SOUND SIGNATURE SUITE™



Hands-on guide and user manual

From music sources to a performance library

One suite, three workspaces: IN to acquire your files, MIX to prepare your audio, OUT to organize and export your library.

IN / MIX / OUT

English

Pre-publication • Reference 2.0.40 • 2 November 2026

Clickable contents

Select a chapter to jump to it. The footer link returns here.

01 Meet Sound Signature Suite™ . . . 3
02 What changes in everyday work . . . 4
03 First run: a small export . . . 5
04 Navigation, colors and preferences . . . 6
05 IN: acquire and preview files . . . 7
06 MIX: open, listen and arrange . . . 8
07 MIX: stems, processing and output . . . 9
08 OUT: collection, playlists and sources . . . 10
09 OUT: table, selection and information . . . 11
10 OUT: preview, CUE and waveforms . . . 12
11 Sync Manager: destination and selection . . . 13
12 OLD LIB, NEW LIB and USB settings . . . 14
13 Update the same media . . . 15
14 Read the summary and retry an error . . . 16
15 XML, backups and restoration . . . 17
16 Beatmatching and useful shortcuts . . . 18
17 Troubleshooting and pre-session checks . . . 19
18 Glossary and scope of this edition . . . 20

01 / MANUAL

01 Meet Sound Signature Suite™

Sound Signature Suite™ brings music collection preparation, audio work and DJ library export into one application. You can start in any module: downloading or editing a track is not a requirement for adding it to Export.

Who is it for?

DJs preparing playlists and media, collectors organizing local files, and producers creating working versions, intros, outros or stem mixes. The suite keeps a distinction between your source music, the library, editable audio projects and the copies prepared for a player.

Three modules, three results

- IN / Downloads: audio files saved in your chosen folder.
- MIX / Studio: an editable project and, separately, a rendered audio file.
- OUT / Export: an organized collection and a library published to your selected destination.

This guide covers the local 2.0.40 reference version and the connected commands examined. The native layout is undergoing final validation. This document does not announce the availability of Apple Intel or Windows 64 releases.

02 / MANUAL

02 What changes in everyday work

Prepare progressively

Opening a playlist in Export prepares missing waveforms for visible tracks. Existing saved analysis is reused. Changing the waveform color mode does not, by itself, run audio analysis again. The entire collection does not need to be recalculated before you can preview a track.

Update an export

Sync Manager retains a selection for each destination. A subsequent export can reuse unchanged audio copies. The selected mode determines whether unchecked playlists remain on the media or are removed. The destination contents remain available alongside the source selection.

Read explicit results

The summary separates copied, reused, failed and skipped tracks, then reports library publication. Repairable failures can be retried from the history while earlier successful work remains accounted for.

These behaviors aim to reduce repetitive work. They are not a promise of faster performance on every drive or certification for every player. Throughput depends on your files, storage and the verification the operation needs.

03 / MANUAL

03 First run: a small export

1. Open OUT / Export. Import a compatible XML collection or add a few accessible local audio files. Check their titles and locations.

2. Create a small test playlist. Preview several tracks with PLAY. Use CUE to return to the start and test hold-to-preview behavior.

3. Open Sync Manager. Refresh the media list, select the correct destination and authorize access if asked. Check its name and path.

4. Choose OLD LIB, NEW LIB or OLD LIB + NEW LIB, then your folders and playlists. Check the option that removes unchecked items from the destination before starting.

5. If you want player settings, inspect the USB profile and its inclusion setting. Save the selection, then choose Synchronize.

6. Wait for the summary. A complete result is, for example, “10 tracks out of 10, 0 failed, 0 skipped” with the library published. When using both formats, both libraries must be confirmed.

7. Safely eject the media after writing finishes. On the player, check playlists, playback, information, cues, grids and the available settings.

This short first run checks your configuration before a large selection. It does not require reformatting the media on every attempt.

04 / MANUAL

04 Navigation, colors and preferences

Move between workspaces

The home screen opens IN, MIX and OUT. Menus collect the actions for the active module. A disabled command means that a condition is not satisfied or a function is not connected; it does not mean an operation has run. Auxiliary windows use the suite’s colors.

