

Pioneer Dj

rekordbox™

LIGHTING mode Operation Guide



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1 Before Start

1.1 Before getting started

This Operation Guide explains rekordbox LIGHTING mode and related features. For instructions on rekordbox in general, go to rekordbox.com [Support] > [manual] and see the rekordbox Operating Instructions.

1.2 System requirements

Regarding the supported OS and required system (minimum operating environment), please refer to rekordbox.com [Support] > [System requirements].

Also, we have not tested all lighting fixtures, so there is no guarantee that all fixtures can be controlled from rekordbox.

1.3 Overview of LIGHTING mode

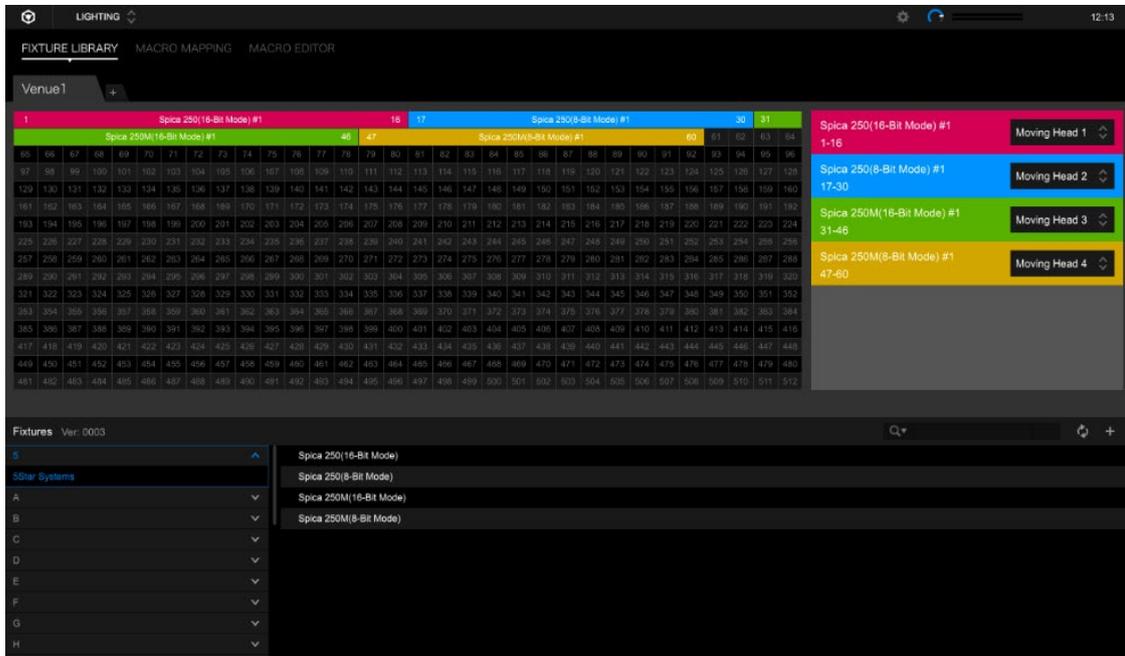
The Lighting mode is a mode to assign fixtures and edit scenes. Select Lighting mode from

the global section .

The contents of the Lighting mode are as follows.

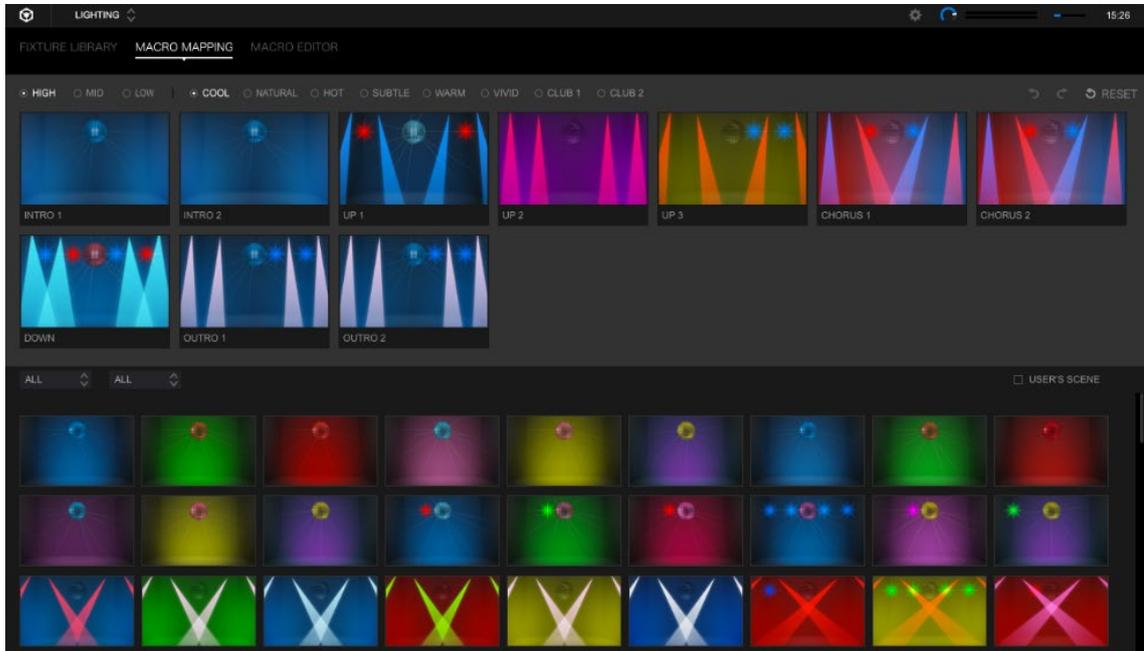
- Fixture Library screen:

You can assign and select settings for your fixtures.



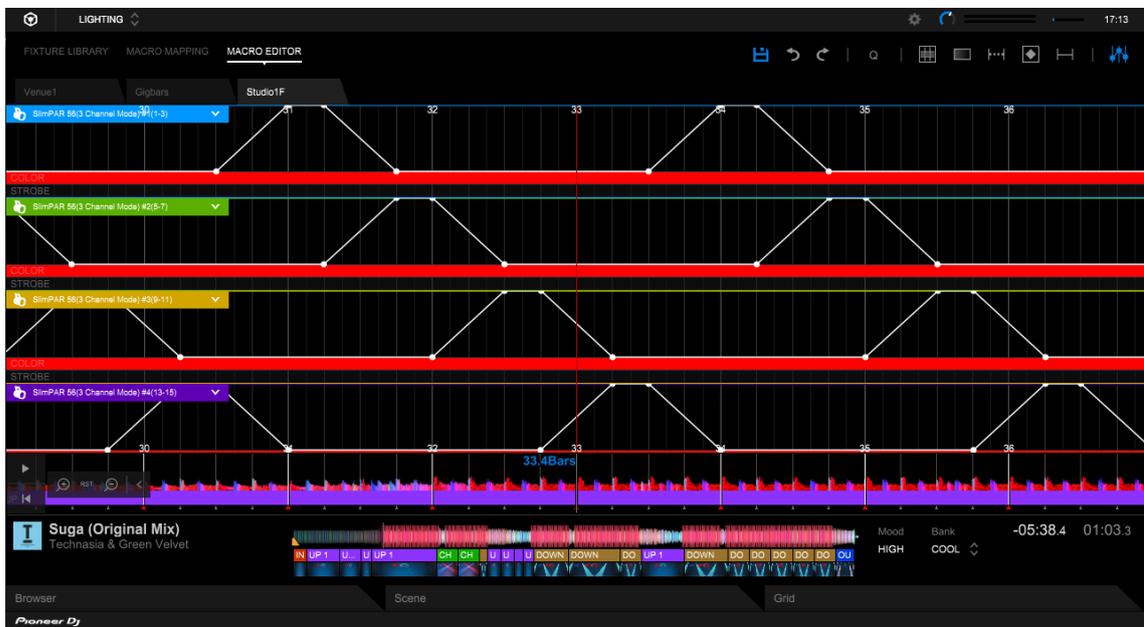
• Macro Mapping screen:

You can change relations between scenes and phrases.



• Macro Editor screen:

You can quickly edit scenes to match the flow of the track.



Please see the overview of LIGHTING mode at rekordbox.com.

* Select PERFORMANCE mode to perform scenes in sync with tracks. For details, please see
3. Steps to easily control lighting.



2 Terms

The major terms used in this operation guide are explained as below.

DMX/DMX512:

DMX512 is a communication protocol used for controlling stage lighting equipment (fixtures).

DMX interface:

This is the hardware for converting the lighting control signals sent from the computer into the DMX 512 signals and transmitting it to the connected fixtures.

Address:

It is a number assigned to control multiple fixtures individually on the DMX.

Universe:

It is a unit of DMX addresses. 1 universe means 512 addresses.

Fixture Library:

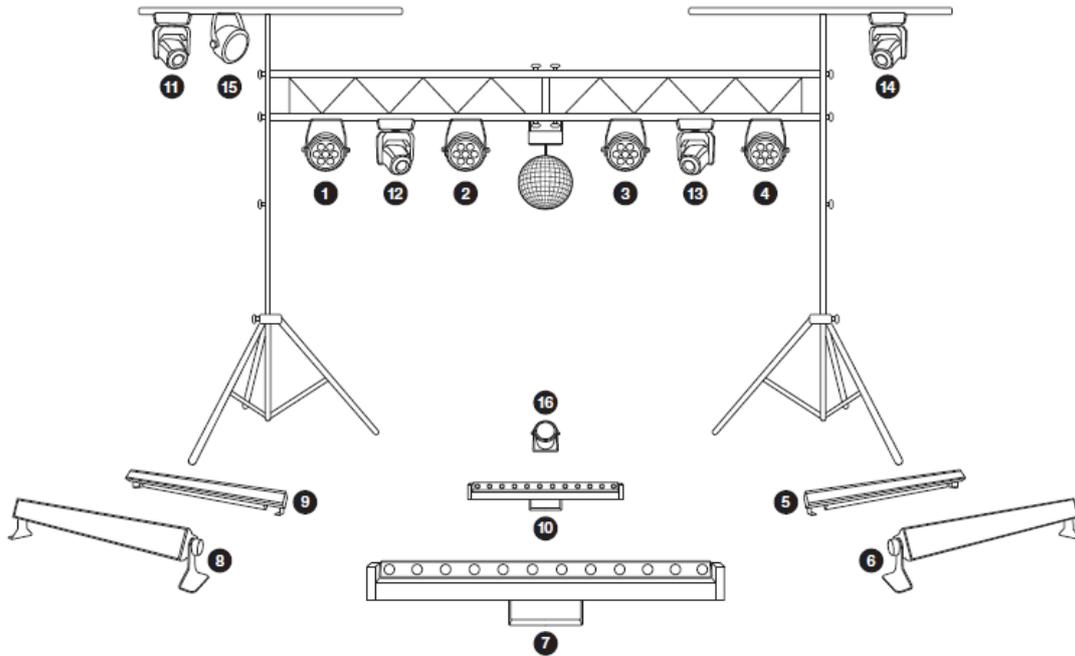
The fixture library is the list of fixture profiles including manufacturers, models, DMX channels, categories, etc. provided by AtlaBase Ltd.

