



TraxxTool

USER MANUAL

Build your set once. Play it everywhere.

The complete guide to turning raw multitrack stems into finished, gig-ready StageTraxx 4 backing tracks - stems, click and count-ins, spoken guide cues, synced lyrics, MIDI and pedal rigs, and full-library export.

TraxxTool v2.0.2

The full toolkit is free to build with.

StageTraxx 4

AI Guides & Lyrics

MIDI & Rigs

Windows Desktop

traxxtool.app

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HOW TO READ THIS MANUAL

Chapters follow the workflow on the next page. To get one song out the door, read chapters 04, 05 and 19; everything else adds polish and power on top. Buttons and menu items are written like `This`, and keyboard keys like `Ctrl + S`. Every shortcut shown is the default - all of them are remappable (chapter 24).

What TraxxTool does

TraxxTool turns raw multitrack stems into finished, gig-ready StageTraxx 4 packages - complete with count-ins, guide vocals, synced lyrics and pedal cues - then hands them straight to your Stage Traxx library.

What would take an hour of fiddling in a full DAW - muting tracks for a "no drums" version, adding a count-in, recording guide cues, matching the click to the drummer, exporting to the right format - TraxxTool does in minutes, with tools built for exactly this job and nothing else.

The workflow this manual follows

1

Import

stems in

2

Edit

cut · warp · align

3

Cue

guides · lyrics · MIDI

4

Route

buses & versions

5

Export

to Stage Traxx

Build for free

The full toolkit is free to use. A **PRO** licence is only needed for whole-library Backup and Merge - everyday **Song Share** export stays free and unlimited.

AI that just works

Lyric sync, track naming and guide voices run on credits, with no third-party accounts to set up. Prefer your own keys? That stays free too.

Merge, don't replace

Add new songs to an existing Stage Traxx library without wiping your playlists, routing or config.

Safe everywhere

Optional **CLOUD** keeps a full, versioned mirror of your library so you can move machines in one restore.

A NOTE ON STAGE TRAXX

TraxxTool prepares songs *for* Stage Traxx 4, the backing-track player that runs on your phone or tablet on stage. Everywhere this manual says "the device", that is what it means.

01 Installation & first run

TraxxTool is a Windows desktop app. Download it, point it at a folder to work in, and you are ready.

Install

- 1 Download the installer from traxxtool.app/download and run it.
- 2 Launch TraxxTool. The installed build ships with everything it needs, including FFmpeg for audio.
- 3 On first launch you are asked to set a **Project Root** - do this before anything else.

Set your Project Root

The Project Root is the single folder where TraxxTool keeps your songs, your library database and your exports. A

Setup Required dialog appears on first run and takes you straight to **Settings → General**.

- 1 In **Settings → General**, click **Browse...** next to Project Root.
- 2 Pick a folder on a drive with plenty of space - audio adds up. An external or synced drive is fine.
- 3 Click **Save Settings**. TraxxTool verifies the folder is writable before accepting it.

IF THE FOLDER IS REJECTED

A read-only or missing location raises "Project Root Not Usable." Choose a normal local folder you own and try again.

About FFmpeg

MP3 import and export rely on FFmpeg. Installed builds include it automatically. If you run from source without it, you will see a one-time **FFmpeg Not Found** notice - WAV files still work, but MP3 will not until FFmpeg is on your system.

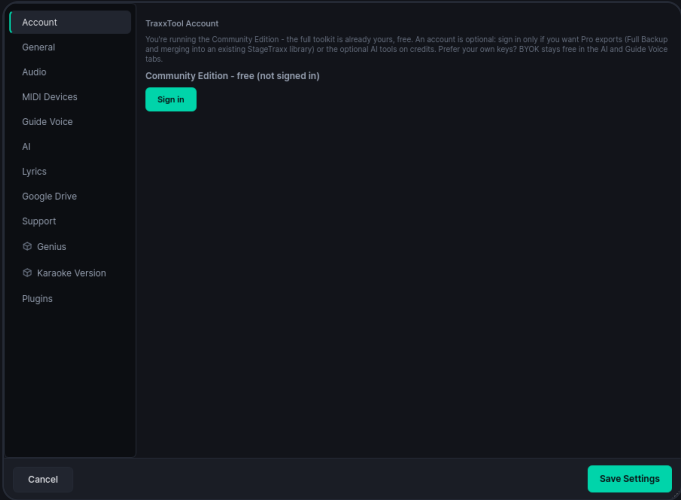
ONE FOLDER HOLDS EVERYTHING

Everything you make lives under the Project Root, so backing up that one folder backs up your work. TraxxTool also keeps its own rotating **Backups** and, optionally, a full **Cloud** mirror - see chapters 25 and 22.

02 Your TraxxTool account

You do not need an account to build. Sign in only for the optional AI tools on credits, or for whole-library Backup, Merge and Cloud.

Open **Settings → Account** and click **Sign in with Google**. Your browser handles the sign-in; TraxxTool then shows your tier and credit balance. Sign-in is Google only, and the same account works on the website and in the app.



The Account page: sign-in, plan tier, AI credit balance, and - with a Cloud subscription - one-click backup and restore.

The three tiers

TIER	PRICE	WHAT IT UNLOCKS
Community Edition	Free forever	The whole workbench, no feature locks while building; unlimited Song Share export; local stem separation; optional AI on credits or your own keys. Includes one free full Merge to try.
Pro PRO	\$23.99 one-time	Adds Full Backup (.st4b), unlimited Merge , and DAW project export (Reaper, Ableton) - preserving buses, routing, EQ, MIDI and UI.
Cloud CLOUD	\$3.99/mo · \$29.99/yr	A complete versioned mirror of your library, one-click restore on a new machine. Requires Pro.

Your tier is always visible as a badge in the header bar: **Community Edition**, **Pro**, or **Pro + Cloud**. The Account page carries the **Buy credits...**, **Upgrade to Pro**, **Add Cloud Backup**, **Manage subscription** and **Sign out** buttons.

THE ONE THING STAGE TRAXX CAN'T DO ITSELF

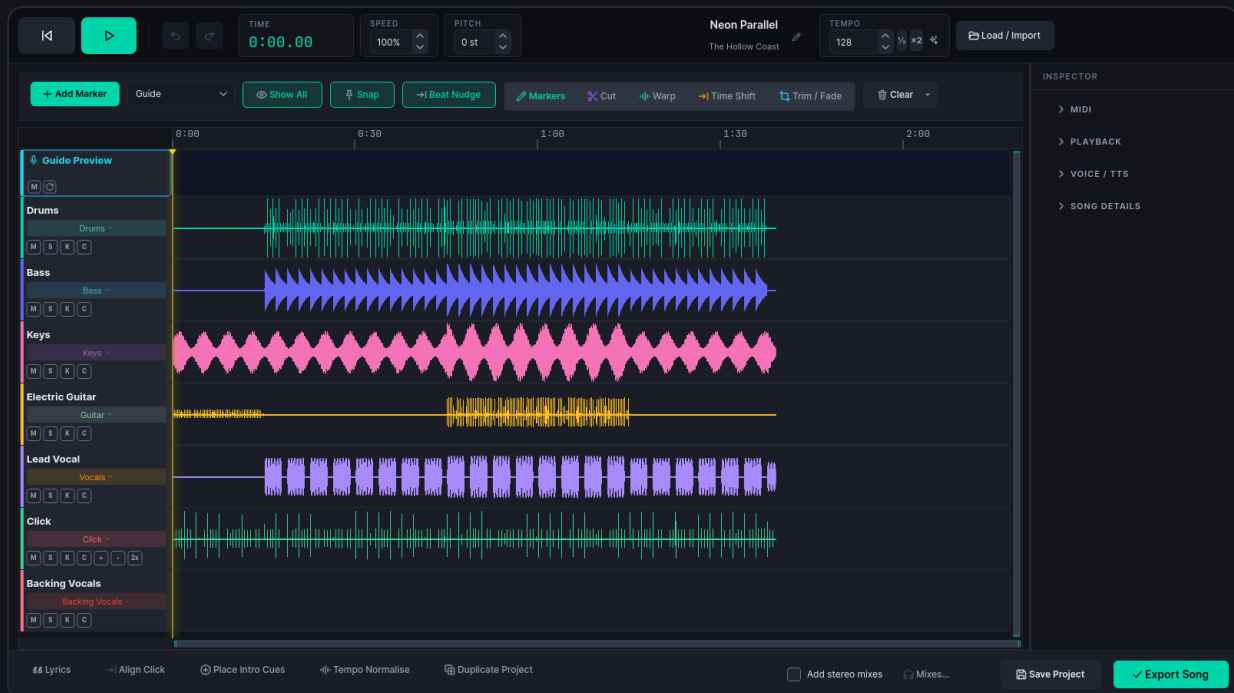
Merge adds new songs to an existing library without wiping your playlists, routing or channel config - the reason Pro exists. Community accounts get one free full Merge to try it. (See chapter 19.)

