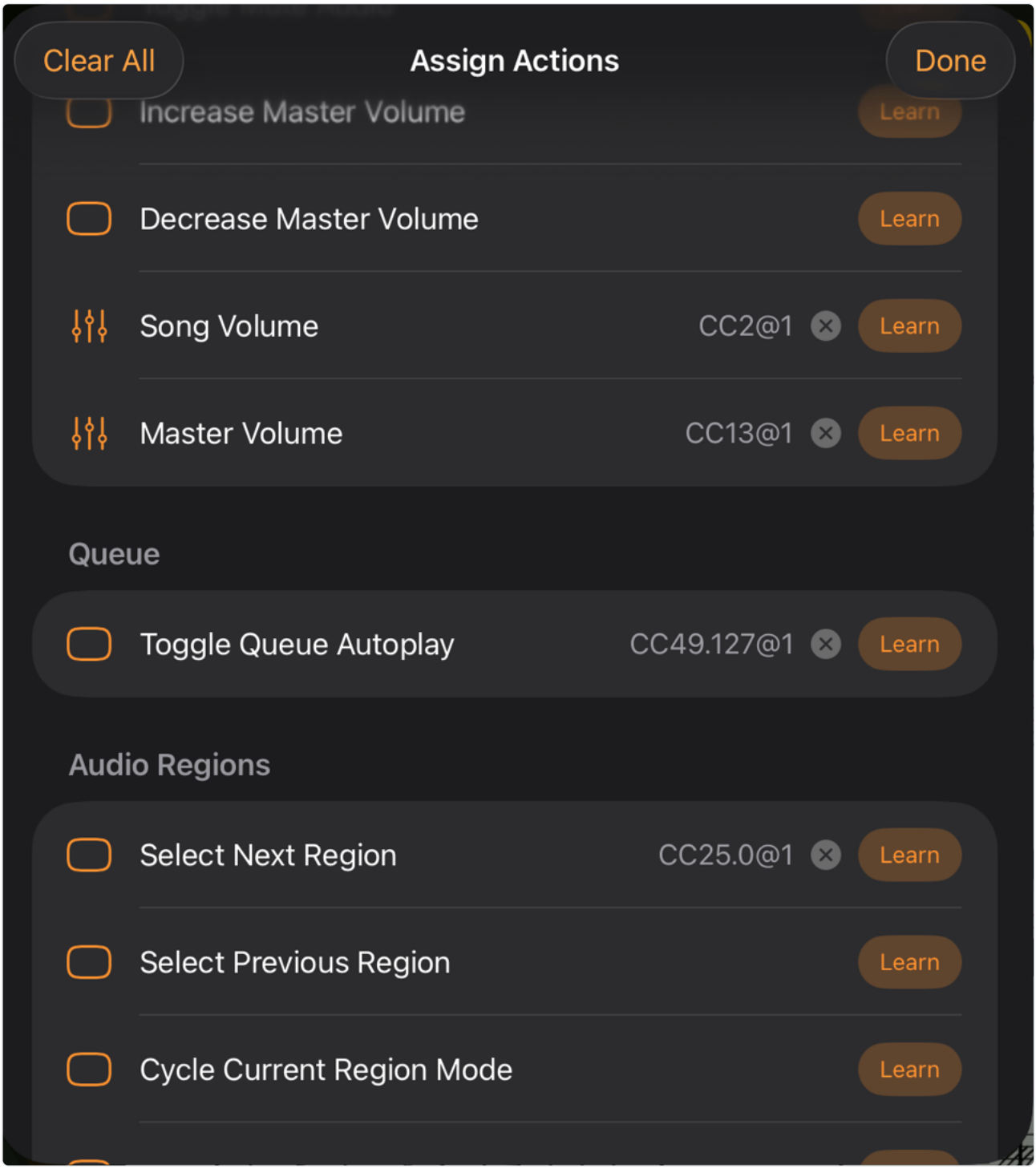
> **Tip**
>
> Keyboard devices can interfere with text input fields when editing lyrics or other content. They can also only control the foreground app, not an app running in the background. If this is an issue, consider using a Bluetooth MIDI controller instead.

Page Turners

Page turners like AirTurn can be connected either as standard Bluetooth keyboards (through system settings) or via AirDirect for supported models. See AirTurn Setup below. AirDirect does not have the limitations of keyboard mode — it won't interfere with text input and can control the app running in the background, just like MIDI.

Keyboard-based page turners just need to be connected through your device's regular Bluetooth settings.

Assign Actions



Actions are grouped by function area (playback, navigation, etc.). Beyond the transport and navigation basics, actions worth knowing about include:

- **Play with Count-In** and **Play with Pre-Roll**: Start the song after a count-in, or a few beats before the current position. See Count-In / Pre-Roll Beats.
- **Toggle Metronome**: Cycles the metronome for the current song. Press it once to turn it on, press again within two seconds to step through the remaining modes, or press it after a pause to switch the metronome straight off.

- **Jump to Region Cue 1–6** and **Arm Region Cue 1–6**: Direct access to the regions you marked with a cue.
- **Insert Timecode**: Adds a time code at the current playback position while the lyrics editor is open, so you can time-code a song with a foot switch.

To assign a remote control to an action:

1. Tap the **Learn** button next to the action
2. Press the button or move the slider on your remote device
3. The assignment is saved automatically

The icon next to each action indicates its type:

- **Trigger** (rounded rectangle): Activated by a button press — works with any remote device
- **Slider** (vertical bar): Controlled by continuous values — requires a MIDI control change

To remove an assignment, tap the grey X icon next to it. To remove all assignments at once, tap **Clear All** in the navigation bar.

> **Note**
>
> Reassigning a trigger that's already in use will remove it from the previous action.

> **Press vs. Release Triggers**
>
> MIDI triggers can activate either when pressing or releasing a button. To assign a trigger to the release action, press and hold the button before opening the Learn dialog, then release it while the dialog is shown.

Slider Behavior

MIDI sliders use pickup mode to prevent sudden volume jumps. When you move a physical slider, Stage Traxx waits until the slider position matches the current value before responding. This ensures smooth transitions when switching between songs with different volume levels.

AirTurn Setup

Stage Traxx supports AirTurn devices that use the AirDirect protocol for a direct connection without going through system Bluetooth settings.