Venue:

The venue allows you to separately save DMX channel assignment information (1 universe) of multiple fixtures according to your needs.

Lighting package:

The lighting package is a set of 16 fixtures which has a predetermined positional relationship as shown below.



- | | |
|---------------|--------------------|
| 1 Par Light 1 | 9 Bar Light 5 |
| 2 Par Light 2 | 10 Bar Light 6 |
| 3 Par Light 3 | 11 Moving Head 1 |
| 4 Par Light 4 | 12 Moving Head 2 |
| 5 Bar Light 1 | 13 Moving Head 3 |
| 6 Bar Light 2 | 14 Moving Head 4 |
| 7 Bar Light 3 | 15 Strobe |
| 8 Bar Light 4 | 16 Mirrorball Spot |

Lighting packages consist of the following categories of fixtures.

- Par Light
- Par Light(Simple)
- Bar Light
- Bar Light(Simple)
- Moving Head
- Moving Head(Simple)

- Strobe
- Mirrorball Spot

* Scenes pre-set in rekordbox are created with this lighting package as the target. By making the same configuration, you can play your scene close to the original scene.

Scene:

Scene means lighting effects composed of multiple different types of fixtures. Up to 16 kinds of lighting effects information can be saved per one scene.

Macro:

The macro means relation of multiple scenes.

Bank:

The bank is a variation of scenes consisting of COOL/NATURAL/HOT/SUBTLE/WARM/VIVID/CLUB 1/CLUB 2.

Mood:

The mood is a classification of music based on audio information including tempo, rhythm, kick drum and sound density. It is classified as HIGH /MID/LOW.

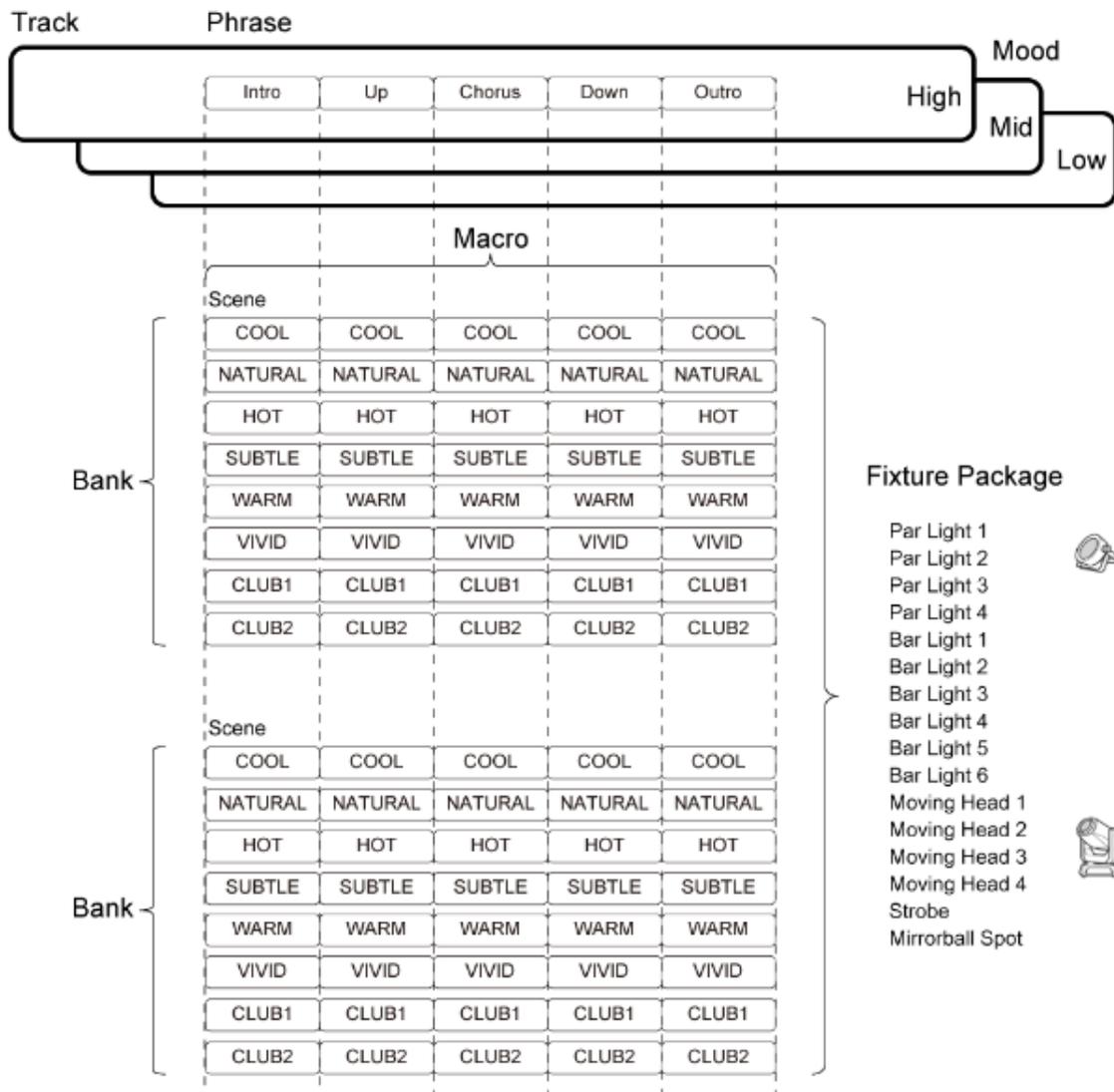
Phrase analysis:

Phrase analysis is to analyze the structure of tracks and define each composition as a phrase.

Phrases are categorized as below: Intro/Up/Down/Chorus/Bridge/Verse/Outro.

Phrase:

Phrases are composition of music such as: Intro/Up/Down/Chorus/Bridge/Verse/Outro.



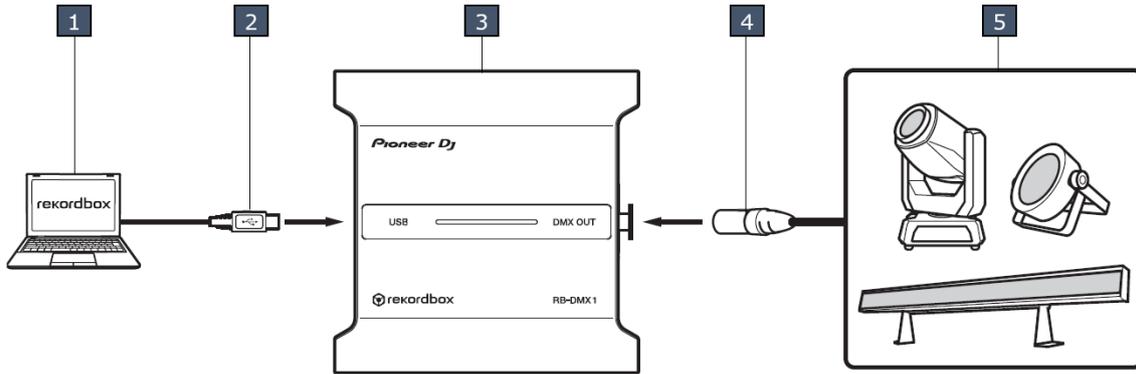
3 Steps to easily control lighting

Below is the procedure for executing the scene in sync with tracks..

- 3.1 Connect equipment (page 10)
- 3.2 Activate rekordbox dj or start trial (page 10)
- 3.3 Install rekordbox 5.2.0 or later (page 11)
- 3.4 Download data used in LIGHTING mode (page 11)
- 3.5 Assign your fixtures (LIGHTING mode) (page 12)
- 3.6 Perform phrase analysis (page 14)
- 3.7 Play phrase analyzed tracks (PERFORMANCE mode) (page 14)

3.1 Connect equipment

Connect devices according to the connection diagram shown below



- [1] Computer where rekordbox is installed
- [2] USB cable
- [3] rekordbox supported DMX interface (*)
- [4] DMX cable(XLR 3-pin)
- [5] Your fixtures

*See rekordbox.com for the DMX interface compatible with rekordbox.

*Please note that you can ONLY use the DMX interface compatible with rekordbox.

You may be unable to properly operate the device depending on USB connection status. This could be due to band width of USB port and USB hub on your computer. Changing USB hub or port could solve the problem.

3.2 Activate rekordbox dj or start trial

To use rekordbox LIGHTING mode, you need to activate rekordbox dj or start trial.

(see the following 1 ~ 4)

1. Activate rekordbox dj license key bundled with Pioneer DJ product*.

*Please refer to rekordbox.com > [DJ units with bundled license keys].

2. Purchase rekordbox dj Plus Pack and activate rekordbox dj license key.
3. Subscribe to rekordbox dj (with monthly payment).
4. Start trial.

For details on how to activate rekordbox dj or start trial, go to rekordbox.com > [Support] > [Manual] and see rekordbox instruction.

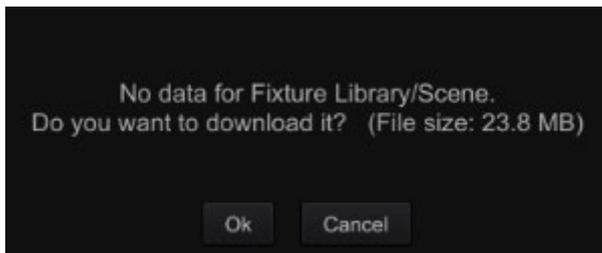
3.3 Install rekordbox 5.2.0 or later

rekordbox LIGHTING mode can be used on rekordbox 5.2.0 and later. Please update rekordbox to the latest version if you haven't already.