PREFER YOUR OWN KEYS?

Bring-your-own-key stays free in the AI and Guide Voice settings if you would rather use your own ElevenLabs / LLM accounts than credits - see chapter 22.

03 The interface at a glance

TraxxTool has four screens. You will spend most of your time in the first.



The Workbench - screen one, where a whole song comes together: colour-coded waveforms and markers on the timeline, the transport up top, and the Inspector down the right.



The header bar switches between the four screens and shows your version, account tier and background-task progress.

The four screens

Workbench Ctrl + 1	Where you edit one song: waveforms, markers, cuts, guides and channel strips.
Library Ctrl + 2	Your whole catalogue: folders, playlists, bus routing and export.
Downloader Ctrl + 3	Pull multitrack stems from configured sources, or split a song into stems.
Rig Ctrl + 4	Set up and sync your MIDI gear: HeadRush, X Air mixer, generic MIDI.

The menu bar

File holds Save, Load/Import, Export Song, Settings, Keyboard Shortcuts, and the Chart file import/export and Community Charts browser. **Help** → **About TraxxTool** shows the version, licence and third-party credits.

The header bar, right side

Alongside the wordmark you will find the version chip, your account tier badge, and a live task-status widget that reports background jobs - downloads, exports, lyric sync - as they run, so you can keep working while they finish.

TIP

Press **I** at any time to toggle the Inspector panel on the right of the Workbench, giving the timeline more room.

04 Importing stems & projects

Get audio onto the timeline - whether it is a fresh folder of stems, a single mixed track to split, or a project you saved earlier.

Ways to start

When the Workbench is empty it offers big buttons for the common paths; you can also use the transport's **Load / Import** button or **Ctrl + 0**.

- **Import Stems** - point at a folder of WAV/MP3 stems for one song.
- **Open Project** - reopen a song you already set up.
- **Browse Library** - jump to the Library to pick from your catalogue.
- **Open Downloader** - fetch stems you don't have yet (chapter 21).

You can also drag and drop a folder or a set of files straight onto the Workbench. Large imports show a progress overlay as each stem is decoded and its waveform is prepared.

ONLY HAVE A STEREO MIXDOWN?

Drop in a single file and TraxxTool offers to **split it into six stems**, or to pull a hard-panned click out of an old backing track. See chapter 21.

Automatic end-alignment & count-ins

Stems that were bounced separately don't always start and end together. TraxxTool automatically pads them so every stem ends on the same timestamp, which is what keeps a live rig locked. Count-ins that begin before bar 1 are handled as **pre-roll** - shown as a small "pre-roll N ms" tag in the top-left of the timeline - so a click that starts early doesn't push everything else out of place.

Roles are assigned for you

TraxxTool reads each stem's filename and assigns it a role - drums, bass, vocals, click and so on - which drives its colour, its bus and how it exports. Anything ambiguous can be tidied by AI Auto-Categorize (chapter 22), or set by hand from the role dropdown in the track header.

RE-IMPORTING A KNOWN SONG

If the stems match something already in your library, a **Song Already in Library** dialog lets you **Open Selected** or **Create New Project** so you never overwrite work by accident.

05 The timeline & transport

One playhead, every stem, colour-coded by role. Play, scrub, zoom, and audition speed, pitch and tempo changes live.



The transport bar: return-to-start, play/pause, undo/redo, the time clock, live Speed and Pitch, the song title with a rename pencil, the TEMPO chip, and Load / Import.

Transport controls

CONTROL	DOES	KEY
Return to beginning	Jump the playhead to 0:00.	Home
Play / Pause	Start or stop playback.	Space
Undo / Redo	Step through your full edit history; the tooltip names the next action.	Ctrl+Z / Ctrl+Shift+Z
Speed	Stretch the whole song 50-150% with live preview - pitch stays put.	-
Pitch	Transpose ±6 semitones; per-track "follows pitch" is respected.	-
Tempo	The song's BPM (20-320). Feeds Add Click, count-ins and the DAW export tempo.	-
Rename	The pencil by the title edits the song name.	-

Speed and Pitch appear once the live warp engine is active; the TEMPO chip appears once a song is loaded. The TEMPO chip also carries 1/2 / x2 buttons and a wand that detects tempo from the audio (chapter 09).

Waveforms & track headers

Each stem draws as a smooth, multi-resolution waveform tinted by its role - drums teal, bass blue, vocals amber, and so on. The header beside every track carries **Mute**, **Solo**, **Keep** and **Comp** buttons; click tracks add count-in and double-time controls (chapter 09). Clicking a header's name area opens that track's channel strip (chapter 08); clicking the role tag opens the role dropdown.

Zooming

Ctrl+Wheel time zoom Alt+Wheel track height H / G zoom in/out 0 reset Shift + H / Shift + G taller/shorter.

An optional zoom bar under the timeline mirrors these with sliders and a live samples-per-pixel readout (turn it on in Settings → General). Middle-drag pans in any tool.

TIP

Turn on **Dim Tracks** in the Inspector's Playback section to quietly duck everything that isn't soloed - handy for checking one part without fully muting the rest (chapter 09).

06 Markers & cues

Markers are the signposts of your song - "Verse", "Chorus", a count-in, a pedal change. Guide markers can also be spoken aloud (chapter 10).



The marker toolbar: Add Marker, the editor-mode dropdown, Show All, the Snap and Beat Nudge toggles, the Stage Traxx MIDI button, and Clear.

Adding a marker

- 1 Click **+ Add Marker** (or press **M**) to open the menu.
- 2 Pick from **Count** (1-8), **Song Sections** (Verse, Chorus, Bridge, Intro, Outro...), **Instruments** (Vocals, Guitar, Keys, Solo...), or type your own in the **Custom** box and press Enter.
- 3 Drag it to the exact spot. Nudge with the arrow keys (**Shift** for coarse), or jump between markers with **Alt** + **←** / **→**.

Shift-clicking a Count places a whole count sequence at once, not a single number.

Placement helpers

- **Snap** - new markers snap to the nearest click-track transient. Press **S**.
- **Beat Nudge** - arrow-key nudges step by whole beats instead of milliseconds. Press **B**.

Editor modes

The **Editor mode** dropdown focuses the menu, and the preview track, on one marker family - **Guide**, or one of your enabled MIDI devices (**HeadRush**, **X Air**, **Generic MIDI...**). Only the active mode's markers can be moved; turn on **Show All** to see the others greyed out for context.

Right-click a marker

Set its alignment to Start / Peak / End, preview or regenerate its audio, edit the text, copy/paste, or delete. Copy with **Ctrl** + **C** and paste at the playhead with **Ctrl** + **V**. A MIDI marker also offers **Commands...** to fire several things at once (chapter 14).

CLEARING MARKERS

The **Clear** menu can remove just preset cues, just custom cues, all guide markers, a single device's markers, or everything. Every clear shows a count and is undoable like any other edit.

07 Editing tools

Five tools share one segmented switch - Markers, Cut, Warp, Time Shift, Trim/Fade. Only one is active at a time, so the timeline always behaves predictably.

Switch tools from the toolbar or with the keys **V** (Markers), **C** (Cut) and **W** (Warp). Every edit here is fully undoable and previews exactly what the exported song will do.

Cut - shorten the arrangement

Drag across the timeline to remove a section from the whole song at once (snapped to click transients); click an existing cut to delete it. A Cut Controls bar sets Crossfade, Fade Out and Fade In in milliseconds, with per-cut overrides on right-click. Cuts stay active even when you switch tools.

Warp - bend the tempo

Double-click to drop a warp anchor, then drag it to stretch the song between anchors. A **warp scope** combo, shown while the Warp tool is active, decides what moves:

Whole song	One warp over every stem - they stay locked together.
Warp to click	Warps all other stems onto the click's grid; the click stays fixed.
Warp to track...	Pick one stem to keep fixed; every other stem warps onto it.
Custom group...	Pick the stems to warp together; the rest stay put.

Only one warp group is active at a time; non-member stems dim while you edit it. A single clip can also be stretched from its right-click **Time Stretch...** menu.

Time Shift - slide one track

Drag a track left or right in time; hold **Shift** to snap to whole bars, right-click to reset. This is how you nudge a click into place - then press **Align Click** to lock it to the drums (chapter 09).

Trim / Fade - set where the song plays

Drag the start and end handles to set the playable range, and the fade dots for fade-in/out (0-10 s). These are the same Start/End and fade values Stage Traxx uses, written straight into your export - the preview auditions exactly what the device will do.

WHICH TOOL CHANGES THE AUDIO?

Cut and Warp change the rendered timeline. Trim/Fade and the Speed/Pitch chips are device settings that can travel with the song and stay editable on Stage Traxx - see chapter 12.

