TrackGO!

User Manual

Audio playback for Windows

Prepare the next cue. Play with confidence.

This manual covers playlist playback, PAD sounds, audio processing, file management and license recovery.

TrackGO! Ver.1.0.0 · User Manual 1.12 · 10 November 2026

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Music, VST plug-ins and ASIO® drivers are not included. Sales availability and purchase conditions are listed on the official website.



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Find what you need

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How to read this manual

Control names such as **GO!**, **READY** and **LIVE LOCK** match the application where verified. Descriptions such as “playlist folder” explain a function; they are not necessarily the exact wording of a menu command. Final English menus remain subject to a check against the release build.

Playing, **paused** and **stopped** are different states. A paused track still occupies a playback slot and can prevent output changes. Whenever these instructions say “stop all audio,” stop both playlist tracks, including paused tracks, and all PAD sounds.

Diagrams explain behavior and are labeled as illustrations. Labeled control crops come from the application renderer with test data. Neither demonstrates a new physical audio test.

1 · First launch

Keep the supplied files together

Extract the **entire ZIP** before starting TrackGO!. Run **TrackGO.exe** from the folder containing the README and support folder. Do not run it inside the ZIP, launch a file inside support, or move only the EXE.

The app is a Windows x64 application. Check the final download page and supplied README for the supported Windows versions and any runtime requirements. Install your audio-device driver and any licensed VST plug-ins separately on each PC.

Without saved preferences, the Japan package starts in Japanese and the international package in English, regardless of the Windows display language. Existing saved preferences take priority. Choose your language through ⚙ **Settings** at the bottom right.

Play your first track

1. Start TrackGO! with the playback level low. The 30-day trial starts on first launch; an account and internet connection are not needed to start the trial.

2. Open **Output**, choose the intended device and stereo output pair, then apply the settings. Check the physical cable and mixer or speaker input, too.

3. Use the + control beside PLAYLISTS to create a playlist. Choose **+ Audio** and add a familiar file. Decide whether to use its original location or copy it into the managed library.

4. Wait for preparation to finish. Select a track and check its name in READY.

5. Press GO!, check the meters and listen at a low level. Try pause, resume and STOP before preparing real work.

Use audio you are entitled to use. A security warning or startup error is a reason to check the exact message and the official package; do not disable security tools across the PC to make an unknown file run.

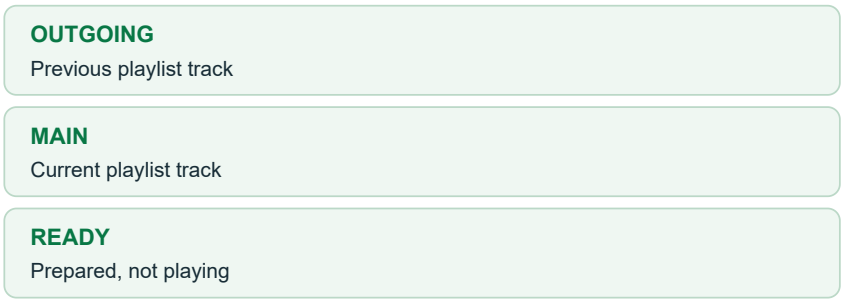
2 · Read the main screen

Three lanes, three roles

OUTGOING is the previously started playlist track. It can continue sounding while MAIN plays. A dark lane can also show the history of a track that has already stopped.

MAIN is the current playlist track, including when it is paused.

READY is the track prepared for the next GO!. It is not playing merely because its waveform is visible.

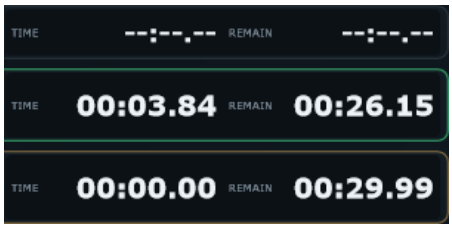


Behavior diagram · not an application screenshot

Read the time correctly

TIME shows elapsed time; REMAIN shows time left. Unknown values appear as --:-- while information is unavailable. READY can show a prepared start position after AUTO CUE skips opening silence.

Click TIME or REMAIN to switch all three lanes together between minutes:seconds and minutes:seconds.hundredths (01:23 / 01:23.45). Click again to return. Playback position and volume do not change. The format lasts for this session, including language changes; every launch starts in minutes:seconds. Long values use smaller text within the same panel size.



Actual time controls, cropped from an illustrative test state.

MAIN and OUTGOING identify the source file and format. The length in a playlist row is the whole file length, not the elapsed time of a playing track.

Green state markers identify a playing or paused track; amber identifies READY. The row number is its position in the playlist, not a playback status. A blue selected row does not by itself tell you which track will start: always check READY.

2 · Arrange your view

Make room without changing playback

Collapse or expand the playlist tree and PAD area using their side controls. Adjust row spacing to suit the screen. The three waveform lanes share a display range adjustable from about 10 seconds to 10 minutes; this changes the view, not audio speed or duration.

Collapsing PAD turns ALL MUTE on. Reopening PAD does not clear the mute. Check ALL MUTE before expecting a PAD sound to be heard. Starting with PAD collapsed also starts it muted.

Seek in the correct lane

Drag the MAIN waveform to change the MAIN play position when direct waveform seeking is permitted. OUTGOING and READY waveforms are not direct seek controls. LIVE LOCK can protect waveform seeking.