3.4 Download data used in LIGHTING mode

To use LIGHTING mode, you need to download fixture library and scene data.

When you select LIGHTING mode in the global section , the following dialog appears. Follow the instructions to download the necessary data.



- * Your computer must be connected to the internet to download data.
- * Open PERFORMANCE mode > [Preferences] > [Lighting] and tick [Enable Lighting function].

3.5 Assign your fixtures (LIGHTING mode)

1. Select LIGHTING Mode in the global section  and click

 Macro Mapping Macro Editor to show LIGHTING mode FIXTURE LIBRARY screen.



2. Select a fixture from the list displayed in the fixture display area [9] and drag & drop it to a DMX address in the lighting device assign area [2].

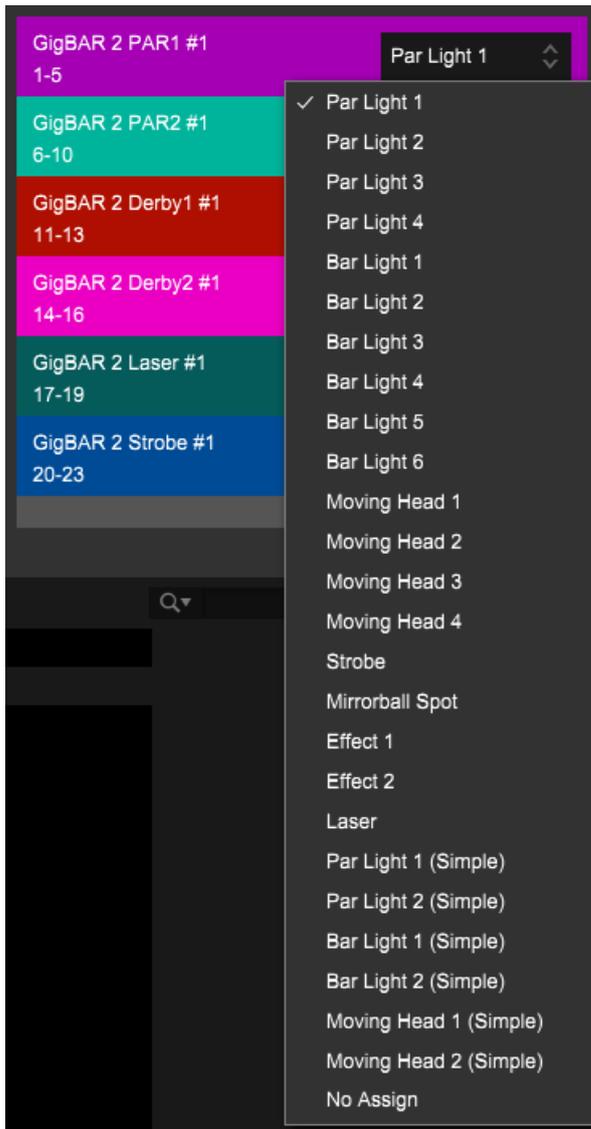
*For the DMX address, please set the same address as the setting value of each fixture.

The selected fixture is registered in rekordbox, and the DMX address is fixed at the same time.

* To change the address, click with the mouse and drag it to an address you would like to fix.

* To delete assignment, click it by a mouse and click .

3. In the category selection area [3], select a category from the drop-down menu.



The category of the assigned fixture is fixed.

*If you assign no category, select [No Assign].

*Simple category

You can use Simple category for Par Light, Bar Light and Moving Head.

When you select the Simple category, the pre-set scene is applied which is optimized when there are 2 lighting devices assigned to each category.

* Moving Head initial position setting

Right-click category selection area [3]. Click **Moving Head initial position setting** to show the dialog below (this is enabled only when the category is Moving Head/Moving Head(Simple)) and you can set Moving Head initial position



*When the Moving Head is connected, you can check the initial position.

3.6 Perform phrase analysis

For details on how to analyze phrases of tracks, refer to rekordbox.com > [Support] > [manual] > [rekordbox Operating Instructions].

3.7 Play phrase-analyzed tracks (PERFORMANCE mode)



1. Load and play a phrase-analyzed track on deck 1 or deck 2 in PERFORMANCE mode.
The scene related to the phrases will be played in sync with a track.

4 Using rekordbox with a controller

You can assign the followings to performance pads to control them using your DJ controller.

Press a pad to enable turn on the feature. Press again to reset.



- HIGH: Switch the current mood to HIGH.
- MID: Switch the current mood to MID.
- LOW: Switch the current mood to LOW.
- COOL: Switch the current bank to COOL.
- NATURAL: Switch the current bank to NATURAL.
- HOT: Switch the current bank to HOT.
- SUBTLE: Switch the current bank to SUBTLE.
- WARM: Switch the current bank to WARM.
- VIVID: Switch the current bank to VIVID.
- CLUB 1: Switch the current bank to CLUB 1.
- CLUB 2: Switch the current bank to CLUB 2.
- RED: Switch the current color to RED.
- GREEN: Switch the current color to GREEN.
- BLUE: Switch the current color to BLUE.
- MAGENTA: Switch the current color to MAGENTA.
- YELLOW: Switch the current color to YELLOW.
- CYAN: Switch the current color to CYAN.
- WHITE: Switch the current color to WHITE.
- ALL OFF: Switch Turn off all the lighting.
- STROBE (FAST): Blink all the lighting in high speed.

- STROBE (NORMAL): Blink all the lighting in mid speed.
- STROBE (SLOW): Blink all the lighting in low speed.
- STROBE OFF: Turn off only Strobe effect. (*Others unchanged.)
- DECK SEL/DECK1: Select DECK1 to apply lighting effects.
- DECK SEL/DECK2: Select DECK2 to apply lighting effects.
- DECK SEL/DECK3: Select DECK3 to apply lighting effects.
- DECK SEL/DECK4: Select DECK4 to apply lighting effects.
- DECK SEL/AUTO: Automatically select the deck to apply lighting effects.

*Available only in PERFORMANCE mode

*For compatible DJ equipment, see > rekordbox.com > [Support] > [Compatible DJ units].

*For MIDI LEARN settings, see rekordbox.com > [Support] > [Manual] > [MIDI LEARN Operation Guide].

For Pad Editor operation, SEE rekordbox.com> [Support] > [Manual] > [Pad Editor Operation Guide].

You may be unable to properly operate the device depending on USB connection status. This could be due to band width of USB port and USB hub on your computer. Changing USB hub or port could solve the problem.

5 Customize lighting control

5.1 Change relation between scenes and phrases per track

(PERFORMANCE mode)

1. Select PERFORMANCE mode in the global section . The screenshot shows a dark interface with a gear icon on the left and a button labeled 'PERFORMANCE' with a dropdown arrow on the right, which is highlighted with a yellow border.
2. Load a phrase-analyzed track on Deck1 or Deck2.
Thumbnail of phrases and scenes are displayed on the deck.
3. Right-click a thumbnail. The pop-up appears as below.

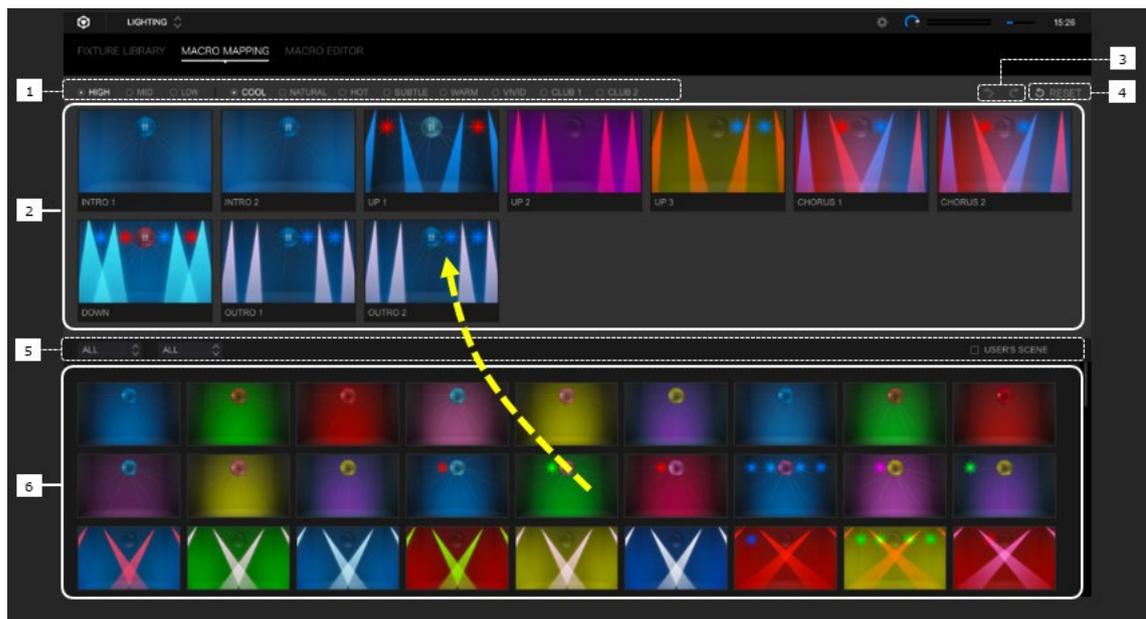


4. Click a scene you would like to select in the pop-up. The relation has been changed.

* This change will not be saved. To save the change, see 5.3 Change relation between scenes and phrases per track (*LIGHTING mode*).

5.2 Change relation between phrases and scenes (**LIGHTING mode**)

1. Click Fixture Library **Macro Mapping** Macro Editor to display Macro Mapping screen and select the mood and bank of the phrase you want to change relation with the scene in mood/bank selection area [1].
Scenes displayed in scene assignment area [2] will be changed.