08 Channel strips & EQ

Click any track header to open its channel strip - a mini mixer for that stem, with volume, pan, a four-band EQ, and mute/solo. Everything here updates playback live, and matches the exported result exactly.

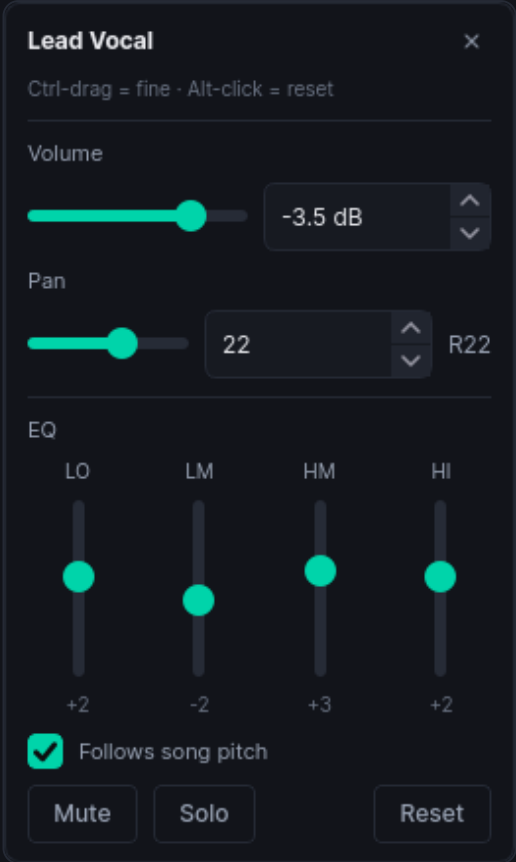
CONTROL	RANGE & BEHAVIOUR
Volume	-60 to +12 dB, with 0 dB as unity gain.
Pan	-100 (hard left) to +100 (hard right); centre shows "C".
EQ	Four bands - LO, LM, HM, HI - each ±12 dB, applied when you release the slider.
Follows song pitch	Whether this track transposes with the song's Pitch. Melodic stems on; click, drums and guides off by default.
Mute / Solo / Reset	Standard mixer controls, plus a one-click reset of the strip.

DAW MUSCLE MEMORY WORKS HERE

Ctrl-drag for fine adjustment and **Alt-click** to reset any control to its default - the same conventions you already use in your DAW. The strip prints the reminder right under the title.

WHERE THESE VALUES GO

You choose per song whether EQ is baked into the stems or left editable on the device (chapter 12). Track names and colours live in Song Details; volume and pan live here in the strip - the single source of truth for both playback and export.



The channel strip for one stem: volume, pan, four EQ bands, and the Ctrl-drag / Alt-click reminder.

09 Click, count-in & tempo

Special controls on the Click track - plus tempo detection and normalising - make count-ins, denser subdivisions and drummer-tight alignment a couple of clicks each.

Extra Bar & Remove Bar (+ / -)

Add or remove a count-in bar at the front of the song. Adding a bar is what drives the pre-roll you see in the timeline, so the band gets a full count before bar 1.

Double-time click (2x)

Toggle the **2x** button on a click header to overlay off-beats exactly halfway between every existing click - doubling the density while staying perfectly in time. It is length-preserving and fully undoable, rebuilt from the original click each time.

Align Click

When a song has both a click and drums, the **Align Click** button snaps the loud bar-clicks onto the strong drum hits, reading the tempo from the click itself so it never needs the song's BPM. It rejects outliers so one stray beat can't throw it off.

- 1 Switch to the **Time Shift** tool (Align Click is enabled there).
- 2 Drag the click roughly into place against the drums.
- 3 Press **Align Click** to lock it precisely.

Guessed wrong which stem is the click, or which is the drums? **Shift-click** (or right-click) the button to choose the tracks by hand. There is also an **Add Click** / **Regenerate Click** action to synthesise a click from scratch when a song has none.

Detect & normalise tempo

The wand on the TEMPO chip **detects the BPM** from the audio and offers to round it or nudge it by a half/double. Once the tempo is right, **Tempo Normalise** forces the click onto that exact grid and warps every stem with it, then replaces the stretched click with a fresh on-grid one - so a drifting click plays perfectly in time. Toggle it off to put the original timing back.

Estimated tempo: 127.6 BPM

Detected from the song's audio. Fine-tune below if it landed on a half- or double-time value.

Use

⬆
⬇
½
×2

☒ Round to nearest whole number

OK
Cancel

Detect Tempo: fine-tune, or halve/double if it landed an octave out.

COMP & DIM

The per-track **Comp** button selects regions to either keep (route to a backing track) or mute. **Dim Tracks** and **Return to start on pause** live in the Inspector's Playback section for comfortable monitoring. Double-time is unavailable on a comped track, since both rewrite the click region.

10 Guide vocals

Guide markers become spoken cues in the mix - "Verse one, coming up", "Chorus", "Stop" - so the band never loses their place. Use your own voice, free, or a curated AI voice.

Any guide marker you place (chapter 06) can be rendered to speech and baked onto the timeline. TraxxTool offers **two voice sources**, chosen in **Settings → Guide Voice** :

Record my own voice **FREE**

Record the standard cue set in your own voice - a couple of minutes, no account, credits or keys. This is the default for new installs.

ElevenLabs AI voice

A curated list of six voices with free previews - powered by your AI credits (nothing to set up) or your own ElevenLabs key.

Picking an AI voice

The **Voice** dropdown lists six hand-picked voices - Jamie (the default), Andy, Alex, Blondie, Allison and Kristen - each with a **Preview** button. Previews are free and work signed out, because every curated voice ships a pre-generated sample. Only a typed custom voice id, or a non-default model, actually calls the API and costs credits.

STANDARD CUES ARE ALWAYS FREE

Counts, section names and common instruments resolve from a shared voice pack that installs with the app, so they work even with no key and no recording. A custom phrase you type yourself is the one that needs a voice - your own recording, or credits/BYOK.

Voice speed

The Inspector's Voice / TTS section has a **Voice Speed** slider (0.7× to 1.2×; double-click to reset). It affects ElevenLabs generation; your own recordings keep their own pace.

When guides are generated

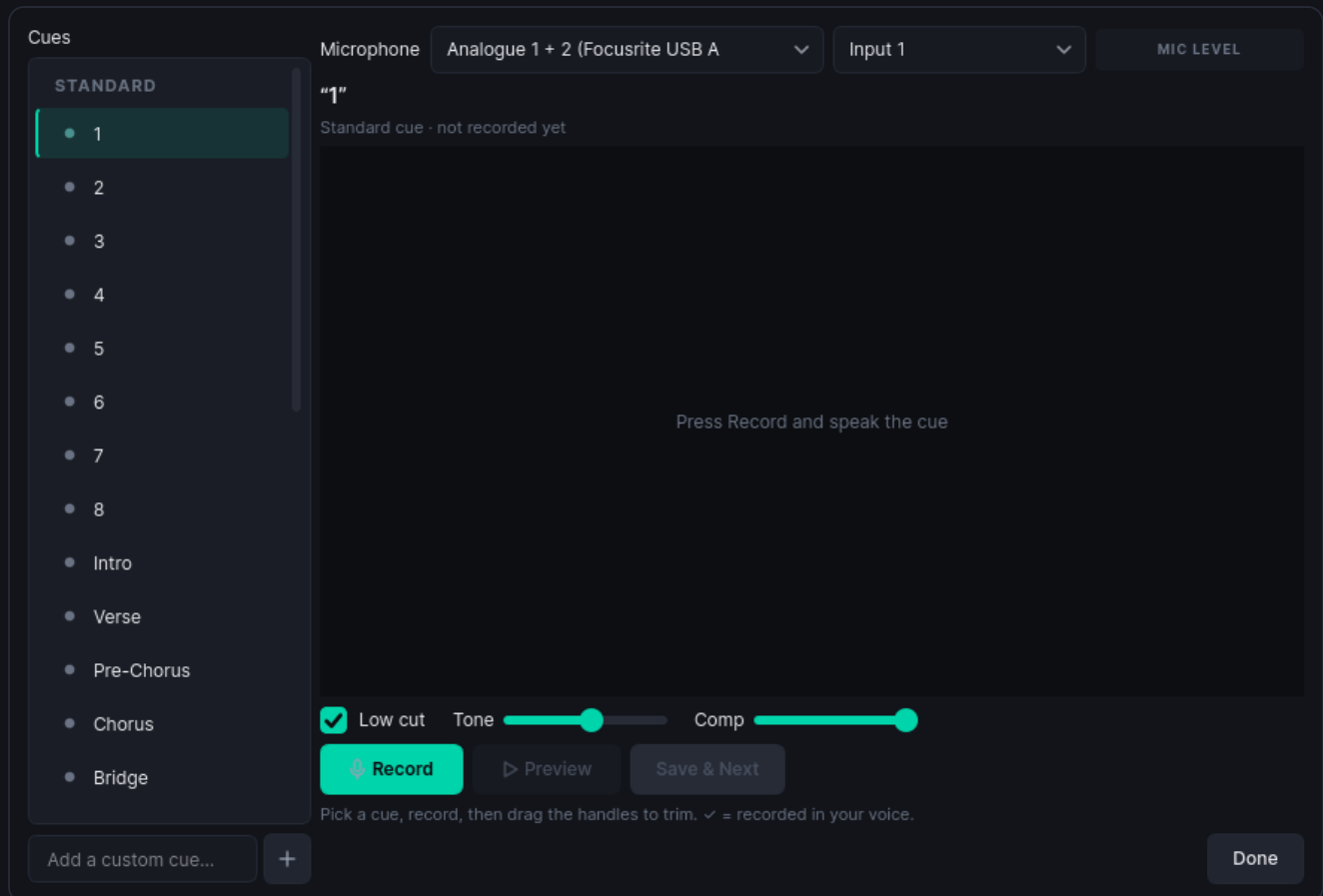
You don't have to render cues one at a time. On **Export Song**, any guide marker missing audio is generated automatically. Markers are held until the chosen voice source can actually produce them, so a marker never ships silent by accident; if no voice is set up when you place one, TraxxTool offers to record it or switch to ElevenLabs on the spot.

