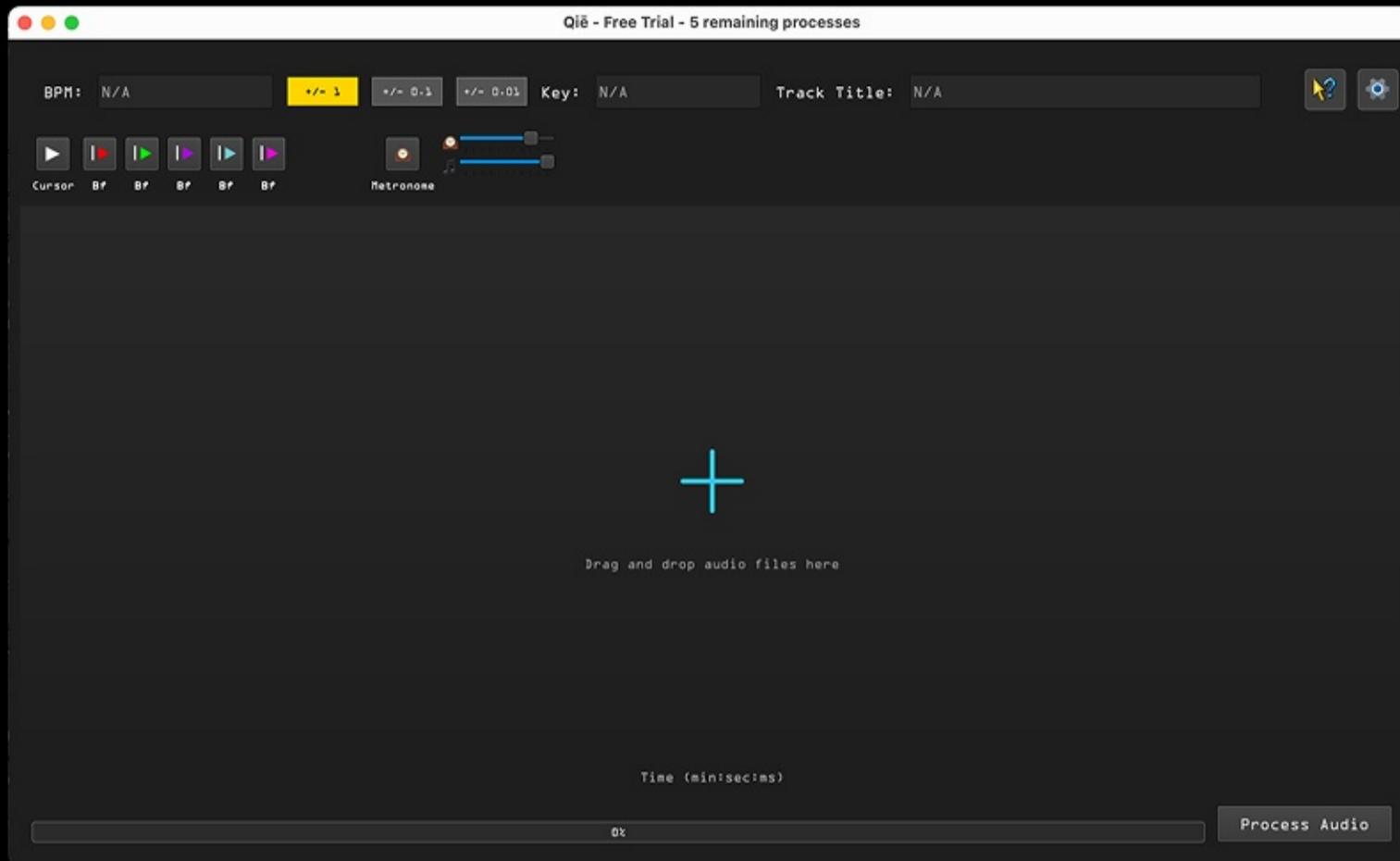


# Qie Mac User Manual



## Input Processing

Qie has two ways of processing a song

1. Manually drag a song into the waveform GUI section
2. Place any song into an **input** folder (which you can change in Settings) before you open Qie
  - Mac (default location) : `~/Documents/Qie/Input`
  - PC (default location) : `C:\Users\YourUsername\Documents\Qie\Input`

## Supported audio formats & sample rates:

WAV, MP3, FLAC, M4A/AAC, AIFF, and OGG—at any sample rate (e.g., 44.1kHz, 48kHz, 96kHz, 192kHz).