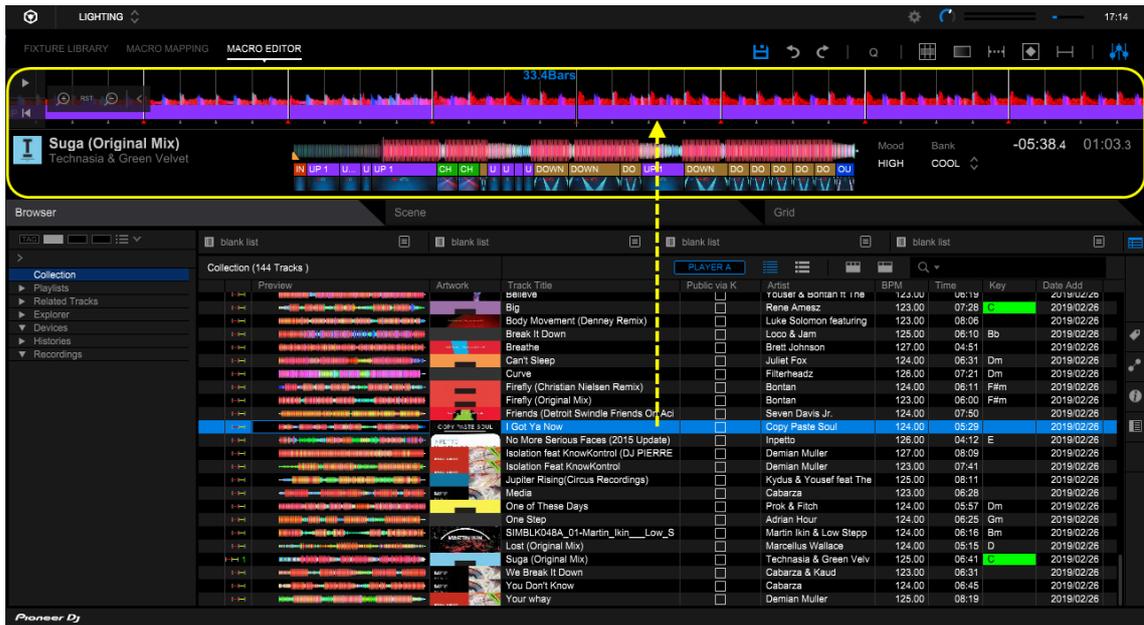


2. From scene display area [6], drop & drop a thumbnail of a scene to scene assignment area [2] to change the relation.

5.3 Change relation between scenes and phrases per track

(LIGHTING mode)

1. Click **FIXTURE LIBRARY** **MACRO MAPPING** **MACRO EDITOR** to display Macro Editor screen and select the browser tab to show the browser.

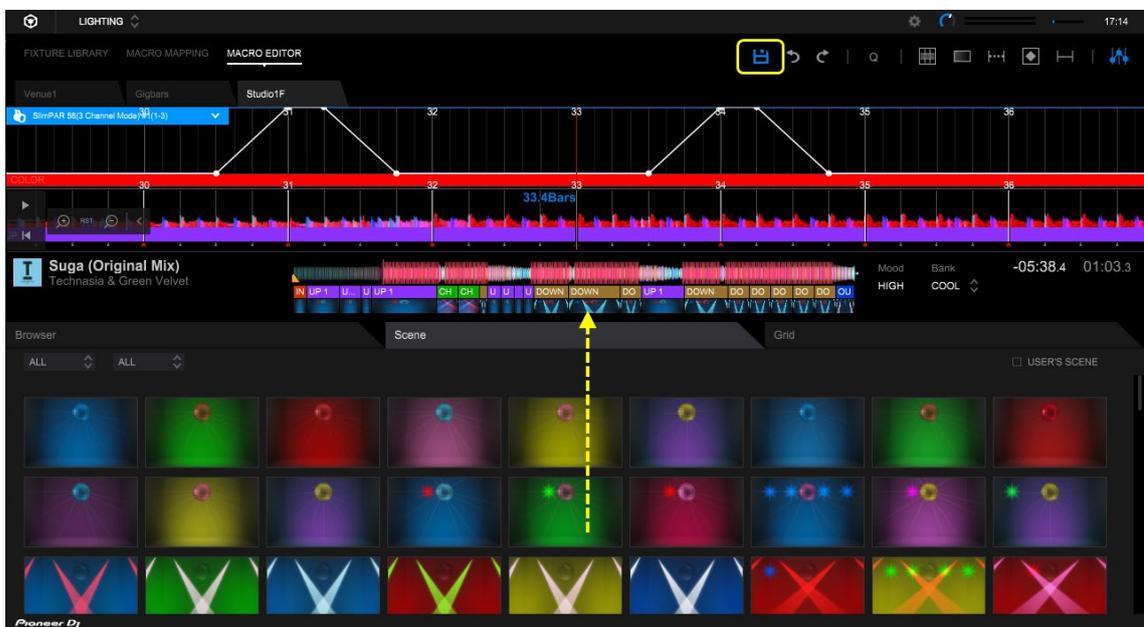


2. From the browser, select a track you want to change the relation of the scene and load it to the track display area.

The selected track will be loaded to the track display area.

3. Select the scene tab.

The scene tab will be displayed.



4. Drag and drop the thumbnail of a scene onto the scene you want to change the relation.

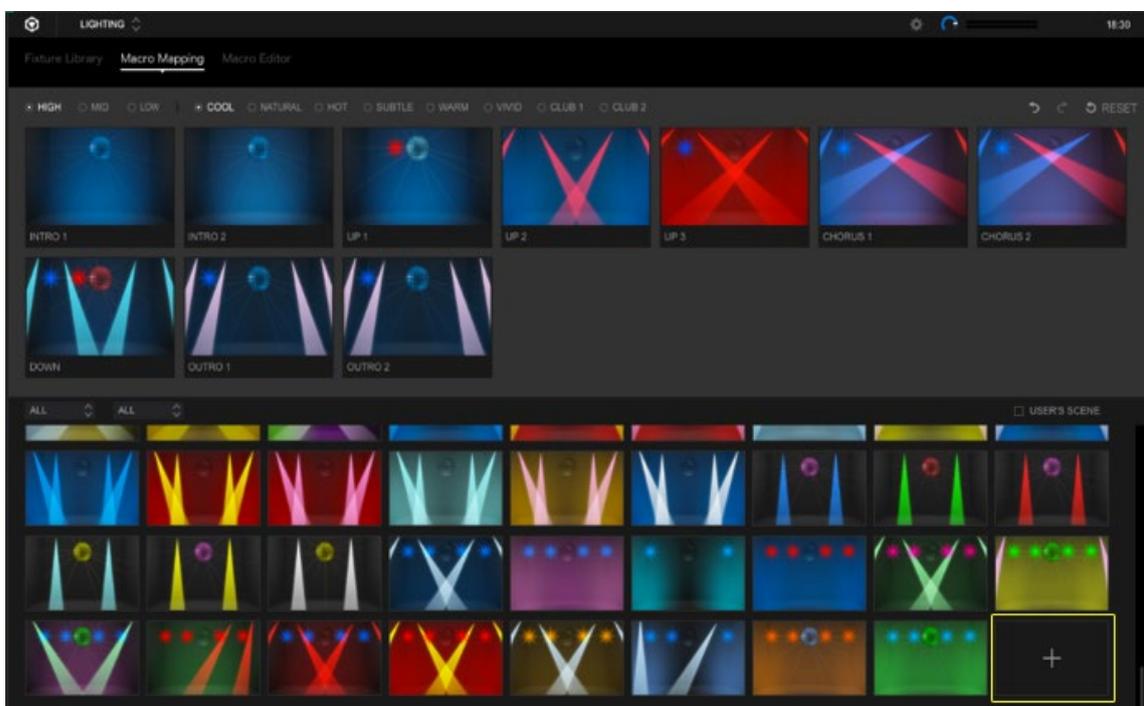
The relation of the selected scene has been changed.

- Click the save button  in the upper part of the macro editor screen to save the relation of scenes per track.

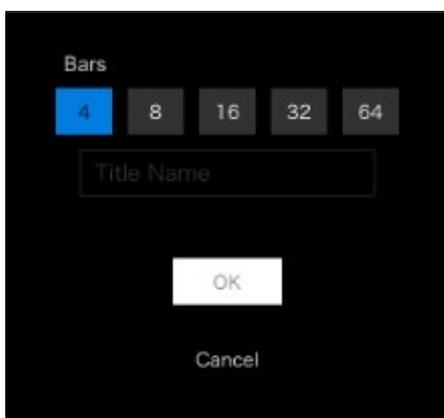
5.4 Create a new scene (LIGHTING mode)

- Click **Fixture Library** **Macro Mapping** **Macro Editor** to display macro mapping screen.

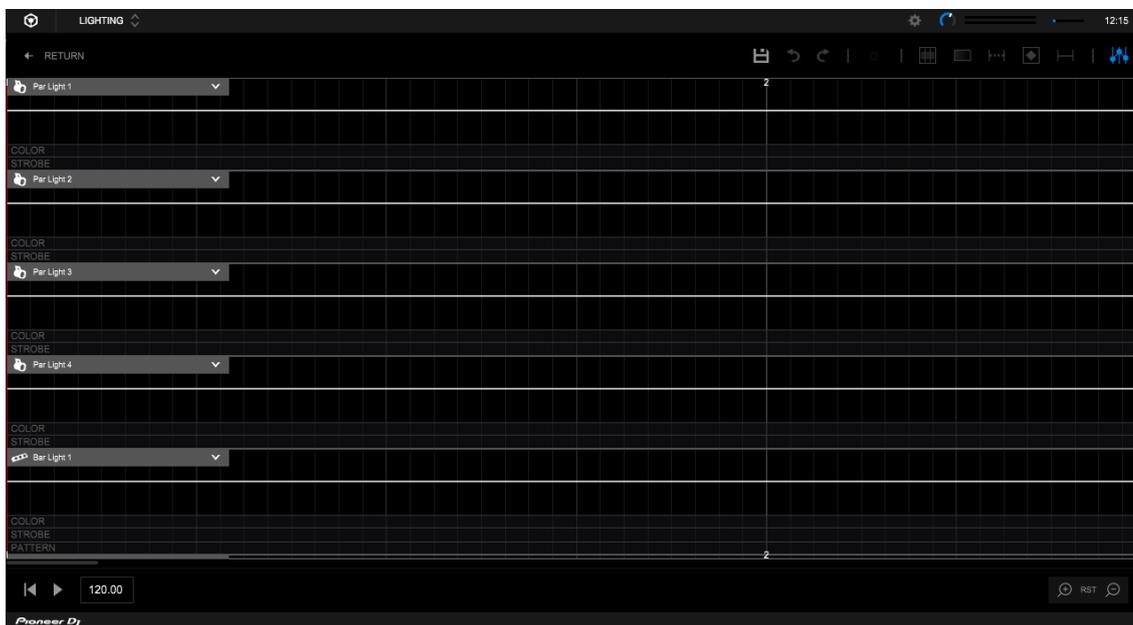
Click [+] button on the bottom of the scene thumbnail in the scene display area.