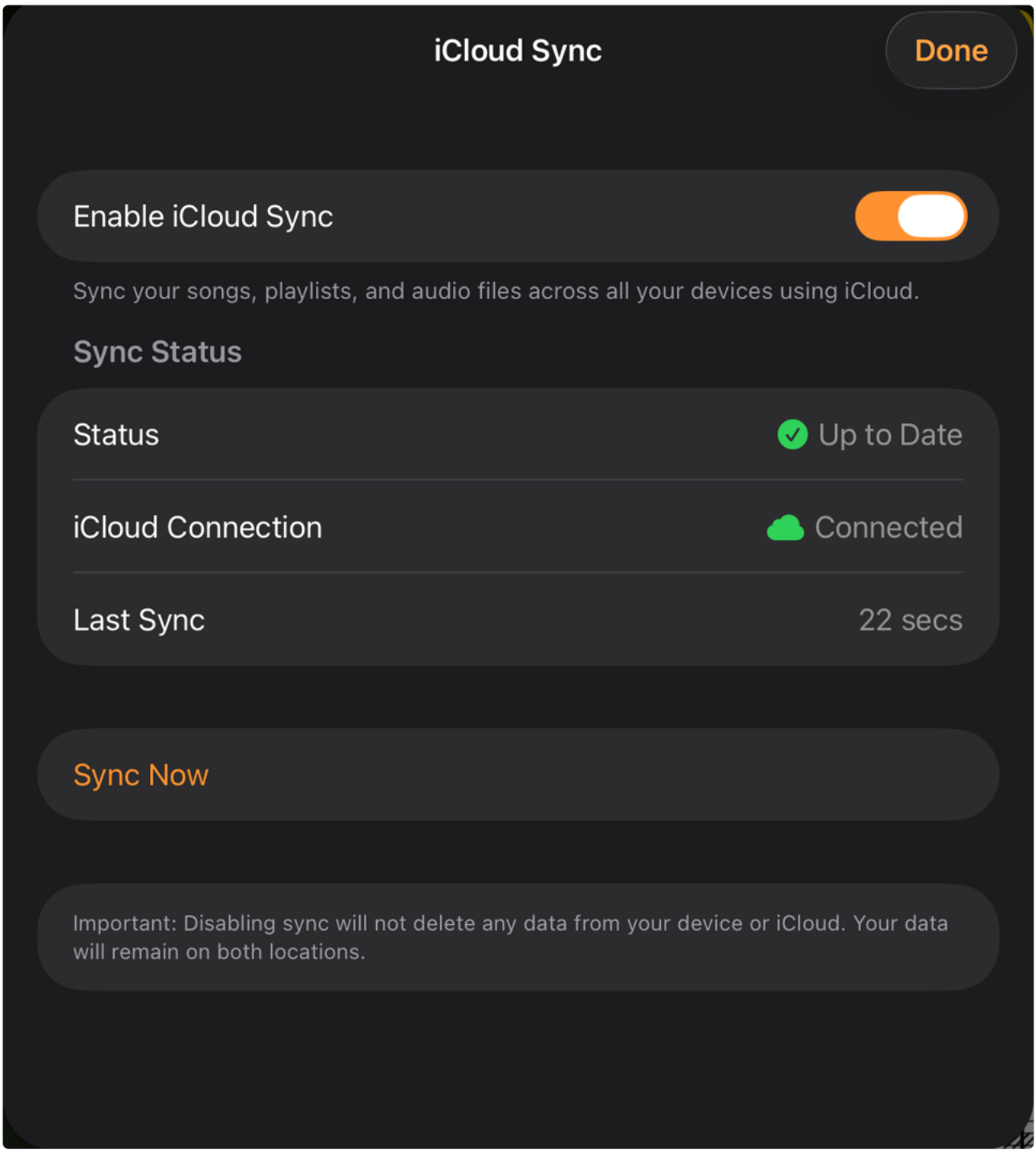
To connect an AirTurn device:

1. Make sure the device is turned on and in pairing mode
2. Enable **AirTurn Support** in the Remote Control settings
3. Tap on the discovered device to connect

> **Note**
>
> Make sure your AirTurn device has the latest firmware installed. Some devices may have connectivity issues with macOS/iOS versions 26.0 to 26.3. If running macOS/iOS version 26, please update to at least 26.4.

iCloud Sync

Stage Traxx can automatically synchronize your data across all your devices using iCloud. This includes audio files, PDFs, playlists, lyrics, song edits, and device-agnostic app settings. Changes made while offline are tracked and uploaded once you reconnect.



Prerequisites

Before enabling iCloud Sync, ensure:

- You are signed into iCloud on your device
- You have sufficient iCloud storage space for your audio files
- You can check your available storage in **Settings > YOUR NAME > iCloud > Manage Storage**

> **Note**
>
> Audio files can take up significant storage space. If you have a large song library, make sure your iCloud plan has enough capacity.

Enabling iCloud Sync

To enable cloud synchronization, tap the ⋯ **More Options** button in the main view to open the iCloud Sync dialog, then toggle **Enable iCloud Sync** on.

When you enable iCloud Sync, the app checks for existing data:

- If only your local device has data, it uploads to the cloud automatically
- If only the cloud has data, it downloads to your device automatically
- If both contain data, you'll be asked to choose how to handle the conflict:
  - **Merge Data**: Combines local and cloud data without deleting anything. This is the safest option if you want to keep everything from both sources.
  - **Replace iCloud Data**: Overwrites the cloud data with your local data. Use this if your local device has the correct data.
  - **Replace Local Data**: Overwrites your local data with the cloud data. Use this if the cloud has the correct data.

Sync Status

The main view displays sync status in the status area above the current song title. In the iCloud Sync dialog, you can see more details including pending changes and how long ago the last sync occurred. If synchronization fails, an error message will appear.

iCloud Connection

Shows the current connection status to iCloud servers:

- **Connected**: The iCloud servers are reachable and you are successfully signed in.
- **Unreachable**: There is an active internet connection, but the iCloud servers cannot be reached or your account cannot access them.
- **Offline**: There is no internet connection.

Manual Sync

Synchronization happens automatically, but you can trigger a manual sync by tapping **Sync Now** in the iCloud Sync dialog. This is useful if you've made changes on another device and want to see them immediately.

Removing Cloud Data

> **Warning**
>
> Disable iCloud Sync on all your devices before deleting cloud data. Otherwise, devices with sync still enabled may lose their data.

To delete your data from iCloud, tap **Delete All Cloud Data** in the iCloud Sync dialog.

Alternatively, you can remove the data through your device's Settings app: **Settings > YOUR NAME > iCloud > Manage Account Storage > Stage Traxx 4 > Delete Data**.

Troubleshooting

If you experience sync issues:

- Changes may not appear immediately on other devices — switching screens or triggering a manual sync usually reveals updates
- If data seems out of sync, try using **Sync Now**
- Reinstalling the app and enabling iCloud Sync immediately will restore your data from the cloud
- For persistent problems, use **Create Support Email** in Settings to contact support

Backup

Stage Traxx stores your data in two places: audio and PDF files in the app folder, and a database containing song metadata, playlists, and settings. The backup feature captures everything into a single file that you can use to restore your library if something goes wrong, or to transfer your data between devices.

> **Note**
>
> iCloud Sync is not a replacement for backups. If you delete something on one device, it will be deleted on all synced devices. Regular backups protect you from accidental data loss.

While Stage Traxx is included in your device's iCloud backup, that only helps if you restore your entire device. Backup files let you restore just your Stage Traxx data at any time. On Mac, Time Machine offers another recovery option — see Restoring with Time Machine below.

Backup Types

Full Backup

A full backup contains everything: your database, all audio files, PDF files, and settings. This allows for complete restoration of your library.

The downside is file size — a full backup will be roughly as large as all your audio files combined.

> **Note**
>
> Create a full backup after adding new songs to your library.

Database Only Backup

A database only backup stores just the database contents: song metadata, lyrics, playlists, keywords, and settings. It does not include audio or PDF files.

These backups are very small and quick to create. However, when restoring, all your files must already be present in the correct folders. This option is ideal for quickly transferring database changes between devices that already have all the same files.

> **Note**
>
> Use database only backups to keep two identical iOS devices in sync when you haven't changed any audio files.

Creating a Backup

To create a backup:

1. Open the ⋯ **More Options** menu from the main view

2. Tap **Backup**
3. Select **Full Backup** or **Database Only Backup**
4. A sheet appears where you can enter a filename and choose a destination folder. For full backups, the estimated backup size and the available space on the selected destination are shown to help you confirm there is enough room.
5. Tap **Create** to start the backup process

> **Note**
>
> For large backups (multiple gigabytes), save to a local folder first, then move the file to cloud storage using the Files app or Finder. Saving directly to a cloud drive can be unreliable for large files.

> **Tip**
>
> After creating a backup, consider copying it to a safe location such as a cloud drive, external storage, or another device via AirDrop.

Restoring a Backup

To restore a backup:

1. Open the ⋯ **More Options** menu from the main view
2. Tap **Backup**
3. Tap **Restore Backup** (the last restored backup filename appears above this option)
4. Select your backup file
5. Choose how device-specific settings should be handled (see below)

Restoring replaces all database contents. For full backups, it also deletes all files in the app folder and replaces them with files from the backup.

Device-Specific Settings

Backups contain not only the settings shared across your devices, but also most device-specific ones — audio sample rate and buffer size, bus output routing, assignable controls, remote control assignments, and similar local configuration. When you restore, you decide whether to apply them:

- **Restore Device Settings**: Applies the device settings from the backup as well. Use this when replacing a device or setting up an identical spare, so the new device behaves exactly like the old one.
- **Keep Local Device Settings**: Restores only the shared data and settings, leaving this device's local audio and hardware configuration, assignable controls, and remote control assignments untouched. Use this when moving a library onto a device that has its own audio interface, control layout, and remote setup.