All input files are automatically converted to 44.1kHz WAV for processing and output of final stems and segments.

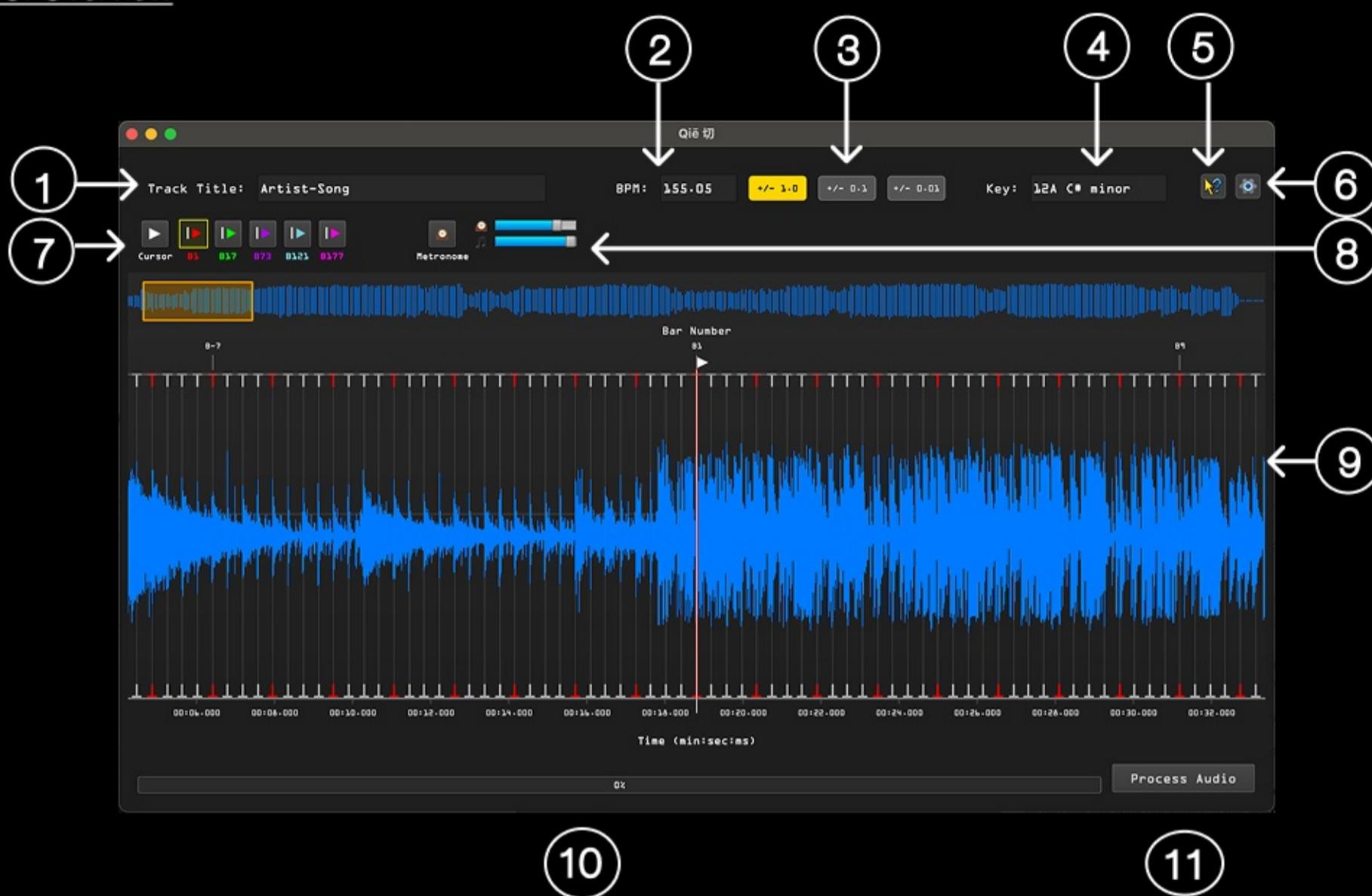
## Output Folder Location

Qie saves the stems/segments to an output folder (which you can change in Settings)