From the dialog below, you can select the number of bars and file name for a new scene.



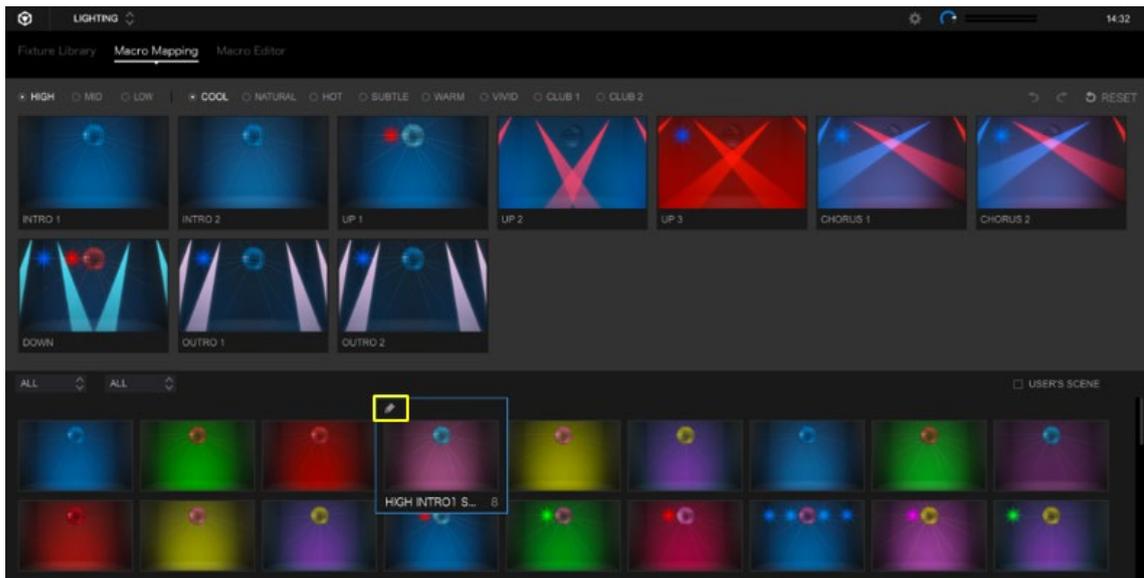
2. Select the number of the bars and file name and click OK to show a screen to create a new scene.



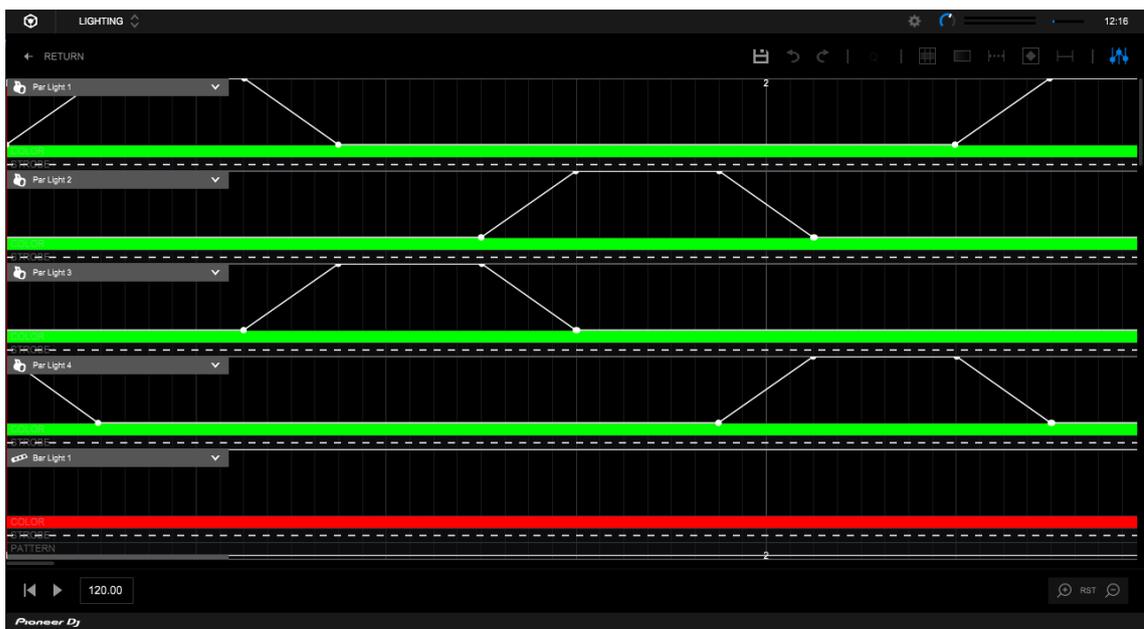
*For details on the editing work, please see 5.9 Details of editing in LIGHTING mode and 6.4 Scene editor screen.

5.5 Edit scenes (LIGHTING mode)

1. Click **Fixture Library** **Macro Mapping** **Macro Editor** to display macro mapping screen and hover the mouse to a scene in the scene display area and click the edit button.



The scene edit screen appears.



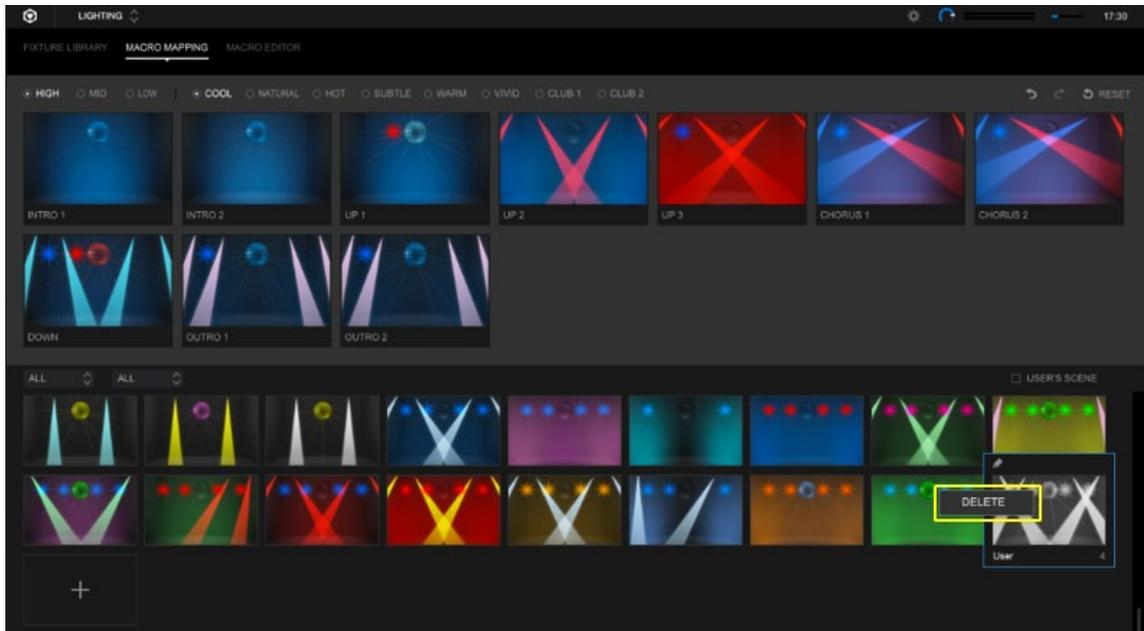
* For details on the editing work, please see 5.9 Details of editing in LIGHTING mode and 6.4 Scene editor screen.

5.6 Delete scenes (LIGHTING mode)

1. Click **Fixture Library** **Macro Mapping** **Macro Editor** to display macro mapping screen and right-click a thumbnail of a scene you want to delete in the scene display area.

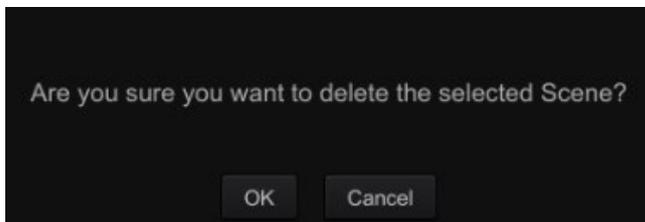
*You can only delete scenes you created.

Below drop-down menu opens.



2. Select [DELETE] from the menu.

The below dialog appears.



3. Click [OK].

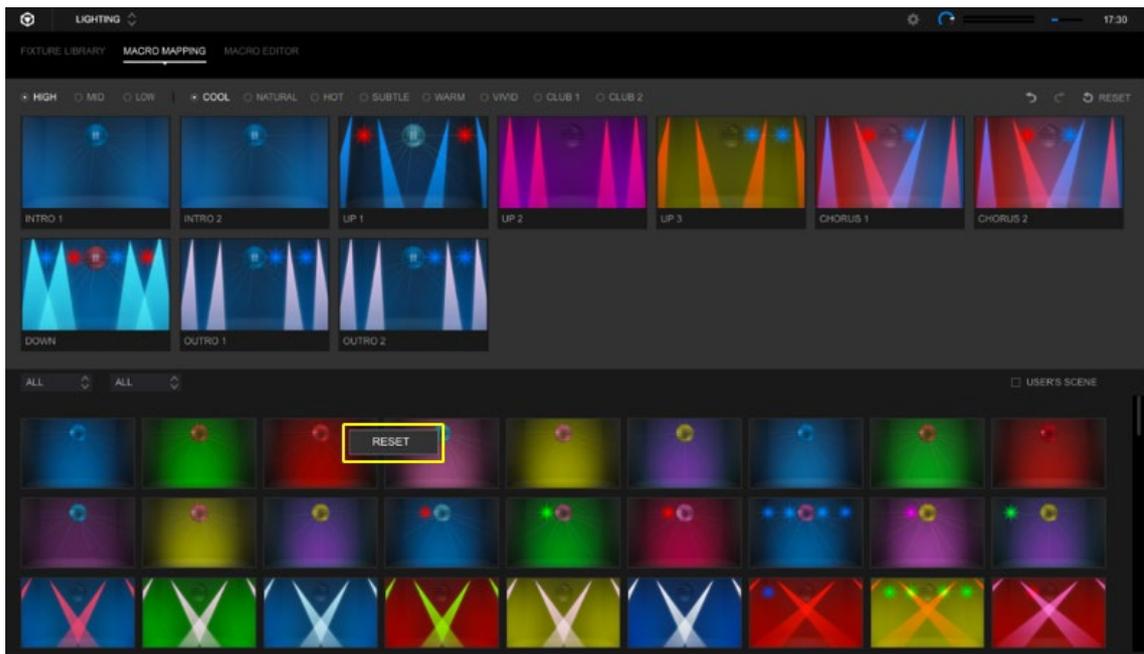
The selected scene has been deleted.