Choose your colors

Open Palette from a module. Choose a family and combination, or adjust the three roles: background, wave and text. The choice is shared with open windows and retained for later openings. F10 / combination 1 is the reference palette for this edition. Changing it does not change audio or USB player settings.

Application and player language

The interface uses French, Spanish or English according to the operating system language. The manual Auto / French / Spanish / English selector is a delivery requirement still awaiting validation; this guide does not present it as available. Language stored in the USB profile belongs to the player and is a separate setting.

Preferences saves settings that have a real connection to a function. Follow the availability information shown in the application: settings described as unavailable must not be treated as active processing.

05 / MANUAL

05 IN: acquire and preview files

1. Choose an offered source: Bandcamp, YouTube or SoundCloud. Analyze the link to list discovered items. Analyzing a link does not yet download its files.

2. Check the selection, format, quality and destination for this batch. Excluding very short tracks is optional; adjust it for acapellas and other short material.

3. Add the selection to the queue. Queue, Pending, Downloads and Errors views separate the states. Pause and resume control the download work.

4. Preview a completed file, reveal its folder or use it in Studio. Check the resulting file before removing a source or moving the drive.

Formats and sign-in

Offered formats include MP3, M4A, FLAC, WAV, AIFF, ALAC, Opus and, depending on the source, original audio. A lossless conversion cannot restore information missing from compressed audio. If a source needs a signed-in session, use the designated browser; the source’s restrictions still apply.

Removing an entry from the list and deleting an audio file are different actions. A downloaded file is not automatically added to Rekordbox. Use content for which you have the necessary rights.

06 / MANUAL

06 MIX: open, listen and arrange

Start a project

Open a local audio file or a .bbstudio project. Keep the original available. The project retains your editing work; audio export creates a file for listening or another application. Saving and exporting are not interchangeable.

Read the track

Use transport and the waveform to position the cursor. Zoom into an area, then return to the whole arrangement. Check BPM and the first beat before relying on bar-based functions. A descriptive key value does not transpose the audio.

Intro and outro

Choose the length of each extension. Automatic generation proposes fragments; listen to their joins with the original track. Move the blocks or their edges to adjust the regions. Compare the complete arrangement against the source before exporting.

Stabilized tempo

Tempo stabilization is optional. It changes audio timing and must be assessed by listening, particularly around transients. Check selected regions and transitions: pressing the button does not replace that musical review.

Save As creates a project variant. Keep the project together with its associated resources; moving only the .bbstudio file may leave media unavailable.

07 / MANUAL

07 MIX: stems, processing and output

Separate and compare

Local separation offers parts such as vocals, drums, bass and other instruments. More detailed modes depend on the available engines. Processing time varies with the track and machine. A longer-running mode does not guarantee perfect separation.

Use S to hear a stem alone or M to mute it. Set its gain in dB; 0 dB is neutral gain. Compare regularly with the original track and watch mix peaks. Display controls do not improve the underlying separation.

Replacements

Audio replacements require a prepared file aligned with the source. Note transcriptions are estimates to review and correct. External instruments require their own installation and license; saving a project does not install them.

Render the result

Choose the offered format, sample rate and bit depth or bitrate in the export dialog. Check the selected tracks and arrangement. A song render follows the edit and mix; inspect the stem output choices in the dialog before confirming.

Listen to the exported file outside the project to check levels, start, end and joins. Keep the editable project and original source. This guide does not certify the sonic quality of an individual track.

08 / MANUAL

08 OUT: collection, playlists and sources

Add music

Import a compatible Rekordbox XML or add local audio files. Import builds the SSS library and its references; source files remain necessary. A visible library entry does not prove that its audio is still accessible.

Organize the collection

Use the left tree to navigate folders and playlists. Create or rename a playlist or folder, then assign tracks to the intended playlist. Playlist search helps locate a group without expanding the whole collection. Track search filters the track view.

Navigation sources

Library, Devices, XML Archives, Histories, Recordings and Explorer represent different contexts. Devices concerns the selected media. XML Archives concerns an imported or inspected collection. The presence of a section does not guarantee automatic import of every content format.

Automatic history import and some recording-processing settings are not connected in the examined version. The final guide must be updated after those functions are validated. Do not delete a previous history or source file merely to make a navigation section appear.