BRING YOUR OWN KEY

Turn on **Advanced mode** on the AI settings page to reveal an ElevenLabs API Key field on the Guide Voice page, with **Test key** to confirm it. Model and Voice IDs are configurable there too. See chapter 22.

10 Guide vocals · recording your own

The recorder captures the standard cue set – and any custom phrase – in your own voice. Record once; your voice is used in every song.



The Record Guide Cues window: pick a cue on the left, watch the mic level, record, then drag the trim handles. A green check means it is recorded in your voice.

Open it from **Settings → Guide Voice → Record Guide Cues...** (no song needs to be open), or automatically when you place a marker whose cue you haven't recorded.

The flow

- 1 Pick a cue in the **Cues** list, or type a phrase into "Add a custom cue..." and press Enter to add your own.
- 2 Choose your **Microphone** and input channel, then press **Record** and speak.
- 3 Drag the waveform's trim handles to top and tail it; tune **Low cut**, **Tone** and **Comp** so every word cuts through in-ears.
- 4 **Save & Next** jumps to the next unrecorded cue.

CUSTOM CUES ARE GLOBAL NOW

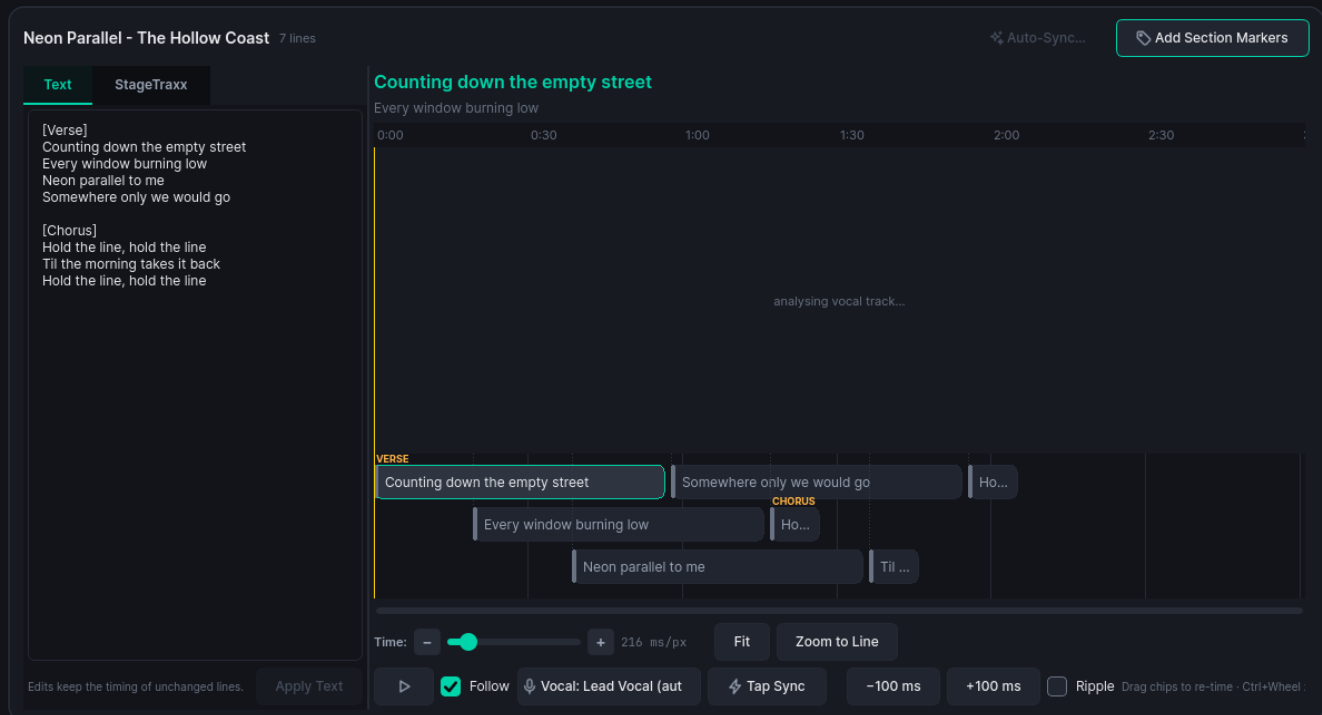
A phrase you record – "Big Finish", a song title, whatever you shout at the band – joins your voice library and is available in **every** song. To reuse one, type the same text into a marker's Custom field and TraxxTool finds your recording automatically. (TTS-generated custom cues stay per-song.)

ON EXPORT, A MISSING CUE IS SKIPPED, NOT FAKED

If a guide marker still has no audio at export time, it keeps its position and label but contributes no sound, and Export Diagnostics names it. Nothing is ever shipped as a silent surprise.

11 Lyrics Studio & BrookSync

A room of its own for lyrics: type or paste the words, auto-sync them to the lead vocal with one click, and drag each line until it lands.



Lyrics Studio: the text editor and StageTraxx preview on the left, and a draggable vocal sync map on the right where each line is a chip pinned to its timestamp.

Open it with the **Lyrics** button in the Workbench action bar. The window has two sides.

The text side

- **Text** tab - type or paste lyrics, one line per sung line, with **[Verse]** / **[Chorus]** headers. **Apply Text** keeps the timing of unchanged lines, so fixing a typo never loses its place.
- **StageTraxx** tab - a read-only preview of the exact lyric block the export will carry, already shifted for pre-roll and vocal offset.

The vocal sync map

The lead vocal's loudness is painted as a ribbon, with every line as a draggable chip. Drag a chip to re-time it (drops snap to the nearest detected onset; hold **Alt** to place freely). **Ctrl** +Wheel zooms, double-click a chip to audition it, and **Ripple** moves every following line with the one you drag. Duets get one colour per singer.

Auto-Sync

Press **Auto-Sync...** in the Studio header and TraxxTool's BrookSync engine does the rest. A **Select Vocal Tracks** dialog lets you confirm the reference vocal (tick more than one for a duet). When it finishes, a **Lyrics Synced** summary lets you copy the raw Transcription, LRCLIB or Genius text.

HOW BROOKSYNC WORKS

It transcribes the vocal stem, pulls the official words from LRCLIB, and aligns the two word by word. An AI pass reconciles only the uncertain spots - where the singer ad-libbed or the transcription wobbled - leaving confident regions untouched. Sections are marked on the timeline as it goes. Prefer to do it entirely by hand? **Tap Sync** stamps each line as you tap along, no AI required.

12 Song Details

Every setting Stage Traxx reads about a song - key, tempo feel, volume, fades, chords, MIDI trigger - lives here and travels inside your export.

Edit the common fields live in the Inspector's **Song Details** section, or open the full **All details...** dialog, which mirrors Stage Traxx's own Edit Song Details screen.

What you can set

Info	Year, colour (0-15), key, keywords and free-text notes.
Audio	Volume, pitch, fine-tune (cents), speed, start/end times and fade in/out.
Metronome	Mode and click type, based on the song BPM.
Chords & Lyrics	Chord transpose, lyric font size and scroll speed.
MIDI	The MIDI trigger that selects this song, and a timecode offset.
Track overrides	An 8-character mixer Name, a Colour, and a Transpose (Auto/On/Off) mode per stem.

TEMPO LIVES ON THE TRANSPORT

Song Details only *shows* the BPM - you set it on the transport's TEMPO chip (chapter 05). Note the difference: TEMPO is the stored song tempo, while Song Details **Speed** is a live device playback rate.