5.7 Reset scenes (LIGHTING mode)

1. Click **Fixture Library** **Macro Mapping** **Macro Editor** to show macro mapping screen and right-click a scene you want to reset in the scene display area.

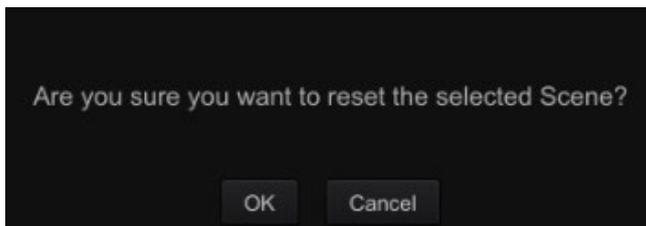
*The scenes you created cannot be reset.

Below menu opens.



2. Select [RESET] from the menu.

The below dialog opens.

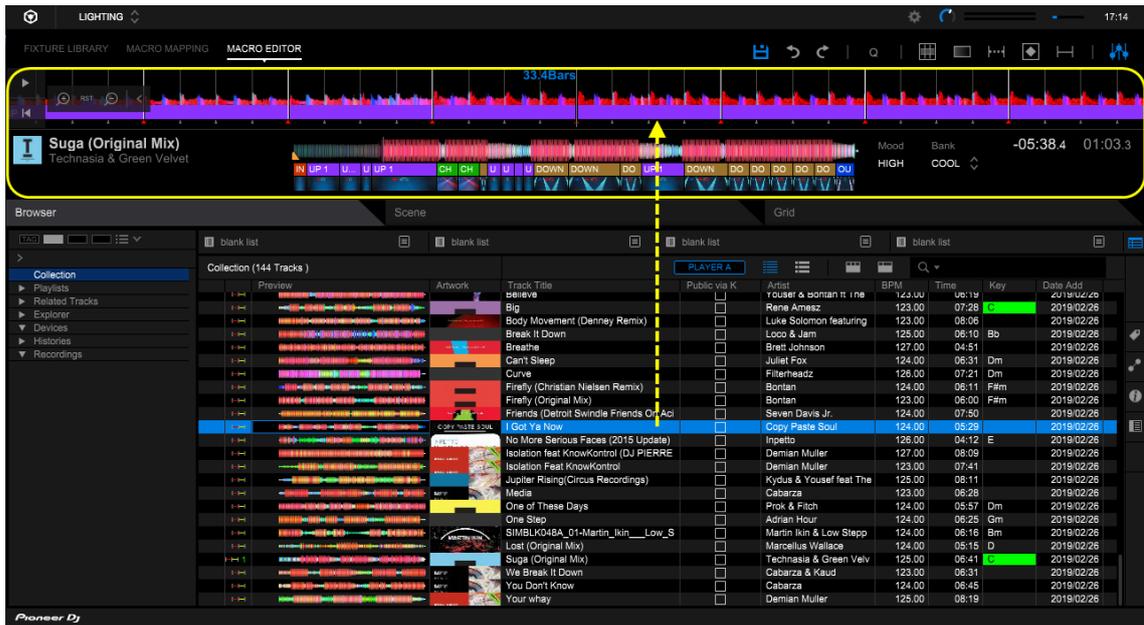


3. Click [OK].

Selected scene has been reset.

5.8 Edit scenes per track (LIGHTING mode)

1. Click **MACRO EDITOR** to display macro editor screen and select the browser tab to display the browser.



2. Select the track you want to edit the scene from the browser and load it in the track display area.

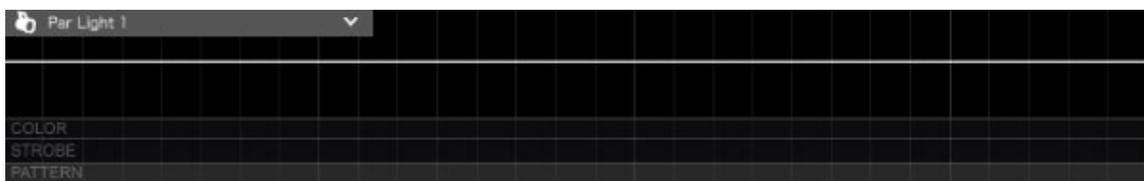
The track will be loaded to the track display area. When you close the tab, the scene appears in the edit area.

* For details on the editing work, please see 5.9 Details of editing in LIGHTING mode and 6.4 Scene editor screen.

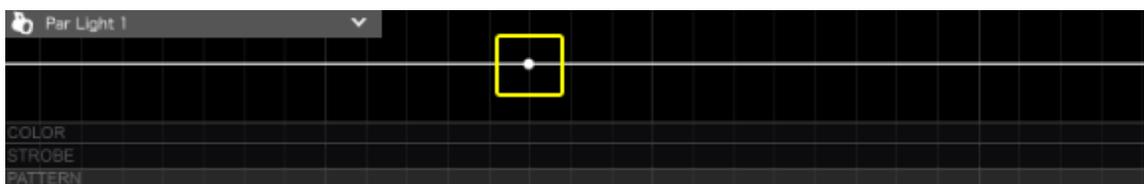
5.9 Details of editing in LIGHTING mode

5.9.1 Setting anchor

1. Click a point on the white line showing luminance.



The anchor is set on the white line.

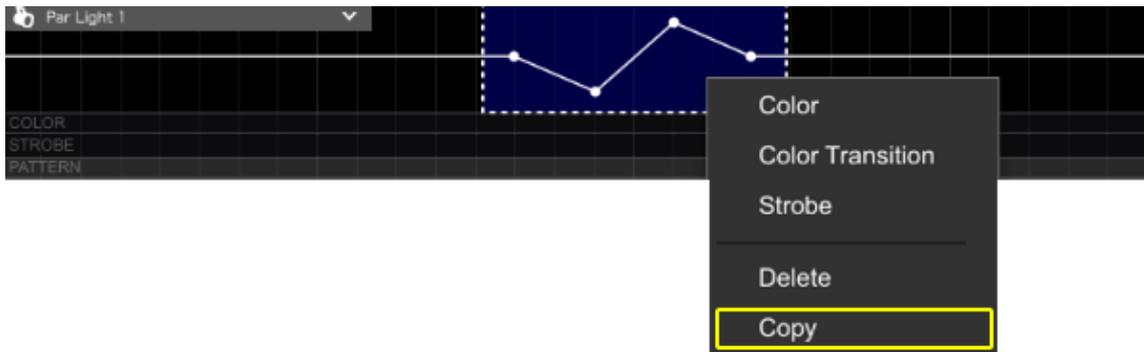


*For the anchor, the lowest position means all turned off and the highest position means all lit.

* You can click the anchor to move up, down, left and right.

- Copy an anchor

1. Select the area of the anchor you want to copy with your mouse and right-click to show the drop-down menu.



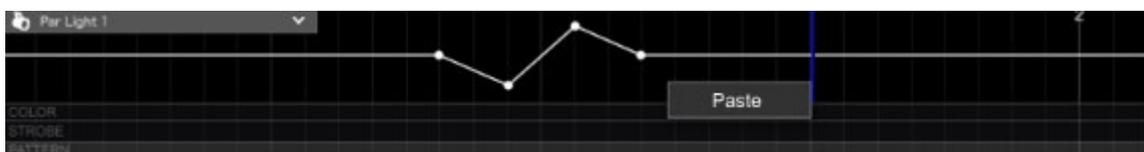
2. Select [Copy].
The anchor has been copied.

- Paste an anchor

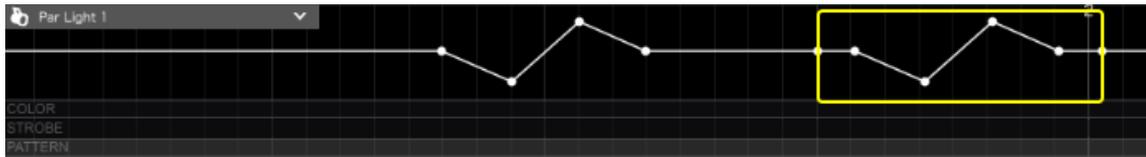
1. Click at the position you want to paste and right click on the same position.



The drop-down menu opens.

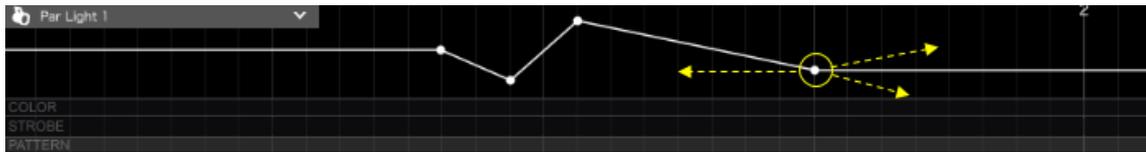


2. Select [Paste].
The anchor has been pasted.



-Move an anchor

- 1 Keep clicking the anchor and move it.

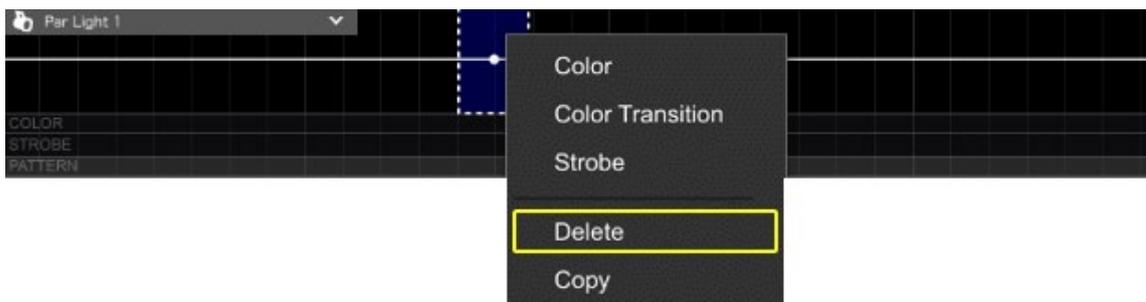


The anchor has been moved.