- Mac (default location) : `~/Documents/Qie/Output`
- PC (default location) : `C:\Users\YourUsername\Documents\Qie\Output`

**IMPORTANT:** If you just want 8 stems from Qie, and don't care about creating perfectly segmented 8 bar loops for your library, then all you need to do is hit the Process Audio button  
 Otherwise continue on and learn the GUI

## GUI Overview

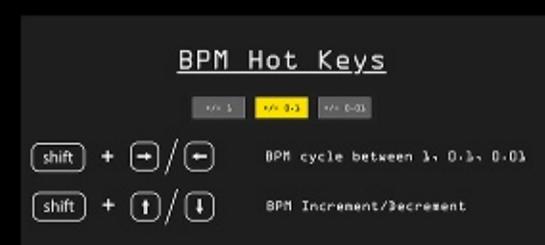


1. Track Title Value
2. BPM Value
3. BPM Change Selector
4. Key Value
5. Hot Key & Controls

6. System Settings
7. Playback Panel
8. Metronome & Volume
9. Waveform Window
10. Progress Bar
11. Process Audio Button

## Hot Key Overview

Click on 5 to take a look at the global hotkeys that are used to control many other UI components, memorizing this will allow you to identify the BPM and chop a song faster than any GUI



## 1. Track Title Value

Track Title: Artist-Song

This defaults to the name of the file you dragged in. You can choose to overwrite this, especially if you don't want a very long name for your 8 bar loops folder.

## 2. BPM Value

BPM: 99.00

After you've loaded a track, the BPM Value is filled in with Qie's internal estimated BPM analysis. It's not 100% perfect but neither is Rekordbox or any program for that matter : ). This value can be overwritten and will be labeled on every stem and loop segment.

## 3. BPM Change Selector

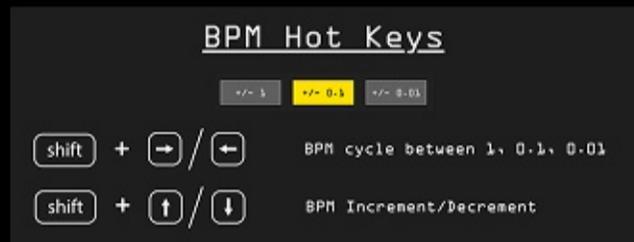
+/- 1

+/- 0.1

+/- 0.01

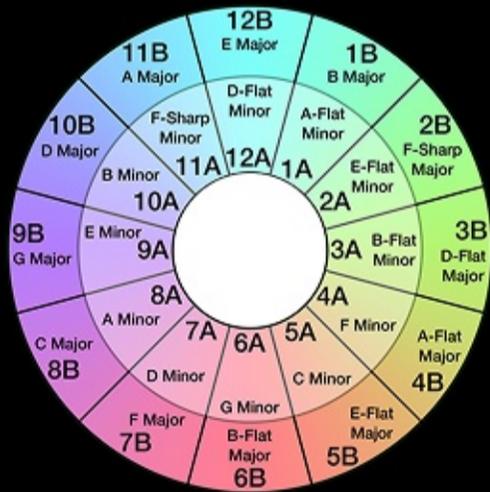
The BPM change section is a 3 way toggle that lets you choose one of three BPM adjustment values  $\pm 1.0$ ,  $\pm 0.1$ , or  $\pm 0.01$  (which you can cycle between using hotkey Shift + Left or Shift + Right).

Hitting Shift + Up or Shift + Down will change our BPM Value (2) by the BPM change amount



## 4. Key Value

Key: 9A E minor



After you've loaded a track, the Key Value is filled in with Qie's internal estimated key analysis algorithm. This value can also be overwritten. By default we write out the Western Key as well with Camelot Wheel notation.