These are Stage Traxx's own per-song settings (the Edit Song Details screen). They're written into the exported backup/share file, so the song arrives in Stage Traxx already configured.

Info

Year

1985

Color

0

Key

Am

Keywords

Rock, 80s

Notes

capo 2

Audio

Song volume

0.0 dB

Pitch

0 st

Fine tune

0 cents

Speed

100 %

Start time

MM:SS.mmm (blank = 0)

End time

MM:SS.mmm (blank = full song)

Fade in

0.0 s

Fade out

-

Reset all

OK

Cancel

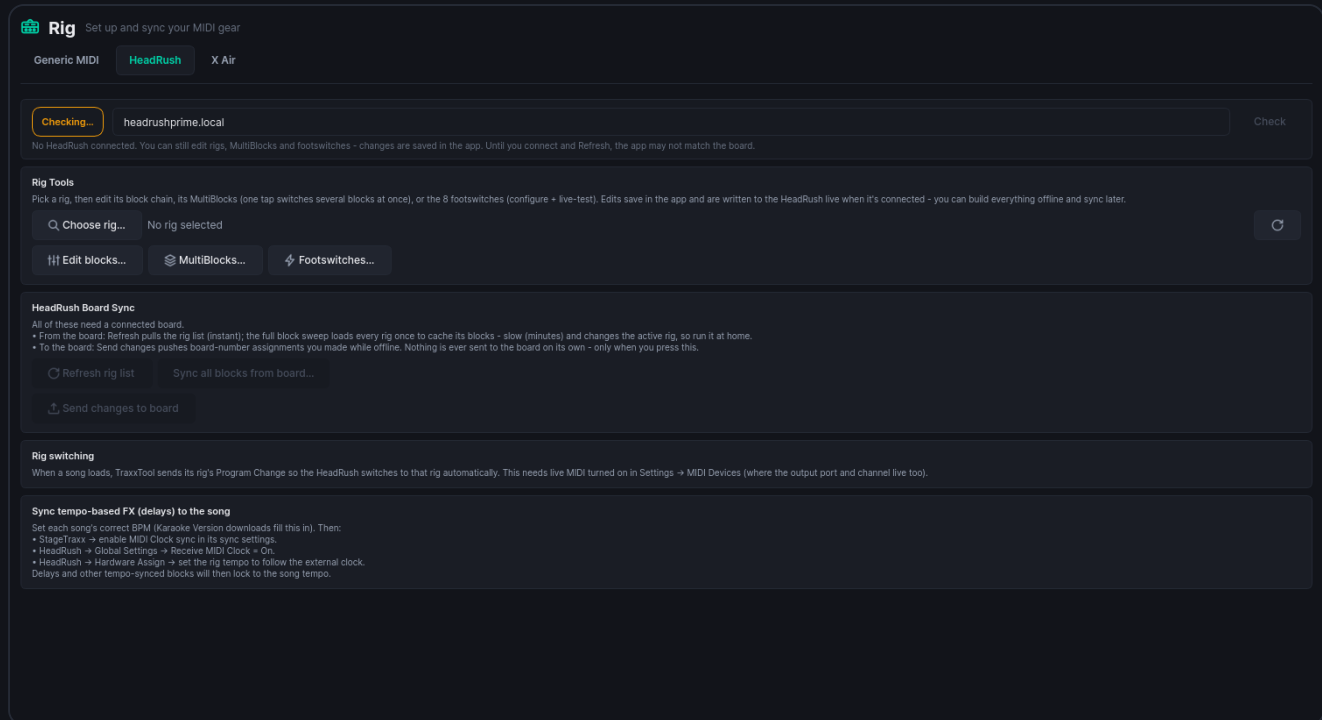
The full Stage Traxx Song Details dialog.

ON DEVICE OR BAKED IN?

Speed, pitch and EQ each have a choice: leave them editable on the device, or bake them into the audio. Editable keeps flexibility; baked guarantees the sound regardless of device settings. Volume and pan are not here - they live in the channel strip (chapter 08).

13 The Rig tab

Devices get their own room instead of being scattered through Settings. The Rig tab is where you set your gear up and sync it; songs just pick what to fire.



The Rig tab, showing the HeadRush panel: a connection banner up top, then rig tools and board sync below. Each device gets its own sub-tab.

What's here

- **Generic MIDI** - always present. Name your MIDI messages so a marker reads "Solo Boost" instead of "CC 20".
- **HeadRush** - appears when the Guitar Rig plugin is enabled (chapter 16).
- **X Air** - appears when the X Air Mixer plugin is enabled (chapter 15).

If no device plugins are on, a hint points you to **Settings → Plugins** to enable them. Advanced users can drop a custom profile **.json** into the **midi_profiles** folder.

The connection banner

Every device panel carries a shared banner reading **Connected**, **Not connected** or **Checking**, with a **Check** button. It polls while the panel is open, so you always know whether you are editing live or offline. Everything on the Rig tab works with the gear unplugged - your edits are saved in the app and written to the device the next time it is connected.

WHERE THE PIECES LIVE

Which devices are on is still set in **Settings → MIDI Devices** (along with the shared MIDI output port and channel). The device's own setup - X Air channel names, HeadRush rig sync - lives here on the Rig tab.

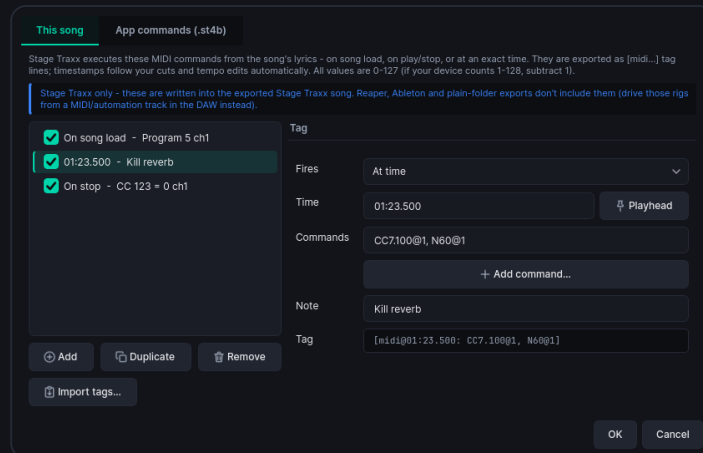
NAMES FLOW EVERYWHERE

Whatever you name here shows up in the Workbench's Add Marker menu, on the marker labels along the timeline, and in the marker editor - live, with no restart.

14 Custom MIDI commands

Fire program changes, control-change messages and notes at exact moments in a song - to switch patches, recall a scene, or kill a reverb on cue.

Open **Stage Traxx MIDI...** from the marker toolbar. Commands are stored as Stage Traxx **[midi...]** tag lines and can fire **on load, on play, on stop, or at a precise time**.



The This song tab: each entry sets when it Fires, an exact Time (with a Playhead grab), the raw Commands, and a private Note.

Building a command

- 1 Click **Add**, then choose when it fires. For a timed event, set the time or grab it from the playhead.
- 2 Type commands directly (**PC5@1**, **CC7.100@1**) or use **Add command...** for a guided builder covering Program Change, Control Change, Note, SysEx, Song Select and transport.
- 3 Give it a note to remind yourself what it is for.

One tag can hold several commands, separated by commas. Timed commands ride your cuts and tempo edits automatically - trim a section and the timestamps move with it.

APP COMMANDS (.ST4B)

The second tab holds Stage Traxx's app-wide MIDI slots and 16 Action slots, exported inside full backups. The **Import tags...** button can paste existing **[midi]** lines from Stage Traxx lyrics.

Multi-command markers

A marker on the timeline normally fires one thing, but you can make it fire several at once. Right-click a MIDI marker and choose **Commands...** to add more - kill the delay, drop the rhythm fader and recall a snapshot, all on the same beat. Two or more commands makes it a multi marker (its label shows the first plus "+N"); remove back down to one and it becomes a standard marker again. Each marker fires **one device** - use **Add for Another Device...** to stack a second device's commands at the same instant.

VALUES ARE 0-127

If your device counts channels or values from 1, subtract one. These commands are written into the Stage Traxx song only - Reaper, Ableton and plain-folder exports carry MIDI a different way (chapter 19).

15 Device profiles & markers

Teach TraxxTool about your gear - a digital mixer, a lighting desk - and place friendly, named control markers that fire in time on export.

In **Settings → MIDI Devices**, enable an **Automatable Device** profile (such as a Behringer X Air / XR-18 or a HeadRush). Enabled devices then appear in the Add-Marker menu, where you drop named control markers - a fader move, a mute, a snapshot recall - instead of remembering raw CC numbers.