- *The anchor cannot be moved to the left of the leftmost anchor
- It also cannot be moved to the right of the rightmost anchor.
- In addition, you cannot move multiple anchors at the same time.

- Delete an anchor

- 1 Select the anchor you want to delete with the mouse and right click to show the drop-down menu.



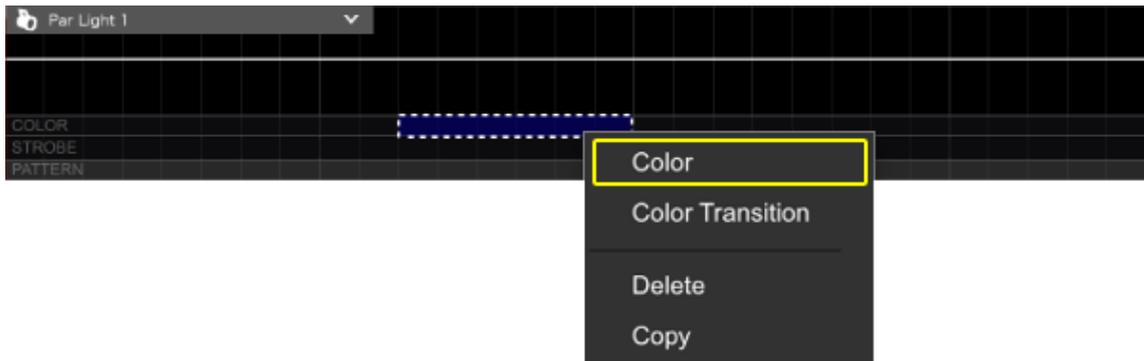
2. Select [Delete].

The anchor has been deleted.

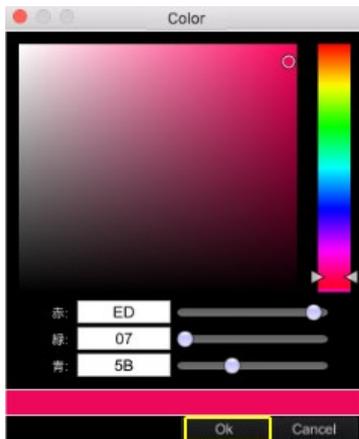


5.9.2 Setting color

1. Select the area you want to set the color with the mouse and right click or click  to show the drop-down menu.



2. Select [Color].
The dialog for color setting appears.



3. Select a color in the dialog and click OK.
The color has been set at the selected area.



- Copy color

- 1 Select the area you want to copy with the mouse and right-click to display the drop-down menu.



2. Select [Copy].
The selected area has been copied.

- Paste color

- 1 Click at the position you want to paste and right click on the same position.



The drop-down menu appears.



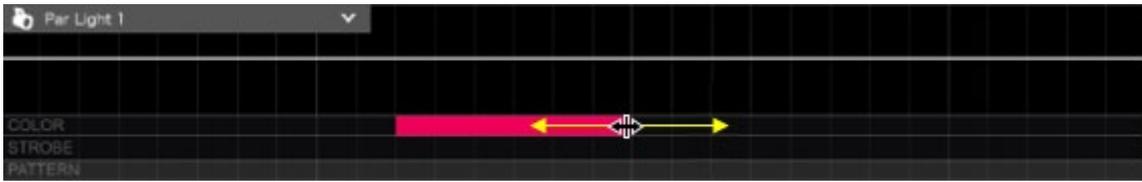
2. Click [Paste].
The color has been pasted.



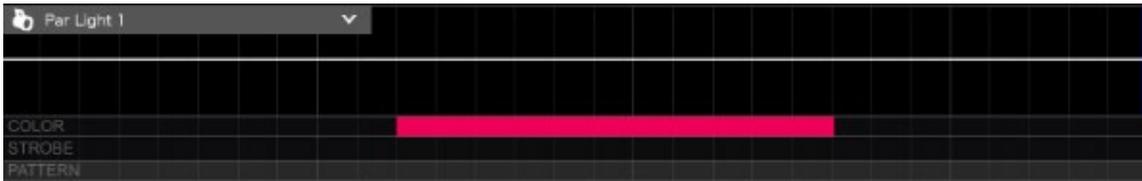
- Adjust color length

- 1 Move the mouse to the right or left edge of the color you want to adjust its length.

←|→ icon is displayed at the edge of the right side or left side of the color.



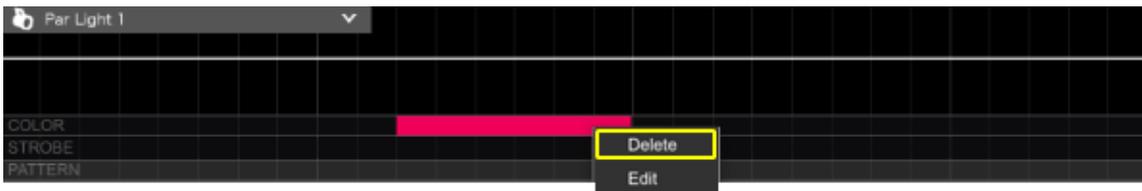
2 Click and hold the ←|→ icon to move left and right to change the length.



* You cannot overlap right or left color area.

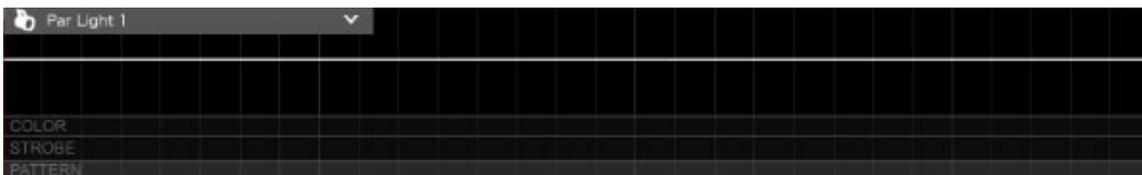
- Delete color

1 Right-click the color you want to delete to show the drop-down menu.



2 Click [Delete].

The selected color has been deleted.



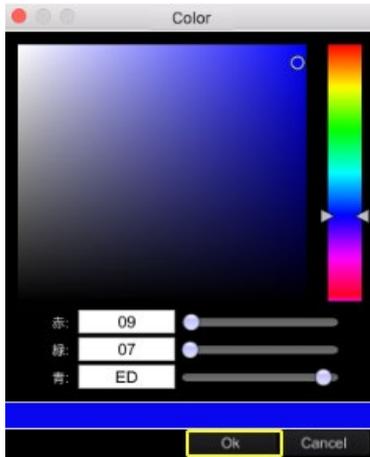
-Edit color

1 Right-click the color you want to edit to show the drop-down menu.



2 Click [Edit].

The dialog for color setting appears.

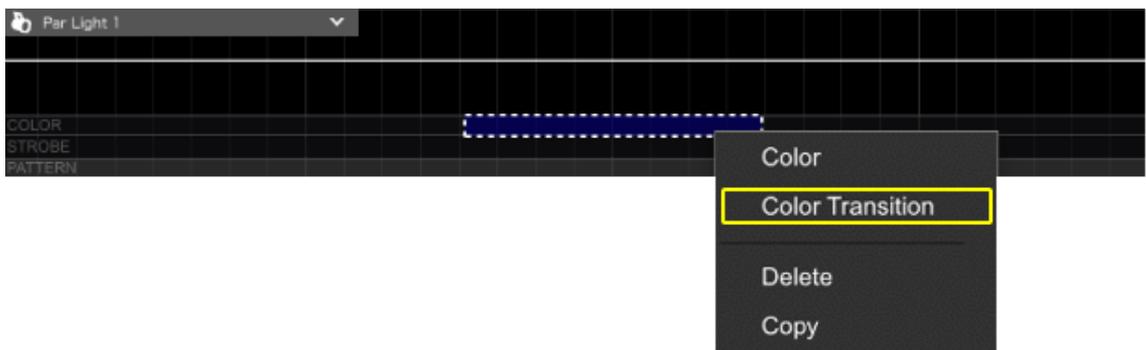


- 3 Select a color in the dialog above and click [OK] to edit.

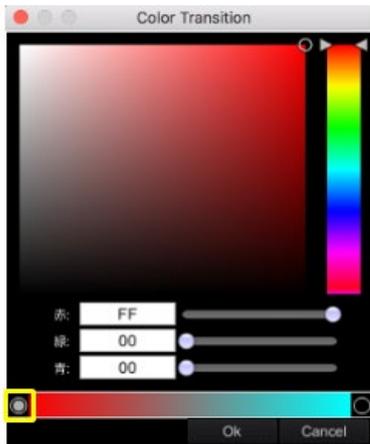


5.9.3 Setting color transition

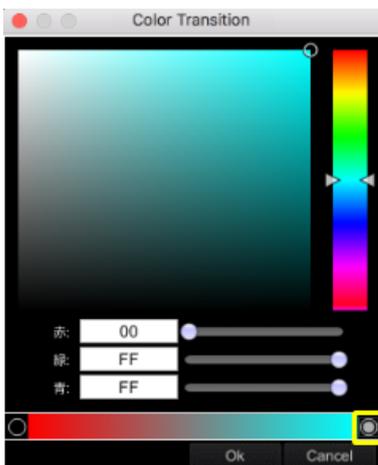
1. Select the beat in the area you want to set color transition with the mouse and right click or click  to show the drop-down menu.



2. Click [Color Transition].
The dialog for color transition setting appears.



3. Set the color for the start point in the dialog above.
The color for the start point of the selected area has been set.
4. Set the color for the end point in the same way.



- The color for the end point of the selected area has been set.
5. Click OK.

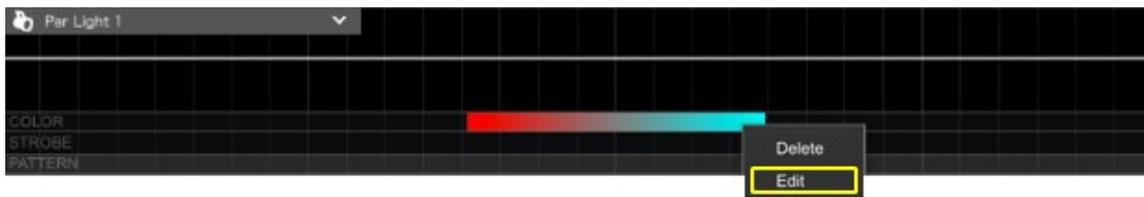
The color transition has been set at the selected area.