Seeking while paused changes the position without resuming playback. The backward and forward seek buttons move MAIN by five seconds; they do not choose the previous or next track. Holding a seek button repeats the movement.

Check before every cue

Read READY's number and name. Confirm the current playlist, AUTO READY and REPEAT mode. A file still being prepared or one that cannot be read will not be silently skipped in favor of another track.

3 · GO!, pause and STOP

Start a prepared track

Select a row, or use Up/Down in the playlist, to choose READY manually. Press GO! or Enter. With no prepared track, GO! does nothing.

When the next track starts, the existing MAIN becomes OUTGOING. There is **no automatic fade**. At most two playlist tracks can occupy the playback lanes, and paused tracks count toward that limit. Stop an unused lane before trying to start a third track.

GO! on the same registered row that is already playing restarts that row from its start position, with AUTO CUE applied. It does not create an extra voice.

Pause and resume together

Space pauses MAIN and OUTGOING together. Press it again to resume the tracks that remain paused at their respective positions. PAD is independent.

If you press GO! while the playlist is paused, the previous pause group is discarded and a new MAIN starts. Space will not bring the old group back.

Stop one lane

Each lane's STOP stops that lane only. Stopping MAIN manually does not stop OUTGOING, change READY or stop PAD. If MAIN is empty while OUTGOING continues, starting READY can fill MAIN while OUTGOING keeps playing.

When MAIN **ends naturally**, OUTGOING stops too; the next-track mode then applies. OUTGOING ending naturally stops only OUTGOING. A stopped track is not resumable with Space.

3 · AUTO CUE, AUTO READY and REPEAT

Choose how the next track begins

AUTO CUE ON prepares a start after opening silence. OFF starts from the beginning of the file. Changing it does not jump a track already playing.

AUTO READY ON prepares the next track and waits for GO!, including when REPEAT is enabled. **OFF** starts the next prepared track after MAIN ends naturally, provided the file and output are ready. A failure leaves the intended track available for checking; it does not automatically skip ahead.

A manually selected READY takes priority until that track successfully starts. Check READY again after making changes.

Choose what comes next

• REPEAT OFF: proceed through the playlist and stop after the last track.

• REPEAT ONE: prepare the same track again.

• REPEAT ALL: return to the beginning after the last track.

The REPEAT button cycles OFF, ONE and ALL. Changing the mode does not alter the audio already playing. The automatically prepared next track is recalculated when there is no manual READY selection.

Useful starting points

• Individual show cues: AUTO READY ON, REPEAT OFF.

• Continuous background music: AUTO READY OFF, REPEAT OFF.

• One track on a loop: AUTO READY OFF, REPEAT ONE.

• A repeating playlist: AUTO READY OFF, REPEAT ALL.

On every launch, AUTO CUE and AUTO READY start ON and REPEAT starts OFF. These three modes do not restore the previous session’s state.

4 · Protect controls with LIVE LOCK

Lock the operations you want to protect

LIVE LOCK turns on immediately. Turning it off asks for confirmation. In Settings, “Operations protected by LIVE LOCK” lets you choose eight groups. Change the scope after unlocking.

By default it protects playlist/track editing, track gain/EQ, direct waveform seek, limiter/dynamics, VST and audio output. Master gain and master EQ are not protected by default, but can be included. A protected VST editor closes when the lock is applied.

Playlist-wide gain/EQ and PAD remain outside LIVE LOCK. Locking is not a universal freeze of every control. EQ viewing and copying remain available; paste and Undo respect the destination’s protection.

Separate playback protections

A playing PAD cannot have its file or name changed, be removed, moved or swapped. A playing destination is also protected. Its gain can still change. These protections apply independently of LIVE LOCK.

The Library can be viewed while locked. Adding tracks and removing playlist-related managed files respect playlist protection. Eligible unused PAD files can still be cleaned up after the app checks that they are not in use or being imported.

Output changes, VST search-folder changes and rescanning require all playlist tracks—including paused tracks—and all PAD sounds to be fully stopped, even when LIVE LOCK is off.

Keys used in a confirmation dialog do not trigger the playback controls behind it. Read the dialog before continuing.

5 · Build and edit playlists

Add tracks in the intended location

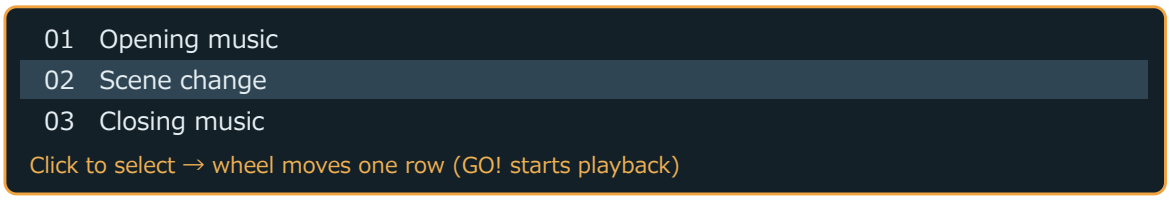
Create a playlist with + beside PLAYLISTS. It is placed beside the current selection or inside the selected folder. Switch playlists only when playlist playback is fully stopped.

Use + Audio, drag files into the playlist, or add from the Library. Choose between using the original file and making a managed copy. Canceling that choice adds nothing. Wait for file copying and waveform/length preparation to finish.