## 6. System Settings



Clicking this brings up a settings popup. Here you can change your default audio output, and default input and output folders. (these three options will be saved next time you open Qie).

Additionally this is where you can read the manual and activate the license.



# Finding the Exact BPM Grid of Your Track

This section covers how to quickly utilize Qie's waveform and playback control section to quickly determine the BPM and export perfect 8 bar loops

**NOTE:** You don't need to use the waveform GUI if you just want full 8 stems, only if you want to create perfect 8 bar loops.

## Playback Panel[7] + Metronome & Volume[8] & Waveform Window[9]



### Waveform Hot Keys

	Waveform set playback cursor
space	Waveform play / pause
→ / ←	Waveform nav forward / backward
↑ / ↓	Waveform zoom in / out
shift +	Waveform set "B1"
m	Toggle Metronome
1 2 3 4 5	Sets playback head to P1(B1), P2, P3, P4, P5
01 017 017 017 017	

You want to start by selecting a "B1" location for your song, as in where we are going to start counting. Usually this would've the first "one beat" of the kick that we hear, but I'm leaving that up to you.

**Remember that your "B1" location is anchored and never moves, all BPM grid lines move in relation to the B1**

The moment you've selected your "B1", Qie's internal algorithm calculates up to 4 more locations to the right of the track locked to 8 bar markers. Allowing you to scan throughout your track from beginning to end using hotkeys 1 - 5.

You'll find that the GUI I've created will allow you to find the BPM much faster than a DAW because, by easily toggling on the Metronome (hotkey: M), cycling through the BPM Change Selector (hotkey: shift + left / shift + right), and adjusting the BPM Value by micro amounts (hotkey: shift+up / shift + down) all relative to where you set your B1.

## Progress Bar[10] + Process Audio Button[11]



Songs run through Qie go through a multi stage process after you hit Process Audio button

# Final Output Files

Lets say we hit the Process Audio buttons with this B1 location - see red triangle ▶



8 full stems →

8 bar loops →

Artist-Song	[137 BPM 9A E minor]	Bass.wav
Artist-Song	[137 BPM 9A E minor]	Drums-Cymbals.wav
Artist-Song	[137 BPM 9A E minor]	Drums-Kick.wav
Artist-Song	[137 BPM 9A E minor]	Drums-Snare.wav
Artist-Song	[137 BPM 9A E minor]	Drums-Toms.wav
Artist-Song	[137 BPM 9A E minor]	Drums.wav
Artist-Song	[137 BPM 9A E minor]	Melody.wav
Artist-Song	[137 BPM 9A E minor]	Vocals.wav
<b>Segments</b>		
Artist-Song	[137 BPM 9A E minor]	Bass   S01[BarN15]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S02[BarN07]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S03[Bar001]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S04[Bar009]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S05[Bar017]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S06[Bar025]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S07[Bar033]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S08[Bar041]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S09[Bar049]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S10[Bar057]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S11[Bar065]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S12[Bar073]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S13[Bar081]   [ ] .wav
Artist-Song	[137 BPM 9A E minor]	Bass   S14[Bar089]   [ ] .wav

Qie used your "B1" location along with your BPM Value to cut forwards and backwards in time to create 8 bar loops (labeled by BPM and Key) The output segments folder has a numbering system so your 8 bar segments are in order, from the beginning of your song to the end of your song.

## Segments Naming Convention:

The general naming convention is:

TrackTitle | [BPM Key] | StemPart | Segment#[Bar#] | [Audio Density]

TrackTitle : Value in the track title field ①

- Example: Artist-Song

[BPM Key]: Values in the BPM Value ② and Key Value ④

- Example: [127 BPM 9A E minor]

StemPart:

Bass, Vocals, Melody, Drums (full), Drums-Kick, Drums-Snare, Drums-Toms, Drums-Cymbal

- Example: Bass

Segment#[Bar#]

This part tells you the precise location of the segment within the song's timeline, structured for sorting.