> **Tip**
>
> When you keep a backup device ready at gigs, restore with **Keep Local Device Settings**. The song library comes across, while the backup device keeps the routing that matches the interface it is actually plugged into and the remote assignments for the foot switch attached to it.

A few things are always left alone, even when you choose **Restore Device Settings**: the iCloud Sync switch, the network device name and password, and transient state such as the current queue and active list filters.

> **Note**
>
> Backups created with a version prior to 4.1 don't contain device-specific settings. You can still pick either option when restoring one, but there is nothing to apply, so the result is the same as **Keep Local Device Settings**.

> **Note**
>
> If iCloud Sync is active, restoring a backup will delete and re-upload all data to the cloud. Disable iCloud Sync first if you don't want this behavior.

Migrating from Stage Traxx 3

Backup files provide the easiest way to migrate your data from Stage Traxx 3 to Stage Traxx 4. Simply create a full backup in Stage Traxx 3, then restore it in Stage Traxx 4.

Routing Changes

Stage Traxx 3 routed each track directly to a specific output. Stage Traxx 4 uses buses instead — tracks are routed to buses, and buses are routed to outputs. During migration, each track is automatically routed to the bus matching its track number (for example, track 3 routes to bus 3). To restore your previous routing setup, assign the appropriate outputs to each bus.

> **Note**
>
> Stage Traxx 2 backups cannot be restored directly in Stage Traxx 4. If you're migrating from Stage Traxx 2, follow the migration guide to migrate to Stage Traxx 3 first, then create a new backup and restore it in Stage Traxx 4.

Restoring with Time Machine

On Mac, Time Machine automatically backs up Stage Traxx and allows you to restore to a specific point in time without restoring your entire system.

To restore Stage Traxx data from Time Machine:

1. Quit Stage Traxx if it's running
2. Open Finder and press **Cmd+Shift+G** to open "Go to Folder"

3. Enter `~/Library/Containers/` and press Return
4. Locate the **Stage Traxx 4** folder
5. Enter Time Machine and navigate to the date you want to restore
6. Select the **Stage Traxx 4** folder and click **Restore**

This restores all your songs, playlists, settings, and files to the state they were in at that point in time.

> **Note**
>
> Time Machine is only available on Mac. For iOS devices, use Stage Traxx backup files for point-in-time recovery.

External Screens

Stage Traxx supports external displays for showing full-screen lyrics or PDF documents to your band members or audience. You can connect screens via HDMI, AirPlay, or use multiple windows on macOS and iPadOS.

Connecting an External Display

iOS and iPadOS

When you connect an external screen via AirPlay or HDMI, your device mirrors the iPad screen by default. To show dedicated full-screen content instead, enable **Use External Display** in Settings > General > External Display.

> **Note**
>
> iOS always uses the last connected audio interface for audio output. Most HDMI screens register as an audio interface with iOS. To avoid audio routing issues, connect HDMI screens first and your audio interface last.

macOS and iPadOS with Stage Manager

On macOS, or on iPadOS with Windowed Apps or Stage Manager mode active, you can open multiple external display windows. Go to **File > New External Display** or press `Cmd`+`N`, then position these windows in full-screen mode on any connected screens.

Configuring External Displays

Use Settings > General > External Display to customize how content appears on external screens:

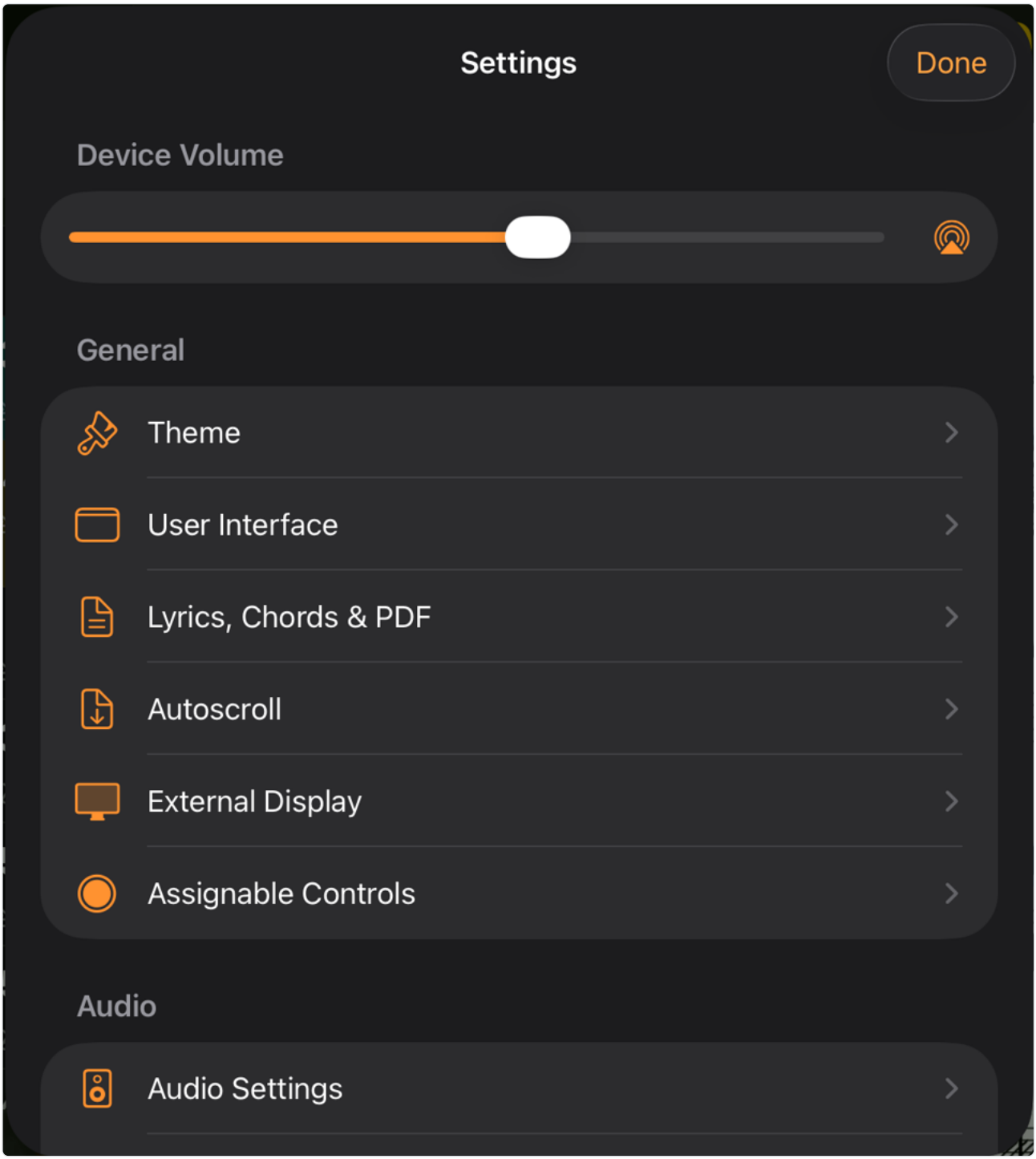
- Hide chords from the display
- Show PDF documents when available
- Adjust font size
- Set display rotation

Network Clients

You can also use a network client to feed content to external screens, which provides additional flexibility for complex stage setups. See Network Sessions for more details on setting up a network configuration.

Settings

The Settings screen lets you configure Stage Traxx to match your workflow and hardware setup. Access it from the ⋯ **More Options** button in the top right corner of the screen.



Info

Most settings are synced across your devices when iCloud Sync is enabled. Settings that are stored only on the local device are marked with a Not Synced badge.

Device Volume

Adjust the hardware output volume directly from Stage Traxx. Not all audio interfaces support software volume control.

This section also includes a route selector to redirect audio output to an AirPlay or Bluetooth device.