The same original can appear in several rows. Each registration has its own display name, notes, track gain and EQ.

Select a track with the wheel

Click a track title or a non-control area of a row. The list border turns orange. Wheel up selects the previous row; down selects the next, following the selection into view. Selection alone does not play audio: check READY and press GO!.



Explanatory diagram; example track names.

Arrange your running order

Use the row up/down controls or drag rows to reorder them; the gain and EQ stay with the row. Double-click a track name or note to edit its display text without renaming the original file. Rename a playlist by double-clicking it or using its context menu. Memo is for the whole playlist.

Use Delete, Backspace, the Delete button or the context menu to remove selected registrations after confirmation. Deleting a registration does not delete an external original.

A playing or paused row cannot be deleted or relinked, and its playlist cannot be removed. Stop it first.

Undo within this session

Ctrl+Z undoes; Ctrl+Y or Ctrl+Shift+Z redoes up to 100 recorded edits. This covers playlist/folder edits, names, notes, order, track gain/EQ, playlist gain/EQ and master EQ. PAD edits, MASTER GAIN, VST, output settings, panel visibility and file cleanup are excluded. Undo cannot bypass playback or LIVE LOCK protections.

5 · Organize playlist folders

Keep related playlists together

Create a folder using + or the context menu in the blank playlist-tree area. A top-level folder is created from the blank area. Open or collapse a folder with its triangle or by double-clicking it; this does not change playback.

Move playlists and folders through their context menu or by dragging. Dropping onto a folder places the item inside it. Dropping onto a playlist places it at that level in the order; dropping into the blank tree area returns it to the top level.

Rename a folder from its context menu. You cannot move a folder into itself or one of its descendants.

Removing a folder preserves its contents

Removing a playlist folder moves its children up one level. It does not delete their audio. These folders organize the application's playlist tree; they are not Windows folders containing the original music.

The folder structure, order and collapsed state are saved. LIVE LOCK can prevent structure edits while still allowing you to open and close folders for viewing.

If an edit would affect a playing or paused track, stop playback first. Undo is available for eligible tree edits during the current session; it is not a substitute for a backup before a major reorganization.

6 · Trigger PAD sounds

Five presets, nine slots each

PAD holds 45 assignments across five presets. It starts on preset 1. Click a pad to play it when Edit is off, or use the numeric keypad with Num Lock on. The layout follows the keypad: 7–8–9, 4–5–6, 1–2–3.

Triggering the same slot in the same preset restarts it from the beginning. Changing presets does not stop audio already playing. The same slot number in another preset is a different pad.

ALL, or keypad 0, stops all PAD playback across all presets. Stopped pads restart from the beginning when triggered again; they do not resume.

Understand the level controls

Each slot has its own saved gain. PAD BUS GAIN adjusts all PAD audio together; it returns to 0 dB at launch. MASTER GAIN also affects PAD as part of the combined output.

ALL MUTE silences PAD while its playback positions continue moving. Unmuting reveals whatever portion is playing then. It is not pause. Collapsing PAD turns ALL MUTE on, and opening the panel does not turn it off.

Playlist pause, individual STOP and MAIN ending naturally do not stop PAD. An output-device disconnection does stop PAD. Check both playlist and PAD states before changing output settings.



Behavior diagram · not an application screenshot

6 · Assign and edit PAD sounds

Add your own audio

Open Edit to view the nine slots of the selected preset. Choose a file for a slot or drop a file onto it. PAD makes an application-managed copy. Wait until copying and saving finish before moving or removing any source material.

A newly assigned slot starts at 0 dB. Adjust its gain or reset it to 0 using the reset control or a double-click on the slider. PAD gain can change while the pad is playing.

Changing a displayed name does not rename the original file. Within a preset, dragging an assigned slot to an empty slot moves it; dragging to an assigned slot swaps the audio, name and gain together.

Respect playing-slot protection

Stop an affected pad before changing its file/name, deleting, moving or swapping it. A playing destination cannot be overwritten either. These rules still apply when LIVE LOCK is off.

Removing an assignment asks whether to keep its unused managed copy or move it to the Recycle Bin. A kept copy can be found through the Library's PAD and unused views. Only remove a copy after checking that it is no longer needed.

PAD assignments, names and individual gains save automatically. **PAD editing is not covered by Undo.** Playback positions, PAD BUS GAIN and the selected preset do not restore on launch. ALL MUTE normally starts off, except when the PAD panel starts collapsed.

7 · Originals and managed copies

Know which file the app uses

An external reference uses the audio at its original Windows path. TrackGO! does not move, rename or delete that external original when you remove a playlist row. If you move it yourself, the reference may no longer resolve.

A managed playlist copy is made when you choose the copy option or import audio. PAD always uses a managed copy. Finish copying and saving before changing files outside the app. Removing a registration can leave an unused copy in the Library.

The Library lists managed audio and external files currently referenced by the app. It is not a search of the whole PC or a history of every external file ever used.

Relink a missing original

Stop the affected track, including any paused instance, and unlock playlist editing if needed. Use the row's context menu to choose the replacement path. The row's display name, notes, gain and EQ are retained.

Confirm that the chosen replacement is the intended audio, then check its preparation, length and playback. Retained EQ or gain may not suit a different recording.

Moving the application folder does not automatically move audio stored elsewhere. Back up referenced originals as well as the application's data folders before moving to another PC.