Named mixer channels (X Air)

On the Rig tab's **X Air** panel, enter your mixer's IP and click **Fetch from mixer**. TraxxTool reads the channel labels and colours over the network so a marker reads "Kick fader" rather than "Ch 1 fader". X Air is read-only - the app reads the desk but never changes it. You can also type the names and colours in by hand, no desk required.

Faders that glide

Fader markers can glide between values over time - perfect for a smooth level ride into a chorus - and the movement is warp-aware, so it stays correct even after you stretch the song. Faders are authored in dB and pan from -100 to +100.

Editor modes are the marker family

Each enabled device adds an **Editor mode** to the marker toolbar (chapter 06). Pick a device's mode and the Add Marker menu offers exactly that device's named controls; a device set up purely from a JSON profile still gets a full menu from its own data.

MORE DEVICES

Get more devices... in **Settings → MIDI Devices** opens the community Device Catalog to install ready-made profiles. Some ship a companion plugin; after installing, reopen Settings to enable the new device.

PER-SONG TRIGGER

The **MIDI trigger** field in Song Details is the incoming message (e.g. **PC5@1**) that makes Stage Traxx jump to this song - ideal for footswitch-driven set navigation.

16 HeadRush guitar rig

With the Guitar Rig plugin, TraxxTool talks directly to a HeadRush - picking rigs, toggling blocks, and placing scene and footswitch cues on the timeline.

Enabling the plugin adds a **HeadRush** section to the Workbench Inspector and a **HeadRush** panel to the Rig tab. Assign each song a rig either by board number or from a searchable dropdown that mirrors your pedal's actual rig list.

Managing the pedal (Rig tab)

Choose rig / Edit blocks...	Pick a rig, then add, replace or remove blocks in its chain. Edits save in the app and write to the board live when it is connected.
MultiBlocks...	Build one-tap combos that switch several blocks at once (e.g. "Solo" = boost on, delay on). They appear at the top of the Add-Marker menu.
Footswitches...	Label and live-test the 8 footswitches; labelling a switch enables it for marker placement. This is also where you recall a HeadRush Scene.
Board sync	Refresh rig list (fast, reads the board), Sync all blocks from board (slow - run it at home), and Send changes to board (the only write-back for offline edits).

Rig cues on the timeline

In HeadRush marker mode you can place MultiBlock recalls, labelled footswitch presses, and individual block toggles - all exported as MIDI so the rig follows the song hands-free. When a song loads, its rig's Program Change is sent so the HeadRush switches automatically (turn on live MIDI in [Settings → MIDI Devices](#)).

OFFLINE-FRIENDLY

Assign a board number to a rig even when the pedal isn't connected; TraxxTool records the change and pushes it the next time you press [Send changes to board](#) . Nothing is ever sent to the board on its own.

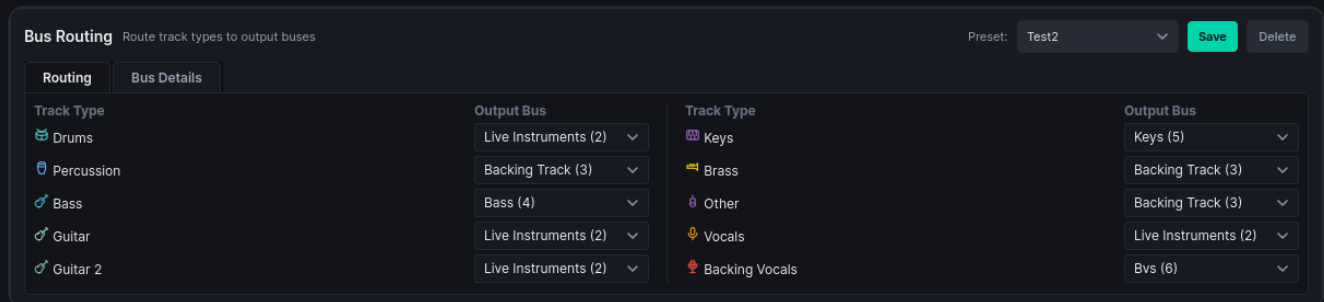
TWO NAMES TO KNOW

"Scenes" in the HeadRush's own sense are recalled by assigning them to a footswitch. TraxxTool's own one-tap block combos are called **MultiBlocks**, to keep the two apart.

17 Bus routing & live versions

This is how you get "no drums", "no vox" and "just the band" versions - without rendering a single extra file.

On export, each stem is routed to one of Stage Traxx's 16 output buses based on its role (drums, bass, vocals...). On stage, you mute or unmute a whole bus on the hardware - instantly turning the vocals or drums off for a song where you have them live. One export, every version.



The Bus Routing panel maps each track role to an output bus. Save named presets and reuse them across your whole catalogue.

Setting up routing

- 1 Open the Library and expand the **Bus Routing** panel.
- 2 For each track role, choose the output bus it should feed.
- 3 On the **Bus Details** tab, rename buses and set any to mute on export.
- 4 Save the layout as a preset so every song exports consistently.

Three factory presets ship: **Grouped** (the default), **Separated** (one bus per role) and **Minimal** (click/guides, live instruments, backing track).

ONE SONG, MANY BAND CONFIGURATIONS

Every song exports once, with all tracks unmuted; you adapt to the band on the night by muting buses on the device. That is why there is no separate "no drums" file to manage - it is a bus mute, not an export.

KEEP A SIGNATURE RIFF

The green **Keep** button on a track header marks a part you always want heard - an iconic guitar hook - so it is carried through even where you would otherwise mute that stem. Roles are assigned from filenames, and AI Auto-Categorize (chapter 22) cleans up anything ambiguous.

18 Stereo mixes

Render plain stereo listening copies - for the van, for in-ears, for the singer to learn the song - routed exactly how you want. They are never part of the Stage Traxx export.

Tick **Add stereo mixes** in the Workbench action bar and open **Mixes...**. Each mix is a named recipe with a Left/Right grid for every stem.

Stereo mixes are listening copies rendered to a folder - they are never included in the Stage Traxx export. Route each stem Left, Right, both, or leave it out (e.g. click + guides left, band right).

Band Mix **All In** + Add Mix Remove

☒ Include this mix Name: **Band Mix** All both All L All R None

STEM		LEFT	RIGHT
Guide / Cues	generated guide track	☒	☐
Click	Click · Click / Guides	☒	☐
Intro Count	Click · Click / Guides	☒	☐
Drums	Drums · Live Instruments (live)	☐	☐
Bass	Bass · Live Instruments (live)	☐	☐
Guitar	Guitar · Live Instruments (live) · muted	☐	☐
Keys	Keys · Backing Track	☐	☒
Lead Vocal	Vocals · Live Instruments (live)	☐	☐
Backing Vocals	Backing Vocals · Backing Track	☐	☒

Export to: C:\Traxx\Exports\Stereo Mixes Browse... Format: MP3 (export bitrate) v

Reset to Smart Defaults **Export Mixes Now** Save Cancel

A Band Mix: guides and click panned left, the band right - a classic in-ear split.

Stereo mixes are listening copies rendered to a folder - they are never included in the Stage Traxx export. Route each stem Left, Right, both, or leave it out (e.g. click + guides left, band right).

Band Mix **All In** + Add Mix Remove

☒ Include this mix Name: **All In** All both All L All R None

STEM		LEFT	RIGHT
Guide / Cues	generated guide track	☒	☒
Click	Click · Click / Guides	☒	☒
Intro Count	Click · Click / Guides	☒	☒
Drums	Drums · Live Instruments (live)	☒	☒
Bass	Bass · Live Instruments (live)	☒	☒
Guitar	Guitar · Live Instruments (live) · muted	☒	☒
Keys	Keys · Backing Track	☒	☒
Lead Vocal	Vocals · Live Instruments (live)	☒	☒
Backing Vocals	Backing Vocals · Backing Track	☒	☒

Export to: C:\Traxx\Exports\Stereo Mixes Browse... Format: MP3 (export bitrate) v

Reset to Smart Defaults **Export Mixes Now** Save Cancel

An All In mix folds every stem into natural stereo - a straight reference copy.

How the grid works

- Both boxes ticked → natural stereo. Left only or Right only → mono fold to that side. Neither → excluded.
- Bulk buttons - **All both** / **All L** / **All R** / **None** - set a column fast.
- **Reset to Smart Defaults** rebuilds sensible Band and All-In mixes from your tracks, mutes and bus routing.
- Choose an output folder and format (MP3 at your export bitrate, or 16-bit WAV), then **Export Mixes Now**.

BATCH MIXING

In the Library, select several songs and choose **Stereo Mixes...** to render them all at once - using each song's saved recipe or one smart default for the whole batch. Every song lands in its own subfolder.

19 The Library & export

Your whole catalogue in one place - organised into folders and playlists, and exported to Stage Traxx or a DAW.