General

Configure the app's appearance and behavior:

- Theme — Color scheme and visual options
- User Interface — Layout and display preferences
- Lyrics, Chords & PDF — Font sizes and formatting
- Autoscroll — Automatic scrolling behavior for lyrics
- External Display — Settings for connected displays
- Assignable Controls — Custom button and gesture actions

Audio

Configure audio output, playback behavior, and routing:

- Audio Settings — Output device, sample rate, buffer size, and bus routing
- Playback Settings — Start delay, stop behavior, and safety options
- Fade Settings — Fade in/out and crossfade durations

MIDI

Configure MIDI communication and synchronization:

- MIDI Settings — Routing, sync mode, and event triggers
- MIDI Macros — Reusable command sequences referenced as `$CODE`
- Bluetooth MIDI Devices — Connect wireless MIDI peripherals
- Network MIDI Sessions — Connect over Wi-Fi using RTP-MIDI

In-App Purchases

This section lets you unlock the full version of Stage Traxx 4. Tap to open the in-app storefront where you can purchase the full version.

The free version includes up to 6 songs with full access to all features including the mixer, lyrics, chords, PDF support, and MIDI control. Unlocking the full version adds:

- Unlimited songs
- iCloud Sync
- Network Sessions
- Backup restore

- 12 months of new features

The price shown reflects any applicable upgrade discount based on your Stage Traxx 3 purchase history. Users who purchased version 3 in or after December 2025 receive a free upgrade.

If the full version is already unlocked, this section displays "Full Version Unlocked" in green.

Info

Show Stage Traxx 4 Files

Opens Finder on Mac or the Files app on iOS/iPadOS to show the contents of the Stage Traxx 4 documents folder.

Create Support Email

Creates a support email with log files attached for troubleshooting. Requires an email account to be configured on your device.

Online Manual

Opens this documentation in your browser.

Help Forum

Opens the official Stage Traxx support forum in your browser.

Third Party Licenses

Displays license information for all third-party libraries used in Stage Traxx.

Log Viewer

Displays the last 300 lines of the current log file for troubleshooting. Use the refresh button in the navigation bar to update the view, or the share button to export the full log file.

Version

Shows the current app version and build information.

Theme

Customize the visual appearance of Stage Traxx to match your performance environment and personal preferences.

Dark Mode

Stage Traxx uses dark mode by default, displaying a dark background with light text. This is ideal for performances on dimly lit stages. If you perform in bright environments, disable dark mode to switch to a light background with dark text, which improves readability in sunlight.

Colors

Interface

- **Tint Color**: The accent color used to highlight controls and interactive elements throughout the app.

Lyrics & Chords

- **Lyrics Color**: The main color for displaying lyrics.
- **Lyrics Highlight Color**: The color used to highlight the current phrase when using time-coded lyrics.
- **Chord Color**: The color for chord symbols displayed in the lyrics area.
- **Chord Highlight Color**: The color used to highlight the current chord in time-coded lyrics.
- **Heading 1 Color**, **Heading 2 Color**, **Heading 3 Color**: The default color for each heading level in your lyrics. Select the transparent swatch to let a heading level use the lyrics color, which is the default. Set a color to make section headings such as *Chorus* or *Bridge* stand out without tagging every heading by hand.

> **Tip**
>
> A color tag around a heading still wins over the default set here, so you can color individual headings differently.

Song List Markers

- **Current Song Color**: Background color for the currently playing song.
- **Next Song Color**: Background color for the upcoming song in the queue.
- **Played Song Color**: Background color for songs that have already been played.

Each marker color includes a grey option for a more subtle, less distracting appearance.

The Color Picker

Every color setting in Stage Traxx — theme colors, song and playlist colors, track and bus colors, region colors — uses the same color picker. Tap a color to open it.

The picker has three parts:

- **Palette**: The built-in swatches. Some settings add a transparent swatch, which means "no color" or "inherit".
- **Recent**: The custom colors you defined most recently, so you can reuse a color across songs, tracks, and regions without mixing it again.
- **Custom**: Define any color you like using the red, green, and blue sliders. The change is applied immediately, so you can see the result while you adjust it.

> **Tip**
>
> Custom colors are useful for matching your band's colors, or for creating a set of track colors that are easier to tell apart on stage than the built-in palette.

User Interface

Configure how Stage Traxx displays information and responds to your interactions.

Lists

Settings for song list and playlist appearance.

Show DONE Marker

Highlights songs that have been played recently.

> **Note**
>
> You can reset the DONE markers in the History dialog.

Hide Sidebar in Playback

Automatically hides the song list sidebar when playback starts and shows it again when playback stops.

Show Next Song Title

Displays the upcoming song title alongside the current song on top of the screen. Useful when the song list is hidden.

Search Bar Always Visible

Search bars in song lists, playlists, and the queue stay visible by default, so you don't have to scroll to the top of a long list to reach them. Disable this option to hide the search bar until you scroll up.

> **Note**
>
> On iPhones in landscape orientation the search bar is always hidden to save vertical space, regardless of this setting.

List Size Modifier

Adjusts the font size in song list and playlist views.

Song List Details

Select which metadata to display in song lists: Duration, BPM, Speed, Pitch, Tune, Capo, Chord Transpose, Tracks, Year, or PDF.

> **Note**
>
> A property is only shown for songs where it has a value other than the default. A song without a capo shows no capo field, even when the capo field is enabled here.

Performance

Settings for the main performance view.

Double Tap Lyrics

Choose what happens when you double-tap on the content area:

- Open or close the song list sidebar
- Open or close full-screen lyrics view

Clock Mode

The clock display in the top left corner of the screen supports several modes:

- **Clock**: Shows the current time.
- **Timer**: A stopwatch that starts when playback begins and continues running until 10 minutes after the last song stops. Useful for tracking set duration. Tap the display to stop and reset.
- **Queue End**: Shows the approximate time the current queue will finish. Useful when you need to end your set at a specific time.
- **Song Timer**: Shows the inverse of the song timer on the right side. If elapsed time is shown on the right, remaining time appears here, and vice versa.

> **Note**
>
> The clock is not displayed in portrait orientation on iPhones.

Top Panel Display

Select what appears above the lyrics:

- **None**: Hides the top panel.
- **Audio Regions**: Shows buttons to select audio regions and change playback mode. Hidden for songs without audio regions.
- **Waveform**: Shows a waveform visualization with audio regions. You can tap to seek or select regions. Hidden for songs without audio tracks.

Waveform Render Mode

Choose between a full waveform (showing both halves) or a half waveform (top half only).

Show Progress Bar

Toggles the progress bar below the song title. The bar displays audio regions and allows seeking, but regions cannot be selected from here.

Progress Bar Blinking

Enable or disable blinking for the currently selected audio region in the progress bar.

> **Note**
>
> Some users prefer to disable this since regions already blink in the top panel.

Song End Indicator

Sets how long before a song ends the progress bar starts flashing to alert you. Set to **0** to disable flashing.

Mixer

Require Long Press

Prevents accidental fader or knob adjustments by requiring a brief hold (0.3 seconds) before controls respond to movement.

Device Settings

Keep Screen On

This setting will disable the automatic screen lock of you device so that it will not switch to standby as long as Stage Traxx is running.

Note: not available on macOS.

Clear Waveform Cache

Deletes cached waveform files. Use this if waveforms appear incorrect. They will regenerate when songs are loaded.

Lyrics, Chords & PDF

Configure how lyrics, chords, and PDF documents are displayed.

Lyrics

Centered Text

Centers lyrics horizontally on the screen.

Font Style

Selects the font family used to display lyrics:

- **Sans Serif**: The clean system font. This is the default.
- **Serif**: A classic serif face in the style of Georgia.
- **Mono**: A fixed-width font (Menlo).
- **Script**: A handwritten, chalkboard-like face.

Individual passages can override this setting with font tags in the lyrics.

> **Tip**
>
> **Mono** is recommended when manually laying out lyrics or chords, as proportional fonts do not allow precise character alignment.

Default Size

Sets the default font size for lyrics when adding new songs.

> **Note**
>
> This only affects new songs. Existing songs retain their current size setting.

Size Modifier

Adjusts the font size of all songs to better fit different screen sizes. Use this when working with multiple devices to ensure lyrics appear consistently across different screen resolutions.