09 / MANUAL

09 OUT: table, selection and information

Select tracks

Use checkboxes and Select All for the indicated scope. Shift-click selects a range where the view provides that gesture. Check the displayed count and active playlist before a bulk operation. A track-table selection is not necessarily Sync Manager’s playlist selection.

Adjust readability

The table includes preview, artwork, title, artist, rating, BPM, duration and key, with other available columns. Use Columns to select what is displayed. Separators adjust widths; text-size controls also adjust row height.

Rate and inspect

Click the desired star directly to assign a rating. The information button opens a side panel for the current track. Review metadata and the file location. When available, the location action opens Finder or the relevant file explorer.

Identical titles do not prove that two entries use the same master or version. Duplicate and missing-file search entries may be unavailable: do not assume that cleanup has run. Preserve your sources until their role is understood.

10 / MANUAL

10 OUT: preview, CUE and waveforms

Transport beside each track

PLAY starts preview playback; while playing, the control can pause the track. CUE returns to the start. When stopped, holding CUE provides temporary preview playback; releasing it ends that preview. Space controls transport in its context without replacing normal typing in text fields.

Track-specific data

Each overview uses that track's analysis data. Preparing missing data for visible rows may take a few seconds. Existing data is reused. Treat an unavailable message as unavailable analysis, not as proof that the track itself is flat or silent.

3-band, RGB and blue

These modes change the representation of the same data. They do not add energy or resolution to the source. Changes in waveform density help locate sections; listening remains necessary to confirm a break or entry point.

The VU shows the signal measured by the suite's player before system volume. It does not automatically measure every external instrument. Available AirPlay routing depends on the module connection and detected devices; an icon alone does not prove that the output changed.

11 / MANUAL

11 Sync Manager: destination and selection

1. Confirm that source and destination drives are connected. Refresh the media list in Sync Manager and select the actual destination. An old saved path does not confirm its current identity.
2. Authorize media access through the system picker when needed. Protected suite storage and music sources should not accidentally become the export target.
3. Open the playlist chooser. Check the required playlists or folders and inspect the indicated scope. A partial checkbox indicates that not all descendants are included.
4. Choose the library format and what should happen to unchecked items. Save Selection retains choices; Synchronize starts writing.

Inspect media contents

The destination panel provides a read-only view independent of the export selection. Inspect existing content there. Keeping it visible helps distinguish collection tracks from those already published.

A track shared by several playlists keeps a common identity. Updating it may therefore update references in other playlists. Do not disconnect the destination during publication.

12 / MANUAL

12 OLD LIB, NEW LIB and USB settings

Library formats

OLD LIB refers to the historical Device Library. NEW LIB refers to OneLibrary. OLD LIB + NEW LIB requests both formats for the same tracks on the same destination. The choice depends on player model and firmware; a product-family name alone does not establish compatibility.

Personal settings

The USB profile collects connected player options such as player language, cue behavior, display, categories, sorting or a secondary column, according to exposed capabilities. Check values and profile inclusion before exporting. One person’s preferences do not become every user’s defaults.

Separate settings

The application palette, table waveform mode and settings a player reads from media are different concepts. Personal artwork and some settings may depend on the hardware. Their absence should not be hidden behind an overall success message.

Check the values actually loaded on the player. Software readback of settings files confirms preparation, but does not demonstrate their display on physical hardware. This document does not certify the CDJ-3000X or an exhaustive list of players.

13 / MANUAL

13 Update the same media

Without reformatting

A later export to recognized media can add or update the selection. Unchanged audio copies may be reused. The engine checks destination identity and library consistency. Reformatting every time would prevent that update workflow.

Remove unchecked items

With this option enabled, folders, playlists and tracks removed from the selection disappear from the destination library. Unused audio copies or analysis files may be removed when their provenance is verified. Source files are preserved.

Keep a cumulative library

With the option disabled, previously exported items stay on the media even when unchecked. Selected playlists are updated. Check this setting if you expect a track to disappear from the player.

“Reused” does not necessarily mean “no disk reads”: integrity checks may read files depending on the destination and available evidence. If another collection owns the library or it was changed elsewhere, investigate the refusal and reconcile the data instead of erasing the media root.