- Segment#: A sequential number (S01, S02, etc.) that orders each 8-bar segment chronologically from the beginning of the song to the end.
- [Bar#]: The starting bar of the 8-bar segment, always represented by three digits.
- Segments are created in 8-bar increments, so the next segment starts at Bar009, then Bar017...
- For segments before Bar 1 (e.g., in a DJ intro), the bar number is negative. The letter N is used to denote "Negative". For example, the 8-bar segment starting at bar -7 would be BarN07.
- Example: S02[Bar009] represents the second segment of the song, which starts at Bar 9.

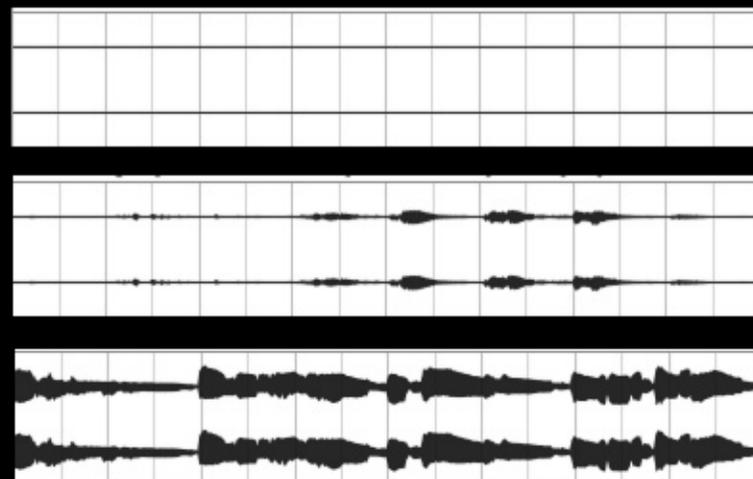
[Audio Density]

A 10-block visual representation of the audio energy within that 8-bar segment, this helps you instantly gauge the loudness or intensity of a clip without having to listen to it.

[ ] - Silent (empty)

[ ]

[ ] - 100% filled



## Qie Creative Ideas

Qie is a unique piece of software in that it's not only the best stem separator for direct remixes but also creates highly organized loops built on music you love to inspire completely original music production. In many DAWs (like Ableton), you can cue/preview these loops in time with your new song.

### Drum Example:

Send a couple of tracks into Qie and start a new project at a new tempo, take the cymbal loop from a 160 BPM jungle track, the snare from a 90 BPM hip hop boom bap track, the kick from a 130BPM broken beat techno - send each stem segment into a plugin fx, mangle it up, glue them all together and create a completely unique beat.

### Melodic Example:

Start a song in lets say C minor (5A), lets say you've got a chord progression already laid out. Search your loops library (filled with Qie loops from songs you love) for "5A" to find a bass line, a synth sequence (labeled \_other). I can even take something in F# Minor 11A and polyphonically retune it. Find a loop and convert it to MIDI just for the notes. Throw three melodic loops within circle of fifths of each other: 5A, 4A and 5B into a sampler, play middle C, apply a gate sequencer effect on it, mangle it and know you'll be in key. I mean the possibilities are endless.

### Other Creative Uses:

- Send vinyl recordings into Qie for 8 layers and load them into hardware samplers (MPC, Octatrack, Drum machines)
- Recover stems from old lost project files.
- Use Case - Your band records raw drum takes in a live room and you want an electronic producer to reinterpret it — Qie has the best sounding drum separation model.
- Study the arrangements of songs - since Qie outputs 8 stems and 8 bar segments per stem, you can have a more detailed analysis.
- Add harmonic / drum layers to live and DJ sets
- Rapid sample pack development : run your own songs through Qie, organize loops into folders by stem type, key, and BPM — and build your own royalty-free loop packs for Splice, Bandcamp, or Gumroad.

Thanks for taking the time to read this manual and supporting Qie.

Tell me how you're using it, what suggestions you have or any bugs you're experiencing.

Contact @ [dian.nao.software@denniscoao.net](mailto:dian.nao.software@denniscoao.net)

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