Adjust Editor Size

When enabled, the lyrics editor uses the font size configured for the song being edited. When disabled, the editor uses the standard system font size.

Hide ChordPro Directives

When enabled, ChordPro directives are hidden in the lyrics viewer. This affects structural directives such as `{title:}`, `{artist:}`, `{key:}`, `{tempo:}`, `{start_of_chorus}`, and `{end_of_chorus}`.

Chords

Hide Chords

Hides all lines containing chords from the lyrics display.

Transpose Chords

Shows transposed chords based on each song's transpose setting. Disable to always display the original chords as entered.

> **Note**
>
> Each song has its own transpose setting. Chords can also transpose automatically when the pitch of a song changes.

Apply Capo

When enabled, the capo position set for a song is taken into account when chords are displayed. Chords are lowered by the capo position, so a guitarist sees the shapes they actually finger rather than the sounding chords.

Leave this disabled if you want to always see the sounding chords, regardless of the capo.

> **Note**
>
> This requires **Transpose Chords** to be enabled.

Accidental Preference

Choose whether transposed chords should use flat (♭) or sharp (♯) accidentals.

Size Modifier

Adjusts the chord font size relative to the lyrics font size. Use this to make chords larger or smaller compared to the lyrics text.

Font Style

Selects the font family used for chord symbols, independently of the lyrics font. The same four options are available: **Sans Serif**, **Serif**, **Mono** and **Script**.

> **Tip**
>
> Giving chords a different font than the lyrics makes them easier to pick out at a glance. Choosing the same font makes them blend in.

Text Style

Applies an additional text style to chord symbols: **Plain**, **Bold**, **Italic** or **Underline**.

PDF

Scale Mode

Controls how PDF documents are scaled to fit the screen:

- **Full Width**: Scales the document to fill the screen width.
- **Full Height**: Scales the document to fit the screen height.
- **Two Pages**: Displays two pages side by side.

Invert Colors

When enabled, inverts the colors of PDF documents so they are displayed white on black instead of black on white.

Tap to Scroll

Controls whether tapping the left or right edge of a PDF document scrolls it by one screen. See Viewing and Navigation for details on the tap zones.

Disable this if you keep scrolling the document by accident — for example when you use a remote control or page turner for navigation and only touch the screen to zoom or annotate.

Autoscroll

Configure automatic scrolling behavior for lyrics and PDF documents.

Lyrics

Autoscroll Enabled

Automatically scrolls lyrics during playback. The scroll speed can be adjusted using the **Speed Buttons** on the right side of the content area, or by using time-coded lyrics. Stage Traxx remembers the scroll speed for each song individually.

Autoscroll Behavior

Selects how lyrics without time codes are scrolled:

- **Classic**: Scrolling is spread across the song duration, so the scroll speed is relative to the song length. See Constant Speed Scrolling.
- **Continuous**: Scrolling starts at a fixed tempo the moment playback begins. You can drag the lyrics to a new position at any time and scrolling simply carries on at the same tempo from there. See Continuous Scrolling.

> **Note**
>
> This setting has no effect on songs with time-coded lyrics, which always follow their time codes.

Highlight Current Line

Highlights the current lyrics segment when using time-coded lyrics.

Highlight Mode

Choose how the current lyrics segment is highlighted:

- **Color**: Changes the segment to the selected highlight color.
- **Brightness**: Increases the brightness of the segment without changing its color. Useful if you use colored lyrics sections.

Highlight Position

Sets where the current lyrics segment is positioned on screen when using time-coded lyrics.

Smooth Timecoded Scroll

When enabled, time-coded lyrics scroll continuously between time codes instead of jumping to the next position each time a time code is reached. The jump-free movement is easier on the eyes, especially with widely spaced time codes.

When disabled, the lyrics stay still and then jump at each time code, which makes the exact moment a new section starts more obvious.

PDF

Autoscroll Enabled

Automatically scrolls PDF documents during playback. The scroll speed can be adjusted using the speed controls, or you can use time-coded scrolling.

General

Default Scroll Speed

Sets the default scroll speed for new songs added to Stage Traxx.

> **Note**
>
> This setting only affects new songs. Existing songs retain their current scroll speed.

Manual Scrolling Override

Allows you to manually scroll the content area during playback. When you scroll manually, automatic scrolling pauses and a button appears to resume it:

Tap the button to re-enable automatic scrolling.

When disabled, manual scrolling does not interrupt automatic scrolling—the view snaps back to the current position when you release.

External Display

Configure how Stage Traxx displays content on external monitors.

On iOS, external screens are detected automatically when connected. On macOS, create additional display windows via **File → New External Display** and position them on your connected screens.

Use External Display

When enabled, Stage Traxx shows lyrics on the connected external monitor instead of mirroring the iOS screen.

Hide Chords

Hides chord symbols on the external display. This setting is independent of the main Hide Chords setting, allowing you to show chords on your device while hiding them on the external screen.

Show PDF Documents

Displays PDF documents on the external screen. When disabled, the external screen shows text-based lyrics even if a PDF is displayed on your device.

Font Size Modifier

Adjusts the font size for the external display relative to the song's base font size. For example, a setting of 1.5 increases a 20-point font to 30 points on the external monitor.

Display Rotation

Rotates the external display output 90 degrees left or right for use with rotated screens.

Assignable Controls

Add custom buttons and knobs to the playbar at the bottom of the screen for quick access to frequently used actions.

> **Note**
>
> Assignable controls are not synced to iCloud, so each device can have its own layout — a Mac with a large playbar and an iPhone next to it don't have to share one. They are stored in backups as device-specific settings — when restoring, you choose whether to take them over or keep the layout on this device.

You can add up to 10 controls. Controls are displayed in a list and can be reordered by dragging. Tap a control to edit it, or tap **Add Control** to create a new one.

Edit Control

Control Type

Choose the kind of control to add:

- **Button**: Triggers an action when tapped.
- **Knob**: Adjusts a continuous value by dragging a knob.
- **Slider**: Adjusts a continuous value by sliding horizontally. Same capabilities as a knob — pick whichever gesture you find easier to hit accurately on stage.
- **Spacer**: Adds empty space between controls.

Label

A custom label for the control, up to 12 characters.

Color

The color used to display the control. Not available for spacers.

Behavior

Only available for buttons. Determines how a button reacts to a tap:

- **Single**: Fires one action every time the button is tapped.
- **Toggle**: The button latches. Each tap alternates between two actions — the **Action** fires when switching on, the **Disable Action** when switching off. The button shows its current on/off state.

> **Example**
>
> Set the **Action** to a MIDI action that mutes your in-ear mix and the **Disable Action** to one that unmutes it. A single button then toggles the mix, and its highlight tells you which state you're in.

Action

Select what the control does. Knobs and sliders can control Song or Master volume. Buttons can trigger any remote action command that Stage Traxx supports. Not available for spacers.

Disable Action

Only available for buttons with **Toggle** behavior. The action that fires when the button is switched off.

Delete Control

Removes the control. Only available when editing an existing control.

Spacer

A spacer adds an empty gap between controls in the assignable controls area, letting you group related controls or create visual separation. If a label is set, it is displayed in the spacer area.

Audio Settings

Configure how Stage Traxx handles audio output, processing, and routing to your hardware.

Audio Device

Output

Select the system output device for audio playback. Stage Traxx uses the standard macOS audio output device—you cannot select a device exclusively for Stage Traxx while other apps use a different one.

> **Tip**
>
> Disable system sounds when running a live show to prevent unwanted audio interruptions.

> **iOS**
>
> iOS always uses the most recently connected audio device for output. Connect your preferred device last to ensure it is selected.

Audio Engine

These settings control how Stage Traxx processes audio internally.

Sample Rate

The sample rate used for internal audio processing. Audio files recorded at a different sample rate will be converted before playback. For best performance, use the same sample rate for your audio files and this setting to avoid unnecessary conversion.

> **Warning**
>
> Avoid mixing tracks with different sample rates in the same song, as this can cause tracks to play out of sync.