The Library lists every song with its project name, title, artist, modified date and export status. Search, sort, and tick multiple songs to act on them together. **Folders** keep things tidy inside TraxxTool; **Playlists** become real Stage Traxx set lists on Backup and Merge.

Three ways to export to Stage Traxx

MODE	WHAT IT PRODUCES	WHO
Song Share (.st4s)	Import alongside your existing library - the safe, everyday choice.	FREE unlimited
Full Backup (.st4b)	A complete backup - every song, playlist, bus, EQ and setting - that replaces the library on import.	PRO
Merge into Backup	Add selected songs to an existing .st4b , preserving everything already there.	PRO

Pick **StageTraxx** in the format combo by the export button, then the sub-format; the button relabels to match. For a merge, choose Full Backup, tick **Merge into existing ST4 backup** and **Browse...** to a base file.

Hand a set to your DAW

The format combo also offers **Stems Folder** (free), **Reaper project** and **Ableton Live Set** **PRO**. Selecting several songs builds **one combined project** - Reaper lays them end to end with a named region each; Ableton builds a Session scene per song, launched to fire that song, from a real Live 12 template. Your MIDI, tempo, mix and fades stay editable; lyric sidecars ride along. Re-exporting an unchanged song is near-instant, because the render is cached.

Reaper carries full MIDI (notes, CC, program change); Ableton carries notes plus the per-scene rig switch. For timed CC automation like HeadRush block toggles, use Reaper.

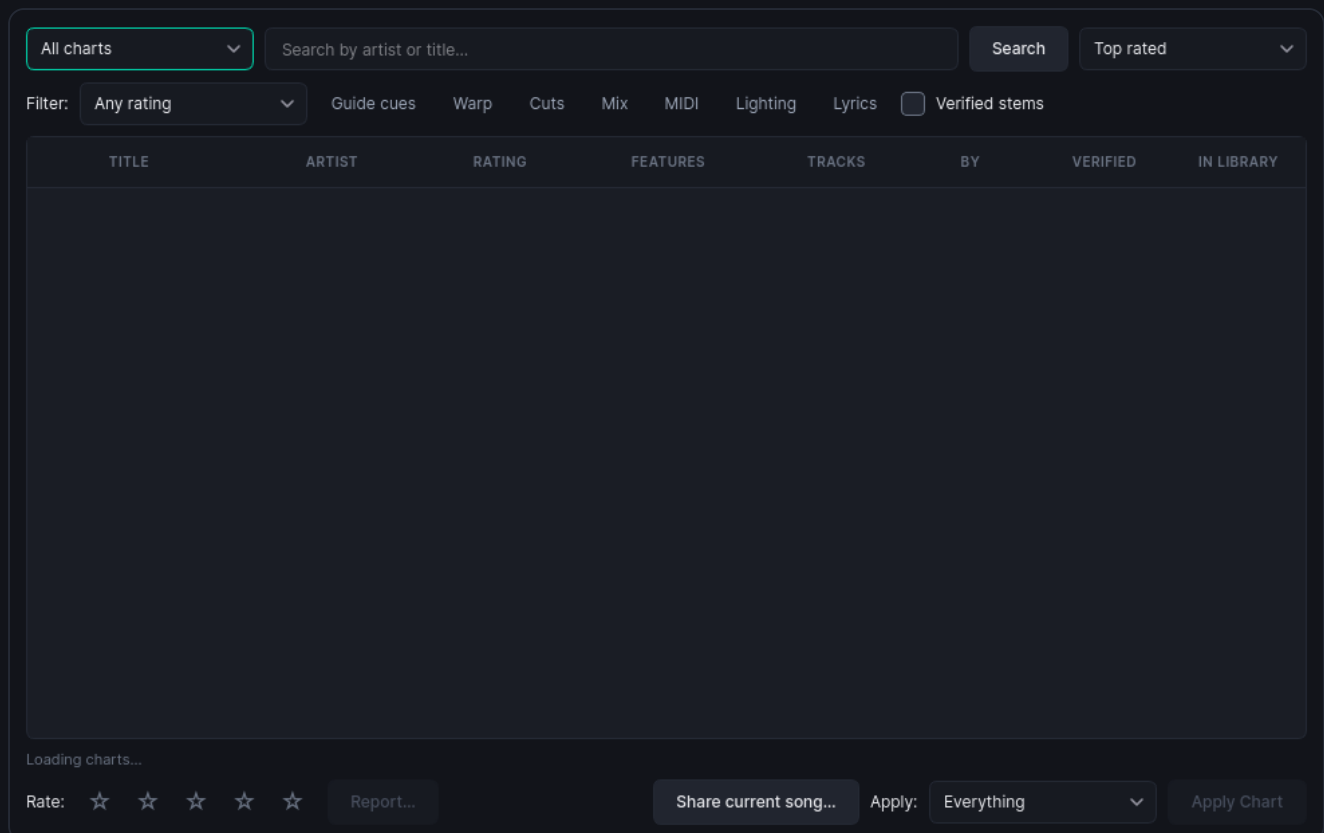
BEFORE YOU EXPORT

Respect track mutes (Stage Traxx only) exports muted tracks as muted channels, or turn it off to export everything and rely on bus muting. The settings chip (e.g. **MP3 192 · Stereo**) shows the current format - click it to change. Songs missing audio are flagged with an amber triangle; right-click to re-download before exporting.

20 Community Charts

Share the work - your mutes, offsets, markers, warp and cuts - without sharing any copyrighted audio. Bandmates apply it to their own stems.

A **chart** is a small, audio-free file describing everything you did to a song. It is the collaborative heart of TraxxTool: one person perfects the edit, everyone else applies it in seconds against their own copy of the stems.



The Community Charts browser: search, filter by feature or rating, and see which charts match stems you already have.

Browse, share, apply

- **File → Community Charts...** - a rated, searchable browser. Filter by rating or by what a chart carries (guide cues, warp, cuts, mix, MIDI, lyrics), and tick **Verified stems** for charts built against pristine, unmodified source downloads.
- **Share as Community Chart...** - publish the current song's arrangement. No audio is uploaded, and lyric text stays on your machine - only your sync timings are shared.
- **Export / Import Chart File...** (**Ctrl** + **E** / **Ctrl** + **I**) - save or apply a portable chart file directly, without the server.

Applying a chart, you can take **Everything**, **Markers only**, or choose which parts. Tracks match by filename, and a chart is fingerprinted against the stems it was built from, so a download either matches your audio exactly or tells you plainly that it does not.

GUIDES COME ALONG

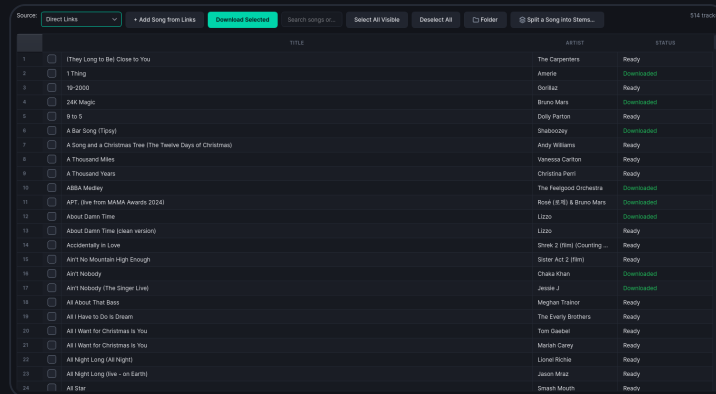
When you apply a chart, its guide markers are resolved intelligently: existing audio is reused, standard cues are regenerated from the shared voice pack, and only your own custom cues need a voice you can supply.

CHARTS AND LYRIC TEXT

A chart you **publish** to the community never carries lyric words - just the timings, re-paired with LRCLIB text on the other end. A chart **file** you export and hand to a bandmate directly does keep the lyrics, since that is a private handoff.

21 Downloader & stem separation

Don't have stems yet? Pull multitrack files from a source straight into a ready-to-edit project - or split a single mixed track into stems.



The Downloader (**Ctrl** + **3**) browses sources, tracks per-row progress, and keeps a record of everything you have downloaded.

Getting tracks

- 1 Pick a **Source** - **Direct Links** and **Google Drive** are built in, and plugins can add more - then **Load Tracks**, or **+ Add Song from Links** to paste a title, artist and URLs.
- 2 Search and tick the stems you want; set the **Folder** where downloads land.
- 3 Click **Download Selected** and watch per-row progress ("Track 3/8 · 41%").

If a source needs a human check, a banner appears; complete it in the browser window and click **I've completed it** to resume all downloads at once. Finished songs stay listed here even after a library refresh or a move to a new machine, because each download folder carries its own marker.

SOURCES COME FROM PLUGINS

Some download sources are provided by optional plugins, including third-party ones that are not part of TraxxTool and carry their own terms. See what is available and what each one does at traxxtool.app/plugins, and manage them in **Settings → Plugins**.