7 · Use and clean the Library

Find the right audio

Filter by all audio, playlist use, PAD use or unused files. Search by name and inspect the file's use and location. A file used by both playlist and PAD can appear in both relevant views. Missing files and imports still in progress require attention before use.

Select one file to open its location in Explorer. Use Ctrl or Shift for multiple selections and add chosen files to the intended playlist. Click a playlist in the left tree to return to it.

In the Library, Up/Down changes the Library selection; Enter does not trigger GO!.

Remove only eligible unused managed files

Cleanup sends eligible unused managed copies to the Windows Recycle Bin after confirmation. It does not delete external originals. Inspect the use information and keep a file if you are unsure.

The app checks use again when cleanup runs. In-use files, external references and protected copying/import operations are not eligible. Wait for import and save operations to finish, and refresh the view if needed.

File cleanup is **not undoable through TrackGO!**. Undo entries that would depend on a removed file are excluded. If you restore a file from the Recycle Bin, check its path and relink it if necessary.

Do cleanup after a show, with a current backup, rather than during playback or recovery from a save problem.

7 · Import an audio CD

Prepare the import before the show

Insert an audio CD and choose its drive. Set a new playlist name, select the required tracks, and choose an output format:

• WAV: 44.1 kHz, 16-bit stereo.

• MP3: 32, 44.1 or 48 kHz; 128, 192, 256 or 320 kbps.

Select all or clear all as needed. Start the import and wait for reading, conversion, verification and saving to finish. Do not eject the disc during that process.

The selected tracks are committed together after they finish. Check the new playlist's track count, lengths and playback after ejecting the disc. Imported files are stored in TrackGO!'s managed music area; use the location shown by the app.

Cancel deliberately

Use the import's cancel control and wait for it to stop. Closing the import window only hides it; that action does not cancel the job. Exiting TrackGO! during an import asks whether to cancel.

An interrupted import before final saving may leave information needed for recovery. Do not manually remove incomplete folders or recovery records while investigating.

Online album and track-name lookup is not provided. Names such as Track 01 can be edited after import. If a disc is not detected, check that Windows and the drive can read an audio CD and that another app is not using it. If MP3 conversion fails, try WAV and inspect the error.

8 · Gain and eight-band EQ

Adjust the right layer

Track gain changes one playlist registration. Playlist gain changes MAIN and OUTGOING from that playlist together. PAD slot gain affects one pad; PAD BUS GAIN affects all pads. MASTER GAIN changes the combined output after VST and dynamics.

Gain controls span -60 to +12 dB. Slider changes use 0.5 dB steps and numeric entry supports 0.1 dB. Reset or double-click the slider to return to 0 dB.

Choose one mouse-wheel target



Click a gain slider: orange marks the selected wheel target. A standard wheel notch changes gain by 0.5 dB, up to increase and down to decrease. Moving the pointer does not change the target. Applies to track, playlist, MASTER, PAD BUS and individual PAD-editor gain.

Only one gain or the track list is active. LIVE LOCK and direct text entry take priority. To resume normal scrolling, click an unrelated control to clear the orange highlight.

Text entry, switching apps or PAD presets, hiding/disabling the control, or replacing the row's track also clears the old target.

Shape tone without rewriting audio

Track, playlist and master EQ each have eight bands. Check the target name before editing. Enable the overall EQ and the bands you want to use. Reset returns all eight bands to their defaults and turns the overall EQ off.

Choose Bell, low/high shelf, or high/low pass filters. Bell Q controls width. Pass filters do not use a gain control. Frequency spans 20 Hz to 20 kHz, subject to the actual output sample rate; EQ gain spans -18 to +18 dB and Q spans 0.1 to 12.

Drag a band to change frequency/gain; a pass-filter drag changes frequency only. Use the wheel to change Q. Listen at a safe level after each adjustment.

There is **no automatic gain compensation** for EQ boosts. Internal levels can exceed 0 dBFS. Check the final output as well as the tone.

8 · EQ placement and copying

Keep the processing order in mind

Track EQ and gain act on that row's audio. Playlist EQ and gain act on the combined MAIN/OUTGOING signal, without PAD. Playlist-wide controls stay outside LIVE LOCK.

Master EQ acts on the combined playlist and PAD signal before VST. It is saved and can be included in LIVE LOCK protection. MASTER GAIN comes after VST: lowering it cannot reduce a signal that is already too hot at a plug-in's input. Reduce the appropriate upstream gain or EQ boost instead.

Copy a curve, not the target's level

EQ COPY and PASTE work across track, playlist and master EQ. They copy all eight bands' filter types, frequencies, gain, Q and band on/off states.

They do **not** copy the destination's overall EQ on/off state or any volume control. Check those separately after pasting.

The EQ clipboard belongs to the current TrackGO! session. It is not the Windows clipboard and cannot transfer VST settings.

Pasting into an active signal is smoothed without restarting the audio engine. It can be undone when the edit is eligible, but paste and Undo still respect the destination's LIVE LOCK protection. Viewing and copying a protected EQ remain possible.

8 · Read the EQ spectrum

The curve and the spectrum mean different things

The EQ curve shows the chosen tonal adjustment against its gain axis. The moving spectrum shows the signal after the selected EQ against a dBFS level axis. Do not read the curve's gain value as an output meter reading.