Current Hardware Sample Rate

Displays the sample rate currently being used by your audio output device. This is read-only and determined by your hardware.

Buffer Size

Controls the audio engine buffer size. A smaller buffer provides faster response times but increases CPU load. A larger buffer reduces CPU usage but adds latency.

> **Tip**
>
> If you hear clicks or audio artifacts during playback, try increasing the buffer size.

Track Preparation Time

The time needed to prepare each track before synchronized playback. Value range is 5ms to 50ms per track.

> **Tip**
>
> Increase this value if tracks don't start together.

Multi-Route Audio

By default, iOS sends audio to only one output device at a time. When you connect multiple audio devices, iOS automatically picks one — usually the most recently connected — and routes all audio there. This can cause problems when connecting an HDMI display or projector, as iOS may redirect your audio to the HDMI output instead of your preferred audio interface.

Enable this option to allow Stage Traxx to send audio to multiple output devices simultaneously. This prevents HDMI connections from taking over your audio routing and ensures your audio interface continues to receive the signal. It also lets you use additional outputs from a secondary device, such as routing a monitor mix to the headphone output while your main mix goes to your USB audio interface.

> **Note**
>
> When multi-route audio is enabled, you may need to manually configure which outputs receive audio in the Bus Setup section or the Mixer.

> **Warning**
>
> iOS does not support using two USB audio interfaces at the same time. Multi-route audio only allows combining a USB audio interface with the built-in headphone output or an HDMI connection. Bluetooth audio receivers are not supported and cannot be used with multi-route audio.

Pause In Background

When enabled, the audio engine shuts down when the app is in the background and no playback is running. This helps conserve battery life.

Disable this option if you need the app to continue receiving MIDI commands while in the background, or if you experience audio artifacts when switching between music apps. With this option disabled, the audio engine runs indefinitely until you close the app via the task switcher.

Mix Audio With Other Apps

Controls whether Stage Traxx plays audio exclusively or alongside other apps.

When disabled, Stage Traxx takes over audio on your device. The Lock Screen and Control Center will show Stage Traxx as the active music app, and the hardware playback controls on your headphones

or Bluetooth device will control Stage Traxx. If another app starts playing audio, Stage Traxx stops — and if Stage Traxx starts playing, it will interrupt any other audio currently playing.

When enabled, Stage Traxx plays audio at the same time as other apps. This is useful if you want background music from another app to continue while Stage Traxx is running, or if you are using virtual instrument apps alongside Stage Traxx during a live performance. Stage Traxx will no longer appear as the active music app on the Lock Screen or Control Center.

Playback Engine

Realtime Engine

Stage Traxx 4.1 introduces a new clock-driven multitrack playback engine. It is enabled by default and gives you tighter timing, faster response when starting and stopping, lower and more consistent seek and cue latency, and smoother crossfades between songs.

You normally don't need to change anything here. If you run into an audio problem that you did not have before, disable this option to fall back to the classic engine used in earlier versions.

> **Note**
>
> The engine is chosen at the moment a song is loaded. After changing this setting, reselect the current song so the change takes effect.

Failover Signal

Some professional audio setups use failover hardware that automatically switches to a backup playback device if the primary device fails. These devices detect failure by monitoring a constant reference tone—if the tone stops, the hardware switches to the backup source.

```
flowchart LR
    subgraph Computers
        A[Primary Mac<br>Stage Traxx]
        B[Backup Mac<br>Stage Traxx]
    end

    C[MIDI Controller]
    D[iConnectivity<br>PlayAudio1U]
    E[PA System]

    C -. MIDI .-> D
    D -. MIDI .-> A
    D -. MIDI .-> B
    A == Audio + Failover Tone ==> D
    B == Audio + Failover Tone ==> D
    D == Audio Out ==> E
```

In this example, a MIDI controller sends commands through an iConnectivity iPlayAudio interface to both a primary and backup Mac. Both computers send audio along with a failover tone to the inter-

face. If the primary Mac fails and its tone stops, the interface automatically switches to the backup Mac's audio output.

Enable Failover Tone

Turns the failover tone generator on or off.

Output Bus

Select which output bus sends the failover tone to your failover hardware.

Bus Setup

Stage Traxx provides 16 output buses for routing audio. Tracks can be assigned to any bus, and each bus can be routed to a hardware output channel. See the Mixer for more on working with buses during playback.

Output routing is stored separately for each connected audio interface and automatically restored when that interface is reconnected.

Bus Settings

Name

A short name for the bus (maximum 8 characters). This name appears in the mixer.

Color

The color used for this bus label in the mixer.

Output Assignment

Output

The hardware output channel this bus sends audio to. You can also change this directly in the Mixer. Outputs are grouped into three categories:

- **Stereo**: Sends the stereo bus signal to a stereo output.
- **Mono**: Sums the stereo bus signal to mono and sends it to a mono output.
- **Mono to Stereo**: Sums the stereo bus signal to mono and sends it to a stereo output, with the same mono signal on both left and right channels.

Volume & Mute

Volume

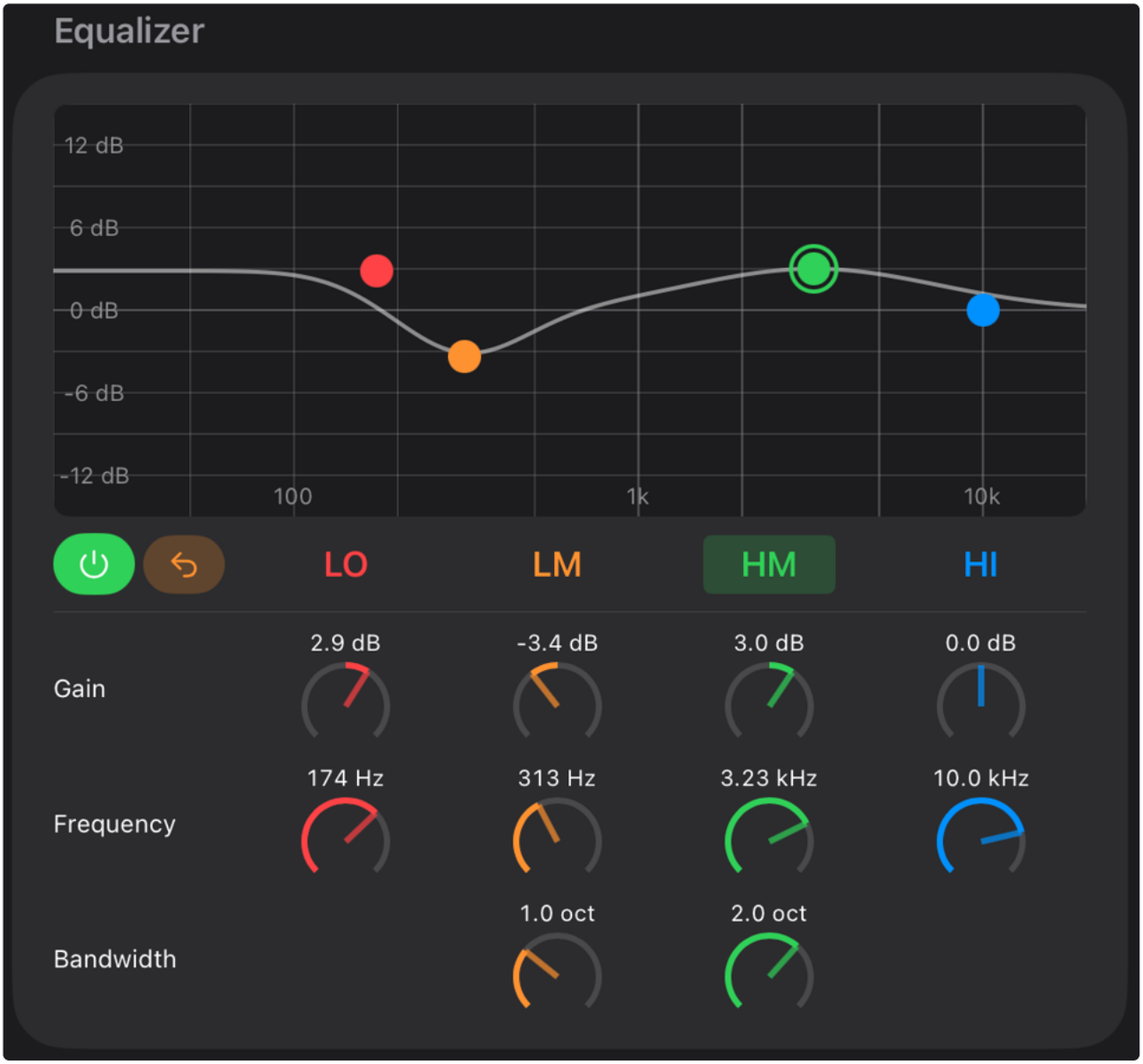
The output volume level for this bus. You can also adjust this directly in the Mixer.