14 / MANUAL

14 Read the summary and retry an error

Understand the counts

Read the expected total, copied and reused tracks, failures and omissions together. For example, 9 tracks out of 10 with 1 error is not a complete export. Transfer completion and library publication are distinct states; a dated media verification is additional information.

Fix the cause

Missing source: reconnect its drive or restore the file. Insufficient space: choose a suitable destination or free space deliberately. Denied permission: restore access. Missing analysis or artwork: restore the original associated asset without arbitrarily replacing the audio.

Retry

Open the history, read the cause and retry condition, and select repaired errors when the action is offered. Retry Selected Errors rechecks those inputs and retains the full original selection for publication. Earlier successes are not turned into items to remove.

Attempts and results stay linked in the history, including after closing and reopening the application. A changed media identity or library can block an inconsistent retry. There is no arbitrary number of attempts to purchase or unlock. Save the TXT log to preserve the exact outcome.

15 / MANUAL

15 XML, backups and restoration

Export XML

File offers collection export as XML. The document describes library references; it does not replace a copy of your audio files. Check paths when opening it on another computer or in another application.

Back up the library

SSS backups use .sssbackup. Choose a library without audio or include audio files. This flow retains library data, playlists, cues, saved analyses and local preferences. Including audio adds the required sources once per source. It is an SSS backup, not a native Rekordbox backup.

Restore

Restoration inspects the archive and presents a summary before confirmation. It replaces the active library while retaining the previous library in a separate recovery folder. Library work and playback stop during restoration. A backup without audio still relies on its original source locations.

Keep an independent copy on different storage and check that it is readable. Performance media should not be your collection’s only backup. Studio projects and their resources also require backup.

16 / MANUAL

16 Beatmatching and useful shortcuts

Two decks for comparison

Beatmatching opens in its own window. Load tracks through the player’s provided controls, then use playback, pitch, EQ, filter and crossfader to compare them. Visual finishes do not change source files. This window does not publish a USB library.

Keyboard

- Mac: CmdZ / Windows: Ctrl+Z for Undo when the active context supports it.
- Mac: CmdC, CmdV, CmdA / Windows: Ctrl+C, Ctrl+V, Ctrl+A for available editing actions.
- Preferences: Cmd, on Mac; the command shown in the menu is the reference for other systems.
- Escape closes a menu or dialog when supported. Arrow keys move through accessible menus.

Shortcuts apply to the active window and control. Text and search fields retain typing priority. Consult the shortcuts shown beside commands; a reference catalog does not prove that every listed key combination is implemented.

17 / MANUAL

17 Troubleshooting and pre-session checks

A track exists but does not play

Inspect its file location, source-drive connection and access permissions. Artwork, a title or an old XML entry may remain visible after the audio has moved.

A waveform is missing

Allow visible preparation to finish. A library operation may suspend that preparation. If an error persists, keep its message and inspect the source. Avoid starting several competing operations in an attempt to force the display.

The destination is refused

Check identity and library ownership. A conflict protects potentially unrelated data. Preserve the media and log before deciding on repair; reformatting is not the automatic first step.

Before leaving

- The selection matches the performance and source files are accessible.
- The expected summary is complete and the library is published in the chosen format or formats.
- The media has been safely ejected and tested on the intended equipment.
- A spare copy and independent backup are available.

For a problem report, include the displayed version, steps, expected result, summary counts and a TXT log with private data removed. Support addresses and social links are not published until actually activated.

18 / MANUAL

18 Glossary and scope of this edition

- Collection: the track and metadata catalog used in SSS.
- Playlist: ordered references to tracks, not necessarily copies of their audio.
- Source: the original audio file or location used to prepare a result.
- Destination: the media or folder receiving an export.
- Publication: coherent writing of the library a player can browse.
- Reuse: retaining a valid existing audio copy or analysis.
- ANLZ: associated analysis files, including waveform and DJ data.
- USB profile: player settings prepared for media, separate from the SSS palette.

Before the final guide is published

This pre-publication is based on the available commands and evidence as of 2 November 2026. It must be checked against the final native revision. Manual language selection, icon variants, some automatic imports and some catalog functions remain dependent on their actual delivery.

This PDF provides no Apple Silicon, Apple Intel or Windows 64 installer. Availability of all three platforms and compatibility with individual players must be announced separately after verification. Third-party trademarks and software belong to their respective owners.