The track spectrum is after track EQ but before track gain. The playlist spectrum is after playlist EQ but before playlist gain. The master spectrum includes PAD and is before VST.

With no audio at the selected point, the spectrum can be blank while the EQ curve remains visible. READY is not playing audio. A master spectrum can continue moving from PAD while playlist playback is paused.

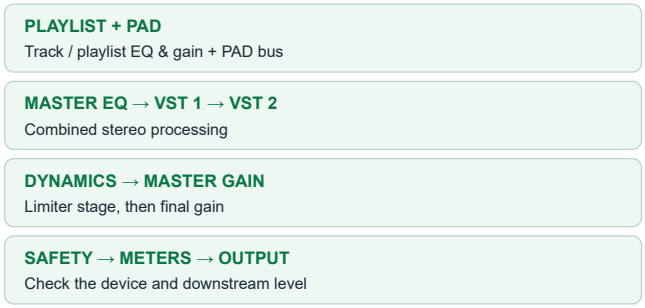
When the tracked row moves from MAIN to OUTGOING, its display follows that row. LIVE LOCK can make the EQ read-only while still permitting viewing and copying.

Use the final meters for final level

The spectrum represents the stronger component of the two channels at a frequency. It is not the final left/right peak meter. Low-frequency analysis can respond more slowly—about 0.37 seconds at 44.1 kHz—than a quick visual change elsewhere.

Spectrum analysis does not change the audio signal. Its presence does not guarantee performance on every PC, buffer setting or third-party plug-in combination. Test the actual setup you intend to use.

8 · Follow the signal path



Behavior diagram · not an application screenshot

Two playlist tracks and independent PAD

MAIN and OUTGOING each pass through their track EQ and gain, then combine through playlist EQ and gain. PAD sounds combine through PAD BUS GAIN. These paths meet before master EQ.

The combined signal passes through VST slot 1, VST slot 2, DYNAMICS and MASTER GAIN, then SAFETY and the output meters/device. READY contributes no audio until it starts.

LIMITER changes two stages

LIMITER ON enables the built-in dynamics limiter and the final SAFETY stage. Their action can change dynamics and tone. With LIMITER OFF, both stages are bypassed, including the dynamics MAXIMIZE function. VST and MASTER GAIN still operate.

The on/off state is saved, with ON as the initial default. Switching is smoothed without adding a latency difference between these states. LIVE LOCK can protect the control.

Without these limiting stages, do not expect automatic gain reduction or peak protection. With them enabled, do not treat the meters or ceiling as a guarantee about every later Windows, device or mixer stage.

8 · Dynamics and output meters

Four controls that reset at launch

• Threshold: -30 to 0 dB; starts at -3 dB.

• Ceiling: -12 to 0 dB; starts at -0.5 dB.

• Release: 10 to 2000 ms; starts at 120 ms.

• Maximize: 0 to 24 dB of input gain; starts at 0 dB.

These four values are not saved. The effective threshold does not exceed the ceiling: the lower of the two applies. Check them at the start of each session if you depend on a particular setting.

The dynamics ceiling is before MASTER GAIN. Raising MASTER GAIN can raise the level after that ceiling. SAFETY follows MASTER GAIN and targets roughly -1 dB of internal headroom; it has no user-adjustable ceiling and is not an absolute guarantee for every downstream stage.

Read reduction separately from level

GR shows the built-in limiter's gain reduction. A red SAFETY indication means it is reducing the signal. It can be enabled without lighting red when no reduction is needed.

L/R meters and the numeric peak reading are after SAFETY. The numeric value reflects the stronger left/right peak in dBFS. They do not measure later changes made by Windows volume controls, the audio interface, a mixing console or an amplifier.

Check level with one playlist track, overlapping tracks and PAD together. A configuration that sounds fine with one source can be too loud when several sources combine.

8 · Use VST3 effects

Two serial effect slots

TrackGO! supports 64-bit stereo VST3 effects on the master path. Install and license plug-ins separately on each PC. Choose an effect for each slot, turn it ON and open Edit for that slot. OFF bypasses it; None unloads it.

Unlocked parameters can be adjusted while running. Selecting, replacing or toggling an effect can briefly interrupt processing or change the level/tone; playback continues without another GO!. Check the slot's status, not just the VST indicator.

Displayed latency combines the application bridge and plug-in latency, not the complete device delay. A loaded but bypassed plug-in can retain latency. Closing the VST panel closes its editors without stopping processing.

Scan only with all audio stopped

Stop both playlist lanes, including paused tracks, and all PAD sounds; unlock VST protection. Scan the standard VST3 locations, including C:/Program Files/Common Files/VST3, and up to 16 additional folders. A selected folder row is only the target for removal, not the only folder searched. Removing a custom search entry does not delete its plug-ins. The standard locations cannot be removed.

Slot selections, on/off states, plug-in state and search folders are saved. Stop playback before normal exit so current settings can be captured.

A plug-in timeout can bypass its slot. After addressing the cause, OFF then ON reloads it. Late processing can also bypass the complete VST stage. Check the sound and status: bypass is not proof that the effect is still audible or that every plug-in is compatible.

9 · Select the audio output

Apply a known working configuration

Stop MAIN, OUTGOING and every PAD, including paused tracks. Unlock output protection and wait for VST preparation to finish. Choose the audio system, device, sample rate, buffer and stereo output pair; then apply. Closing without applying discards the selection. If applying fails, read the error: the previous saved settings remain, and the app attempts to restore the previous working output.