Mute

Mutes all audio from this bus. You can also toggle this directly in the Mixer.

Equalizer

A 4-band parametric equalizer for shaping the bus output. The low and high bands are shelf filters, while the two mid bands are fully parametric with adjustable frequency, gain, and Bandwidth. You can edit the EQ using the graphical frequency plot or the individual knobs. The equalizer can be bypassed when not needed.



Playback Settings

Configure how Stage Traxx handles playback, queuing, and safety features during live performances.

General

Start Delay

Adds a delay before playback begins. When you press play at the beginning of a song, the play button turns yellow and waits for the configured time before starting playback. Press the button again to cancel the delayed start.

Save Track Mute Changes

When enabled, any changes you make to track mute states during playback are saved to the song. When disabled, mute changes are temporary and reset when you switch to another song.

Stop Behavior

Controls what happens when you press stop during playback:

- **Pause**: Pauses playback at the current position.
- **Rewind**: Returns the playhead to the beginning of the song.
- **Next Song**: Loads the next song into the player.

Song End Behavior

Controls what happens when playback reaches the end of a song:

- **Next Song**: Automatically loads the next song into the player.
- **Pause**: Pauses at the end of the song without loading the next one.

Seek Step Size

Sets how many seconds a single seek action moves the playhead when using remote controls.

Speed Step Size

Sets the percentage change for each speed adjustment when using remote controls.

Volume Step Size

Sets how many dB the volume changes for each volume adjustment when using remote controls.

Queue

Stage Traxx uses a queue to manage which songs are lined up for playback. In most cases, the queue works automatically and you don't need to manage it directly. See Queue for details on how the queue works.

Automatic Queue Handling

Controls whether songs are automatically added to the queue when selected. When disabled, selecting a song does not add it to the queue or load it into the player. Use double-tap or swipe-right gestures in the song list or playlist to manually add songs to the queue.

Show Queue

Controls whether the queue is visible in the sidebar. This option is only available when automatic queue handling is enabled. With automatic queue handling disabled, the queue sidebar is always accessible.

Default Queue Add Position

Controls where a song is added in the queue when you double-tap it. This setting only applies when automatic queue handling is disabled.

- **Top**: Adds the song to the top of the queue.
- **Bottom**: Adds the song to the bottom of the queue.

Double Tap to Enqueue

Controls whether a single tap or a double-tap adds a song to the queue. This setting only applies when automatic queue handling is disabled. When enabled, you need to double-tap a song to add it to the queue. When disabled, a single tap is enough.

Skip Played Songs

When enabled, songs that have already been played are skipped when adding songs to the queue. For example, tapping a song with automatic queue handling adds the selected song and all following songs that have not yet been played. Played songs are marked with a DONE indicator when Show Done Marker is enabled.

To reset the played status of songs, go to the History view and tap **Clear Done**.

Metronome

Configure the audio and visual feedback for the metronome. The metronome helps you stay in sync with songs that have tempo information.

Sound

Select a sound sample for the metronome click from the available options.

Flash Color

Sets the color used to flash the content area border on each metronome beat. This provides a visual cue that complements the audio click, which can be helpful in loud environments or when monitoring through headphones.

Safety

These settings help prevent accidental actions during a live performance. When enabled, the specified actions require a double-tap to trigger. This applies to both on-screen buttons and remote control commands.

Double-Tap Play

Requires a double-tap to start playback.

Double-Tap Stop

Requires a double-tap to stop playback.

Double-Tap Crossfade

Requires a double-tap to crossfade to another song.

Allow Seek during Playback

Controls whether seeking via the playbar or waveform view is allowed during playback. Seeking is always available when playback is stopped.

Master Tuning

Adjust the tuning for all songs globally. This is useful when playing with instruments that are tuned differently from standard concert pitch.

> **Info**
>
> When master tuning is active, a status indicator appears at the top of the screen.

Coarse

Adjusts the pitch in semitone increments. Range: ±6 semitones.

Fine

Adjusts the pitch in cent increments for precise tuning. Range: ±99 cents.

> **Tip**
>
> Double-tap the slider to reset fine tuning to 0.

Fade Settings

Configure fade in and fade out behavior for smooth audio transitions during playback.

Play Button Fades

These fades apply when you start or stop playback in the middle of a song. Starting mid-song applies a smooth fade in, while stopping mid-song applies a fade out before playback stops. Fades are not applied when playback starts at the beginning of a song or ends naturally at the end.

In

The fade in duration in seconds when starting playback mid-song.

Out

The fade out duration in seconds when stopping playback mid-song.

Crossfade

These settings control the transition when crossfading from the current song to a new song.

In

The duration in seconds for the new song to fade in.

Out

The duration in seconds for the current song to fade out before playback stops.

Fade During Autoplay

When enabled, these crossfade settings are also applied automatically between songs during auto-play.

MIDI Settings

Configure how Stage Traxx sends and receives MIDI messages, including routing, synchronization, and event-triggered commands.

Routing

Virtual MIDI Ports

Virtual ports allow communication between different apps on the same device. When enabled, Stage Traxx creates a virtual MIDI input and output port that appears in other apps for sending and receiving MIDI commands.

> **Tip**
>
> If other apps receive the same command twice, they may be providing their own virtual ports. Disable virtual ports here, or exclude that port in MIDI Output Ports.

MIDI Output Ports

Controls which MIDI ports receive output from Stage Traxx. By default, Stage Traxx sends MIDI to all recognized ports. Use this setting to exclude specific ports from receiving MIDI commands.

MIDI File Output Port

MIDI commands from a MIDI file can only be sent to a single port. Select the destination port here. This setting applies to all songs.

Synchronization

Sync Mode

Stage Traxx can send synchronization signals during playback to keep external devices or software in time. MIDI Timecode (MTC) sends absolute time position, while MIDI Clock sends tempo-based pulses.

- **None**: Sync is disabled.
- **MTC 25FPS**: MIDI Timecode at 25 frames per second.
- **MTC 30FPS**: MIDI Timecode at 30 frames per second.
- **MIDI Clock**: Sends MIDI clock pulses synced to the song tempo.

> **Note**
>
> When any sync mode is active, a MIDI timecode message for the current position is sent whenever a song is loaded or the user seeks within a song.

Send MIDI

Configure global MIDI commands that are sent automatically when certain events occur. Enter the commands directly using the MIDI command syntax — do not include the `[midi: ...]` tag wrapper. You can chain multiple commands by separating them with a comma (e.g., `PC5@1,CC7.100@1`).

> **Tip**
>
> Each field includes a **Learn** button. Tap it to enter learn mode, then send a MIDI command from your external device. Stage Traxx captures the first command received and uses it as the value for that field.

Load

Sent when a song is loaded into the player.

Play

Sent when playback starts.

Stop

Sent when the user stops playback.

Playback Ends

Sent whenever playback ends, either manually or when a song finishes. This is not sent when crossfading between songs.

Actions 1–16

Sixteen custom MIDI command slots that can be triggered on demand. Each action can be assigned to a remote action or a customizable control in the playbar, giving you flexible control over when and how these commands are sent.

MIDI Macros

A MIDI macro is a named, reusable command sequence. Define it once, then call it from any MIDI command field with a `$` prefix instead of repeating the whole sequence in every song. When you later change the macro, every song that references it sends the new commands.