Split a song into stems

Import a single mixed track - or press **Split a Song into Stems...** - and TraxxTool offers to separate it into **six stems** (vocals, drums, bass, guitar, piano, other). The full track opens right away and the stems swap in when they are ready. Run it two ways:

- **On this computer** (default) - free, private, works offline. Needs a one-time engine download, offered automatically the first time.
- **TraxxTool Cloud** - a fast GPU, billed in credits. The dialog shows the cost before you commit.

PULL A CLICK OUT OF AN OLD BACKING TRACK

Got a stereo track with the click on one side and music on the other? The import dialog detects it and offers **Separate click from music** - splitting the two channels, routing the click ready for guides, and optionally stem- splitting the music side too.

SAVE A STEP

Turn on "Precompute lyrics & categorization during download" in **Settings → Lyrics** and lyric sync and track categorisation run while stems download, so a project is fully prepped the moment it opens.

22 AI, credits & Cloud

The smart features - lyric sync, track naming, guide voices - run on a simple credit balance. Cloud keeps your library safe across machines.

What the AI does for you

- **Auto-Categorize Tracks** - assigns each stem a role from its filename, so bus routing just works.
- **Title / Artist cleanup** - turns "APT. (live from MAMA Awards 2024)" into a tidy "APT. (Live)".
- **Lyric transcription & sync** (chapter 11) and **guide voices** (chapter 10).
- **Stem separation** on a cloud GPU (chapter 21).

Credits

Everything AI draws on one balance. 1 credit is about 1 cent; new accounts start with **25 free**, and a typical song uses 5-12. Only real usage is charged, and bulk jobs tell you the cost before they start. Packs never expire:

PACK	CREDITS	PRICE
Starter	500	\$4.99
Standard	1,200 (bonus included)	\$9.99
Studio	2,600 (bonus included)	\$19.99

PREFER YOUR OWN PROVIDER?

Turn on **Advanced mode** on the AI settings page - a single switch - to bypass credits and use your own keys instead. It supports OpenRouter, NanoGPT or any custom OpenAI-compatible endpoint, and reveals the ElevenLabs key field on the Guide Voice page too. Add a key for each feature you want; anything left without one simply won't run. (Local stem splitting stays free for everyone regardless.)

Cloud

With a Cloud subscription, **Back up everything now** and **Restore...** appear on the Account page. Cloud keeps a **full, content-addressed mirror** of your library - projects, audio, downloads, caches and settings - and only changed files upload after the first backup. Restore it onto a fresh machine and everything just loads, with project paths adjusted automatically. Your API keys and download logins are never uploaded.

A MIRROR, NOT AN ARCHIVE

Continuous backup keeps the cloud in step with your machine: files you delete locally are eventually removed from the backup too (older versions are kept for a while). It is there to move you between machines safely, not to be a permanent vault.

23 Settings reference

Everything configurable, page by page. Open with `Ctrl + ,` and save with `Save Settings`.

PAGE	WHAT LIVES THERE
Account	Sign-in, plan tier, Pro/Cloud, AI credit balance and Cloud backup/restore (ch. 02, 22).
General	Project Root; automation (auto title marker, auto count-in); export options (combine intro/click, mono stems, MP3 bitrate 64k-320k); the zoom-bar toggle; developer mode and the legacy audio engine toggle.
Audio	Output device, sample rate and buffer size (larger reduces glitches but adds latency).
MIDI Devices	Enable device profiles, the shared MIDI output port and channel, and <code>Get more devices...</code> from the catalog (ch. 15).
Guide Voice	Record your own cues, or pick a curated ElevenLabs voice; preview; the BYOK key (Advanced) (ch. 10).
AI	The single BYOK / Advanced switch, provider and model (Advanced), auto-categorize and title cleanup toggles, and local/cloud stem splitting with the engine download (ch. 22).
Lyrics	Enable auto lyric sync and background precompute during download (ch. 11).
Google Drive	Connect or reconnect a Google Drive download source (ch. 21).
Support	Crash-report mode, opt-in usage data, verbose logging, and the diagnostics tools (ch. 25).
Plugin pages	Each enabled plugin's own settings (accounts, keys) appears here when installed.
Plugins	Install, enable or disable plugins, including optional third-party add-ons. See <code>traxxtool.app/plugins</code> for what's available.

SOME CHANGES NEED A RESTART

Switching the audio engine, or restoring from Cloud, prompts you to restart so the change fully applies. Audio device, sample-rate and buffer changes - and plugin toggles - apply without one.

24 Keyboard shortcuts

The full default keymap. Every one is remappable in `File → Keyboard Shortcuts...` (`Ctrl` + `Alt` + `K`).

TRANSPORT & NAVIGATION

Play / Pause	Space
Return to beginning	Home
Previous / Next marker	Alt+← / Alt+→

TOOLS

Markers / Cut / Warp	V / C / W
----------------------	-----------

EDIT

Undo	Ctrl+Z
Redo	Ctrl+Shift+Z

MARKERS

Add marker	M
Delete selected	Del / Backspace
Select all	Ctrl+A
Copy / Paste	Ctrl+C / Ctrl+V
Duplicate	Ctrl+D
Deselect	Esc
Nudge (fine)	← / →
Nudge (coarse)	Shift+← / →
Snap to transient	S
Beat-nudge mode	B

ZOOM & VIEW

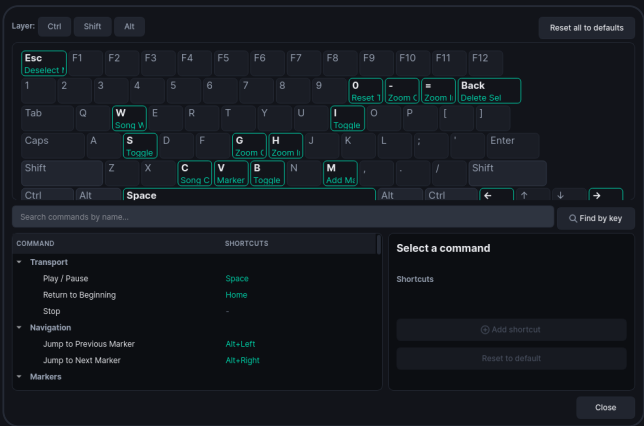
Zoom in / out	H, = / G, -
Reset time zoom	0
Taller / shorter tracks	Shift+H / Shift+G
Toggle Inspector	I
Workbench / Library / Downloader / Rig	Ctrl+1 / 2 / 3 / 4

FILE

Save project	Ctrl+S
Load / Import	Ctrl+O
Export / Import chart file	Ctrl+E / Ctrl+I

APPLICATION

Open Settings	Ctrl+,
Keyboard Shortcuts...	Ctrl+Alt+K
Quit	Ctrl+Q



The shortcut editor: pick a modifier layer to light up its keys, then rebind anything. Assigning a key steals it from its old owner.

A handful of commands ship unbound (Stop, Export Song, Auto-Categorize, Sync Lyrics, clear-marker actions) - assign them your own keys in the editor. Time Shift and Trim/Fade are switched from the toolbar.

25 Backups, recovery & support

TraxxTool works like a DAW: your project is committed when you save, and a separate safety net catches everything in between.

Save, autosave, recover

Your project is written only when you press **Ctrl + S** - an unsaved edit shows a ***** in the title and an "Unsaved" dot. Behind that, TraxxTool constantly writes a separate **recovery file** on every edit. If the power goes out mid-session, opening the project offers **Recover** or **Open Saved Version**.

Rotating backups

Every explicit save also files a dated snapshot in the project's **Backups** folder, keeping the last 10. Even choosing to **discard** your unsaved changes quietly files them there as a last resort rather than deleting them - so it is very hard to actually lose work.

THE THREE LINES OF DEFENCE

1 - the recovery file (this session's unsaved edits). 2 - the last 10 save snapshots. 3 - optional Cloud, a full versioned mirror across machines (chapter 22). Back up your Project Root folder and you have backed up all of it.

Diagnostics & support

If something goes wrong, **Help → Report a Problem...** (also on **Settings → Support**) bundles the logs, recent actions and system info - never your audio or credentials - and gives you a short report id to quote. **Export Diagnostics...** and **Open Log Folder** are there too.

- **Crash reports** - choose Ask each time (default), Always send, or Never. They carry the error, your recent actions and system info only.
- **Usage data** - off by default. When on, it shares the same anonymous action trail, tagged with a random install id - no account, no audio, no lyrics.

DEEP LINKS

traxxtool://focus links (for example the "Back to TraxxTool" button on a sign-in page) simply bring the running app to the front. That is all a deep link can do - it never carries data or opens files, by design.

Build your set once. Play it everywhere.

Questions, updates and the latest downloads: traxxtool.app