ASIO requires the interface's driver and bypasses the Windows shared mixer. Use its control panel where needed. WASAPI shared output uses Windows volume/mute and can use built-in or Bluetooth devices. Exclusive output can conflict with another app; some devices still link hardware volume to Windows, so do not assume complete volume independence.

Choose a supported rate and buffer, or the available automatic/default option. A larger buffer trades more latency for more processing time. Check the physical stereo pair; a saved value that has not been queried successfully is not proof of the actual device setting.

Device changes do not silently reroute a show

The saved device is preferred on launch. Without an explicit selection, the Windows default is chosen at startup; later default-device changes are not followed automatically. A missing saved device does not silently switch to another output.

On disconnection, playlist playback enters a safety pause and PAD stops. Reconnection does not resume sound automatically. Check OUT and then resume the paused tracks with Space or start READY with GO!.

WAV, AIFF, MP3, AAC/M4A and FLAC are among supported formats. Different source rates are converted to the output rate. Some encodings may fail: check each file and convert problem files before a show.

10 · Saving and backup

Automatic saving has limits

Normal edits save automatically; there is no separate Save button for playlists. Read any save error before assuming work is safe.

The app restores playlists, folders/order/collapse, rows, names, notes, memos, references, track and playlist gain/EQ, master EQ, PAD assignments/names/individual gains, settings, display preferences, LIMITER on/off, VST state/folders and applied output settings.

At launch, time displays return to minutes:seconds and the wheel target is cleared. AUTO CUE/AUTO READY are ON; REPEAT and LIVE LOCK are OFF; MASTER GAIN and PAD BUS GAIN are 0 dB; dynamics return to their defaults. PAD starts on preset 1. ALL MUTE normally starts off, but is on if PAD starts collapsed. Playback positions, paused states and Undo history do not restore. Audio does not start automatically.

Back up the data, not just the EXE

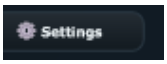
Open ⚙ Settings → License, folders & recovery. Use the displayed Music / playlists folder and PC settings folder locations. Quit normally before copying both complete folders, and include external original audio stored elsewhere. Keep the downloaded package too.

Do not edit these data files while the app is running or copy a partial selection as if it were a full backup. The application folder alone may not contain your music and settings.

Moving data and activating a PC are separate tasks. Do not delete data to repair licensing. The current data format is v6; returning to an older app requires a matching backup, not just an older application ZIP.

10 · Settings and shortcuts

Open and apply Settings



Bottom-right Settings entry

Click ⚙ **Settings** at the bottom right.

Choose **About** at the top right of Settings to view the version and third-party technology notices.

Settings changes take effect through **Save and apply**. Cancel or closing the window discards pending changes. Opening **License, folders & recovery** does not require Save and apply and remains available with LIVE LOCK on.

Language switches the application between Japanese and English. It does not translate your names/notes or a third-party plug-in's interface. Waveform colours can be set for the three lane states. Configure the eight LIVE LOCK groups to match your workflow.

Use Save and apply to retain your language on the next launch. A saved language takes priority even if you switch Japan/international packages. Only a fresh profile uses the package default (Japanese / English). Both packages share the same data and licensing identity: changing language or package does not restart the 30-day / 720-hour trial.

Power and Windows notification sounds

"Prevent sleep while running" and "Keep display on while running" are separate settings, initially on. They cannot override every explicit sleep action or lid-close behavior; avoid those actions during a show.

"Mute Windows system/notification sounds" targets Windows System Sounds, not other apps. It is initially on and is restored when disabled or when TrackGO! exits normally. Check its displayed status; a device change can take time to be detected. This does not change Windows master volume or the default output, and is not a guarantee that all possible sounds are muted.

Customize keys without duplicates

There are 37 assignable actions. Supported choices include Enter, Space, Backspace, Delete, arrows, numeric keypad 0–9, F1–F12, Ctrl+A–Z and Ctrl+Shift+A–Z. Duplicates and invalid assignments are rejected; an action may be unassigned. Use Reset shortcuts and then Save and apply to restore defaults.

10 · Keyboard focus and normal exit

Default keys

• Enter: GO! when the playlist has focus; not from the Library.

• Space: pause/resume playlist audio.

• Up/Down: choose READY in the playlist, or move selection in the Library.

• Numeric keypad 1–9: PAD slots; 0: stop all PAD sounds. Num Lock must be on.

• Delete/Backspace: remove selected registrations after confirmation.

• Ctrl+Z: Undo; Ctrl+Y or Ctrl+Shift+Z: Redo.

• Alt+F4: request exit.

Text editing, active IME composition, dialogs and VST editors do not pass their keystrokes through to the playback controls. Finish text input and return focus to the main window before using playback shortcuts. Holding GO!, pause or a PAD key does not repeatedly retrigger it; Up/Down can repeat.

Finish saving before closing

Close the main window or use Alt+F4. If LIVE LOCK, playlist playback/pause, PAD playback or CD import is active, read the confirmation. Allow stopping, copying/import handling and VST-state saving to finish. A save failure can delay exit and show the reason.

Stop playback before quitting to preserve the latest plug-in settings. After an abnormal exit, reopen and quit normally to help restore the app's System Sounds handling; inspect remaining sound settings if needed.