The list shows all defined macros with their code and description. Tap a macro to edit it, swipe left to delete it, or tap **Add Macro** to create a new one.

> **Tip**
>
> Macros are ideal for sequences you send from many songs, such as resetting all your effects, switching your amp to a clean channel, or recalling a standard patch layout.

Edit Macro

Code

The name you use to reference the macro. Codes are converted to uppercase as you type and must:

- start with a letter
- contain only letters, digits, `_` and `-` after that
- be at most 12 characters long
- be unique across all macros

Examples of valid codes: `FX-OFF`, `PATCH_1`, `CLEAN`.

> **Note**
>
> Codes are case-insensitive. `$fx-off` and `$FX-OFF` reference the same macro.

Description

An optional comment describing what the macro does. It is only shown in the macro list to help you find the right macro later.

Command

The MIDI commands this macro sends, using the standard MIDI command syntax without the `[midi: ...]` tag wrapper. Separate multiple commands with commas — they are sent in the order written.

```
CC123.0@1, PC0@1, CC7.100@1
```

Tap **Learn** to capture commands from a connected device. Unlike the other MIDI fields, macro learn keeps listening and appends every command it receives, so you can record a complete sequence by playing it on your device in one pass.

> **Note**
>
> A macro cannot reference another macro. Macros are one level deep.

Using a Macro

Once defined, reference a macro as `$CODE` in any MIDI command field — lyrics tags, song MIDI triggers, the Send MIDI fields, and MIDI actions:

```
[midi: $FX-OFF]
[midi@play: PC1@5, $PATCH_1]
```

See Using Macros for details.

Bluetooth MIDI Devices

Connect to Bluetooth MIDI devices such as wireless foot controllers, keyboards, or other MIDI peripherals.

This screen displays the standard iOS/macOS Bluetooth MIDI connection dialog. To connect a device:

1. Make sure your Bluetooth MIDI device is powered on and in pairing mode.
2. Wait for the device to appear in the list.
3. Tap the device name to connect.

Once connected, the device appears in your MIDI input and output ports and can be used for remote control or sending MIDI commands.

> **Info**
>
> Bluetooth MIDI connections are managed by iOS/macOS. If a device does not appear, check that Bluetooth is enabled in your device settings and that the MIDI device is in pairing mode.

Network MIDI Sessions

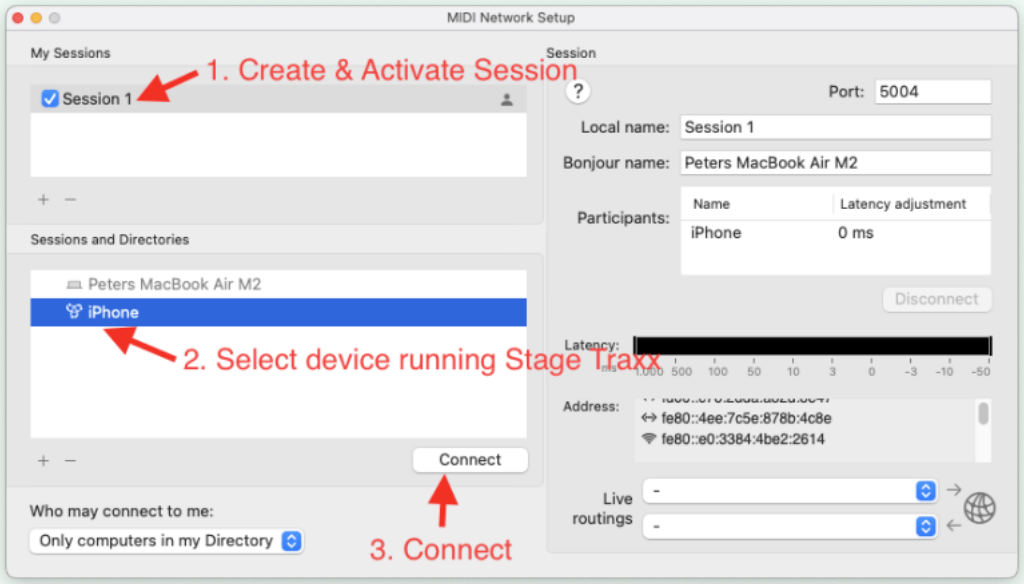
Connect to other devices on your local network using RTP-MIDI (also known as Network MIDI). This allows you to send and receive MIDI over Wi-Fi without any cables.

Stage Traxx on iOS automatically creates a network MIDI session when running. This screen shows other network MIDI sessions discovered on your local network. Tap a session to connect to it. Once connected, the session appears as a dedicated MIDI input and output port for sending and receiving MIDI commands.

Connecting from macOS

To connect a Mac to Stage Traxx via Network MIDI, use the **Audio MIDI Setup** app:

1. Open Audio MIDI Setup (found in Applications > Utilities).
2. Go to **Window > Show MIDI Studio**.
3. Click **Network** to open MIDI Network Setup.
4. Follow the steps shown below to connect to the Stage Traxx session.



Frequently Asked Questions

Common questions and answers about Stage Traxx 4.

General

What devices does Stage Traxx 4 support?

Stage Traxx 4 is available for iPhone and iPad running iOS 16.6 or later and Macs running macOS 13.6 or later.

Can I use Stage Traxx 3 libraries in Stage Traxx 4?

Yes. You can export your library from Stage Traxx 3 and import it into Stage Traxx 4. See Migrating from Stage Traxx 3 for details on migrating your library.

Does Stage Traxx 4 require an internet connection?

No. Stage Traxx 4 works completely offline. An internet connection is only needed for Cloud Sync features and downloading updates.

I purchased the full version but it's not unlocked on my other devices.

Purchases are automatically unlocked on all devices signed into the same Apple ID – there's no need to restore manually. If the full version isn't showing as unlocked, you're most likely signed into a different Apple ID on that device.

To check your Apple ID:

- **On iPhone/iPad:** Go to **Settings** and tap your name at the top
- **On Mac:** Go to **System Settings** and click your name at the top

Make sure all your devices are signed into the same Apple ID you used for the original purchase.

How do I get the discounted upgrade pricing?

Stage Traxx 3 needs to be installed and the full version unlocked. Stage Traxx 4 will detect this and automatically offer you the discounted upgrade price.

Can I move my purchase to another Apple ID?

Apple can transfer purchases between Apple IDs in certain circumstances. See Transfer apps or in-app purchases to a different Apple Account on Apple's support site for details.

Where can I find Stage Traxx 3? It's no longer in the App Store.

Stage Traxx 3 has been removed from the App Store but is still available if you previously purchased it. Make sure you are logged in on your device with the AppleID you used to purchase it.

On iPhone/iPad:

1. Open the **App Store** app
2. Tap your **profile picture** in the top right corner
3. Tap **Apps**
4. Tap **My Purchases** if prompted
5. Tap **Not on this iPhone/iPad** to show apps not currently installed
6. Find Stage Traxx 3 and tap the download icon

On Mac:

1. Open the **App Store** app
2. Click your **name** in the bottom left corner
3. Find Stage Traxx 3 and click the **download icon**

Troubleshooting

Tracks play out of sync

Some devices need more time to prepare tracks for playback. Increase the Track Preparation Time setting until all tracks play in sync.

The app crashes

Try restarting the app. If the problem persists, please create a support email in Stage Traxx by opening **Settings**, scrolling to the bottom, and selecting **Create Support Email...**. Please attach a crash log to that email or send it in another email.

To find the crash log on iPhone/iPad:

1. Open your iPhone/iPad **Settings** > **Privacy & Security** > **Analytics & Improvements** > **Analytics Data**
2. Scroll through the list to find Stage Traxx events (the list is alphabetical)
3. Tap one of these events
4. Tap the **share icon** at the top right and send it via email

To find the crash log on Mac:

1. Open the **Console** app (in Applications > Utilities)
2. Select **Crash Reports** in the sidebar
3. Find the Stage Traxx crash report in the list
4. Right-click the report and select **Reveal in Finder**
5. Attach the crash log file to your support email