Launching a second copy normally brings the existing instance forward; it does not start a second independent playback engine.

11 · Before, during and after a show

Before

1. Check the intended playlist and all referenced audio. Resolve missing files and finish imports.

2. Check OUT, the cable, stereo pair, sample rate and buffer, plus other apps using the device.

3. Read row names and notes. Audition AUTO CUE positions, track gains and EQ with the real files.

4. Set AUTO READY and REPEAT. Check the PAD preset, assignments, gains and ALL MUTE, especially after reopening its panel.

5. Check MASTER GAIN, VST slots, LIMITER and dynamics. Remember which values reset at launch.

6. Listen to one track, two overlapping tracks and PAD together through the actual interface and plug-ins.

7. Finish edits, allow saving, enable the intended LIVE LOCK protections and confirm the first READY.

During

Check MAIN and READY before GO!: number, name and time matter more than a selected-row highlight. Use Space for a resumable playlist pause and individual STOP to end a lane. PAD remains independent.

Adjust the correct gain layer. Treat an output error or VST bypass as a reason to check status and sound before continuing; bypass can change level and tone.

After

Stop both playlist tracks and all PAD sounds. Unlock only when you need to edit. Finish notes and stop before quitting to save plug-in state. Do unused-file cleanup afterward, then quit normally and back up both data folders and external originals.

12 · Playback troubleshooting

GO! does nothing

Check that READY contains the intended track. Wait if file preparation is incomplete. Two occupied playlist lanes, including paused tracks, can prevent a third start: stop the unused lane. Read any file or output error before trying another track.

PAD is silent

Check the selected preset, assignment and Edit mode. Check individual gain, PAD BUS GAIN and ALL MUTE; reopening a collapsed panel does not clear mute. Then check MASTER GAIN and the output path.

The meters move, but there is no sound

Check the physical output, selected stereo channels, cable, interface controls, mixer/speakers and Windows volume where applicable. If the meters do not move, also check pause state, source preparation, gains and VST status.

The next track does not start automatically

AUTO READY ON intentionally waits for GO!. For continuous playback, choose OFF, then check REPEAT and any manually selected READY. An unreadable/unprepared file or unavailable output is not automatically skipped.

Space does not resume the expected sound

A stopped track cannot resume. GO! during a pause discards the old pause group. Check keyboard focus and whether a text field, IME, dialog or VST editor has the key. PAD is not controlled by Space.

Output controls are unavailable

Stop all playlist audio, including paused tracks, and all PAD sounds; release the relevant LIVE LOCK protection. Wait for preparation to finish. An apply error may mean the device is busy or does not support the requested settings.

12 · Processing, files and saving

Dropouts or plug-in bypass

Check device connection, driver/USB stability, other apps and processor load. After an output interruption, verify the device before resuming. If dropouts recur, test a larger buffer and compare with the VST stage bypassed. A timed-out plug-in can be reloaded with OFF then ON after addressing the cause; inspect its quality/latency settings.

For a missing plug-in, check that it is a supported 64-bit stereo VST3 effect, its installation/license and search folders. Rescan only with all audio stopped. Duplicate plug-in IDs can complicate selection. When parameters seem wrong, check the actual slot/editor; separate slots are separate instances.

Unexpected level or spectrum

Review every gain layer, EQ boosts and overlapping sources. Decoded compressed audio can produce peaks above the expected level. MASTER GAIN is after VST and cannot repair an excessive VST input. A spectrum requires audio at its observation point; READY alone will not produce one.

The wheel or display behaves unexpectedly

Click the intended gain or track list and check its orange highlight. Text entry and LIVE LOCK can prevent wheel changes. Click an unrelated control to clear the target for ordinary scrolling. Hundredths reset to seconds on each launch; this is expected. Language requires Save and apply; existing saved language overrides the package default.

A file is missing, or saving fails

Check the path, free space and write permissions. Keep existing data and read the exact message. With damaged saved data, the app can pause editing/autosaving and use a readable last-good backup when available. Follow recovery guidance and preserve the damaged file for investigation.

Restoring app data cannot recreate deleted audio or an external original that is no longer present. Do not erase folders or reset the trial as a troubleshooting step.

For support, use the contact form with the app/Windows versions, output details, steps and exact error. Keep credentials, authentication links/codes, card data and identity documents out of the message.

13 · Quick reference

Choose the action by its effect

• GO!: start READY; the old MAIN can continue as OUTGOING. No automatic fade.

• Space: pause/resume playlist tracks together. PAD is unaffected.

• Lane STOP: stop only that lane. A stopped track cannot resume.

• MAIN natural end: stop OUTGOING too, then apply the next-track mode.

• AUTO READY ON: prepare and wait for GO!; OFF: continue after a natural end.

• REPEAT ONE: same track next; ALL: wrap the playlist; OFF: stop after the last.

• PAD ALL / keypad 0: stop every PAD across presets.

• PAD ALL MUTE: silence PAD while its timeline continues.

• LIVE LOCK: protect selected groups, not every control.

• TIME / REMAIN: click to switch all lanes between seconds and hundredths.
• Orange gain: wheel ±0.5 dB per standard notch.
• Orange list border: wheel one row up/down; selection does not start playback.
• ⚙ Settings: bottom-right language, shortcuts, colors and protection settings.

Remember on every launch

Time starts in minutes:seconds, with no wheel target selected. AUTO CUE and AUTO READY are ON. REPEAT and LIVE LOCK are OFF. MASTER GAIN and PAD BUS GAIN are 0 dB. Dynamics reset. PAD starts on preset 1. A collapsed PAD panel is muted. The app never resumes saved playback automatically.

Before changing output or scanning VST

Fully stop MAIN, OUTGOING—including paused tracks—and all PAD. Unlock the protected operation and allow preparation to finish.

Before replacing a PC

Quit normally; back up both data folders and all external originals. Restore/check the audio separately from activating the new PC. Already purchased? Recover the existing license; do not buy again merely to solve a setup problem.

14 · The 30-day trial

Thirty days means 720 hours

The trial begins on first launch and runs for 30 days (720 hours). You can start offline without registering an account. The main screen shows DEMO and the remaining time beside the license button.

The license window shows the trial's end date/time in the PC's local time. A remaining period below one full day is shown as less than one day; larger remaining periods are rounded up to the next day. Check the exact end time if the distinction matters.

A running session is not cut off

If you opened the app before the deadline, it can keep playing after the trial expires. Restrictions begin at the next launch: GO!, resume and PAD playback are restricted until a valid purchased license is saved.

You can still view your data, back it up and proceed with activation. Your music, playlists and settings are not deleted because the trial ends.

After a valid license is saved

The main-screen license button and trial countdown disappear. Open ⚙ Settings → License, folders & recovery whenever you need license status, recovery or data-folder locations. This entry remains available with LIVE LOCK on and does not require Save and apply.

Opening **Open purchase page** only opens purchase information in your browser. It does not place an order or charge you. Availability and purchase terms depend on the sales region. If you already paid, use recovery before considering another purchase.

14 · Activate a purchased license

Start from the PC you want to use

1. Open the license window in TrackGO! and choose **Activate / retrieve my license** (or **Retrieve license (recovery)** when shown).

2. Start the activation request. Keep TrackGO! open. The PC activation request lasts 10 minutes; this is not a statement about the lifetime of an email verification link.

3. Choose **Continue activation in browser**. Use **Copy code** when the browser asks for the app's confirmation code.

4. Verify the same email address used for your purchase and complete the browser instructions.

5. Return to TrackGO! and wait until the app confirms that the license has been **saved on this PC**. Browser completion alone is not that confirmation.

Copy code is available only while an activation request is active. It becomes unavailable after cancellation, expiration or completion. Use Cancel activation when you intend to stop that request. If the browser does not open, check the default browser and follow the displayed instructions; do not send the code or verification link to support.

Activate each of your PCs

Your personal license supports your own use on multiple PCs, including simultaneous use. Do not share it with another person. Each PC needs internet access for its first activation; once a valid license is saved, normal use can be offline.

Do not copy an activated license file between PCs. Windows reinstallation or a missing license file calls for recovery of the same purchase, not another purchase.

14 · Status checks and recovery

A connection failure does not end a license

TrackGO! attempts a status check at most once at startup. Reconnecting the network while the app is already open does not itself start another check. Neither a timer, a song change nor a date change is a recurring recheck trigger.

An unconfirmed status or communication failure is not treated as a trusted end-of-use instruction. A valid saved license remains the basis for offline use; no extra periodic-online requirement is added here.

Confirmed changes apply at the next launch

A trusted end-of-use or correction is saved for the next launch. It does not stop the current session. A full refund together with an explicitly confirmed end of that purchase's use can lead to restrictions at the next launch after the trusted state is saved.

A partial refund, an unresolved result, a communication failure or refunding a different duplicate purchase must not be treated as ending the valid purchase. An API request expiring is not the same as the license expiring. These changes do not delete your playlists or audio.

If activation does not finish

Check the exact error, correct PC time, connection, free space and write permissions. Do not roll back the clock, reset the trial or delete data. If the app cannot save the license, activation is not complete even if the browser step succeeded.

If a paid purchase cannot be found, verify that you used the purchase email address. Keep the order reference and contact support; do not buy again just to bypass the error.

14 · Correcting an unexpected restriction

Keep your files and purchase record

If the app reports an unexpected end of use, contact support with your order reference and the exact message. Do not delete the license/data or repurchase while the status is being checked. Retrieving an old certificate by itself does not clear a recorded end-of-use state.

After support confirms a correction

On the original PC, if its license file is still present, connect to the internet **before launching** TrackGO!. Allow the corrected status to be obtained and saved. Finish any work, quit normally and launch again so the saved correction can take effect.

If there is no update, check the connection, quit and relaunch while online. Reconnecting during an already-open session does not trigger another check. A failure to save the correction needs investigation; preserve the existing files and error.

On a new PC, or when the license file is missing, wait until support confirms that the correction is complete, then activate/retrieve the same purchase using its email address. Wait for the app's saved-license confirmation. Moving music and settings remains a separate task.

Help support understand the problem

Use the official contact form with your topic, order number if relevant, TrackGO!/Windows versions, device details, steps and exact message. Once a reply arrives, continue in that email conversation.

Do not send passwords, authentication codes, verification links, recovery secrets, full card/bank details or identity documents. The planned support accepts English and Japanese through the existing form, with an initial reply target of three Japanese business days. Individual support covers the sold version while on sale and for one year after sales end; immediate phone or live-show emergency support is not included. International sales availability remains a separate release decision.