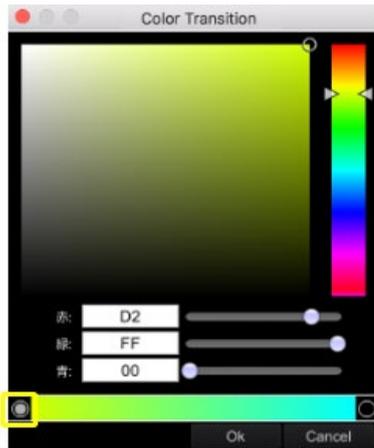
*Copying, adjusting length, and deleting are the same as described in color settings.
Please refer to 5.9.2 *Color settings*.

- Edit color transition

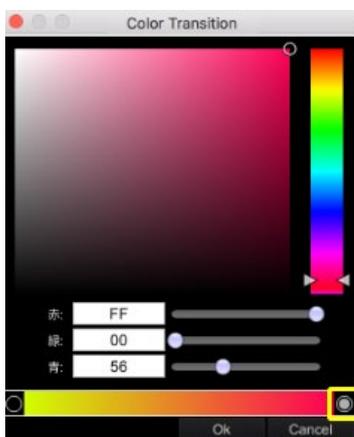
- 1 Right-click the color transition you want to edit to show the drop-down menu.



- 2 Select [Edit].
The dialog for color transition settings appears.



- 3 Set the color for the start point in the dialog above.
The color for the start point of the selected area has been set.
- 4 Set the color for the end point in the same way.



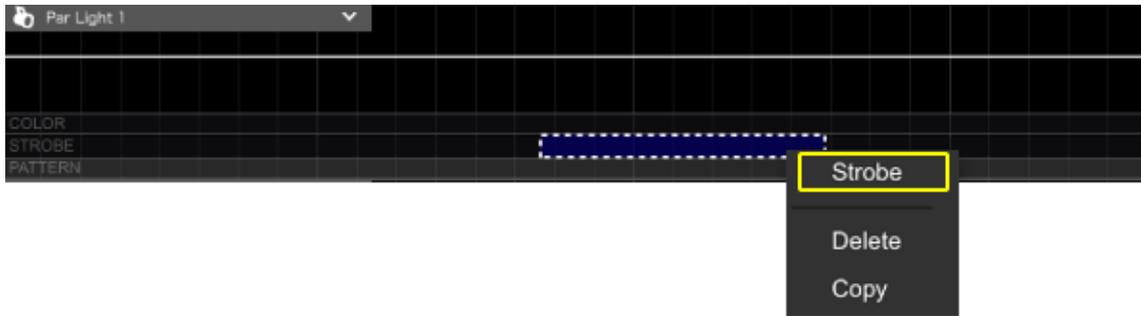
The color for the end point of the selected area has been set.

5. Click OK.
The selected color transition has been edited.



5.9.4 Setting strobe

1. Select the area you want to set the strobe with the mouse and right-click or click  to show the drop-down menu.



2. Click [Strobe] to show the dialog for strobe settings.



3. In the dialog above, set the strobe amounts for the start point (left side) and end point (right side), and click OK.

The strobes are set to the selected area.

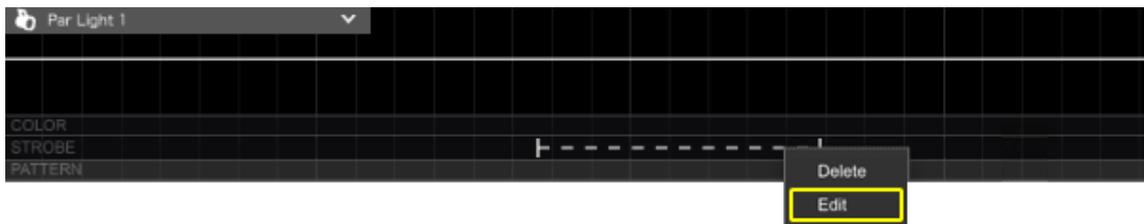


* Copying, adjusting length, and deleting are the same as described in color settings.

Please refer to 5.9.2 *Color settings*.

-Edit strobes

1. Click the strobe you want to edit with the mouse and right-click to show the drop-down menu.



2 Click [Edit].



The dialog for strobe settings appears.

3. In the dialog above, set the strobe amounts for the start point (left side) and end point (right side), and click OK.

The selected strobe has been edited.



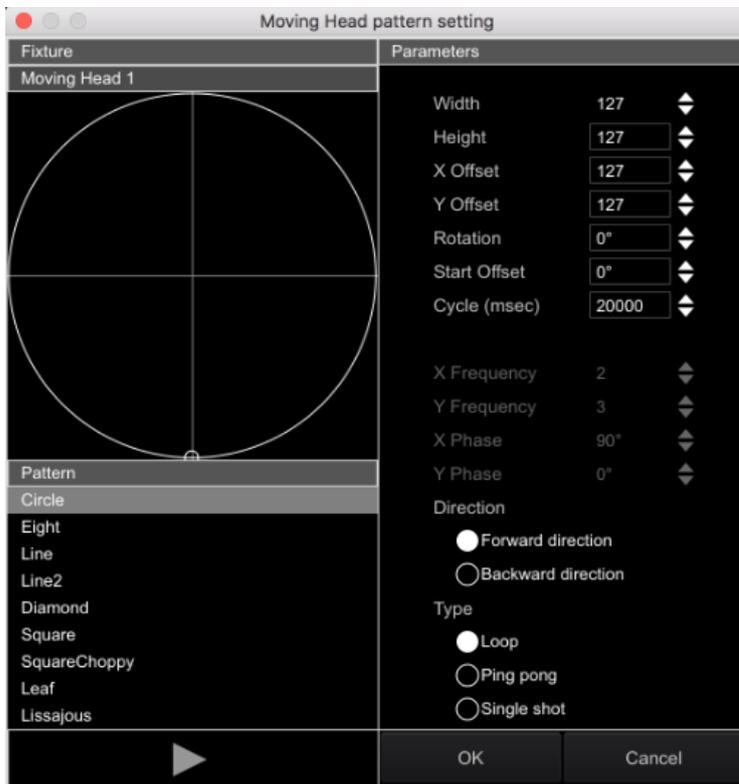
5.9.5 Setting moving head pattern

1. Select the area you want to set the pattern of the moving head with the mouse and right click or click  to show the drop-down menu.

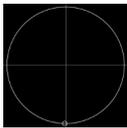


2. Click [Pattern].

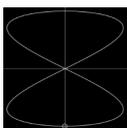
The dialog for moving head pattern settings appears.



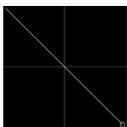
• Pattern: Select the moving head pattern from below 9 patterns.



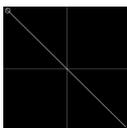
: Circle



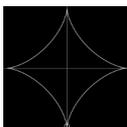
: Eight



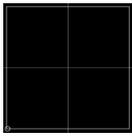
: Line



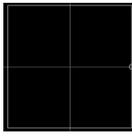
: Line2



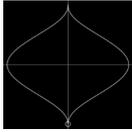
: Diamond



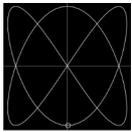
: Square



: SquareChoppy



: Leaf

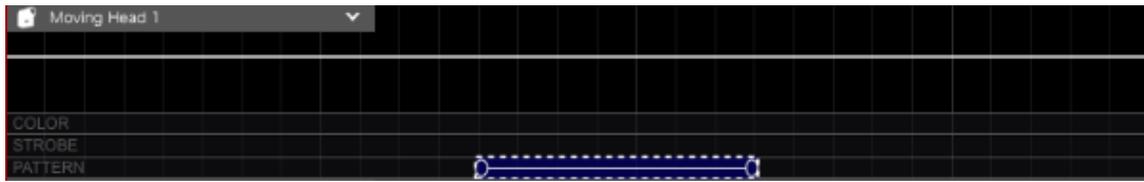


: Lissajous

Parameters

- Width: Adjusts the width of the selected pattern.
- Hight: Adjusts the height of the selected pattern.
- X Offset: Adjusts the panning position of the selected pattern.
- Y Offset: Adjusts the tilting position of the selected pattern.
- Rotation: Adjusts the rotational position of the selected pattern.
- Start Offset: Adjusts the start position of the selected pattern.
- Cycle (msec): Adjusts the cycle of the selected pattern.
- X Frequency: Adjusts the frequency in a panning direction of the Lissajous.
- Y Frequency: Adjust the frequency in a tilting direction of the Lissajous.
- X Phase: Adjusts the phase in a panning direction of Lissajous.
- Y Phase: Adjusts the phase in a tilting direction of Lissajous.
- Forward: Moves the selected pattern forward.
- Backward: Moves the selected pattern backward.
- Loop: Repeats the selected pattern in the same way.
- Ping pong: Repeats the selected pattern while reversing direction every time.
- Single shot: Moves the selected pattern only one time.
-  : Check the selected pattern with the actual moving heads

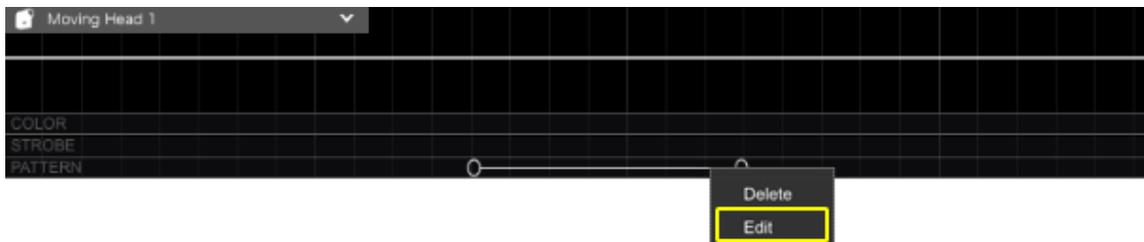
3. Select a pattern and parameters in the dialog above and click OK.
The moving head pattern has been set at the selected area.



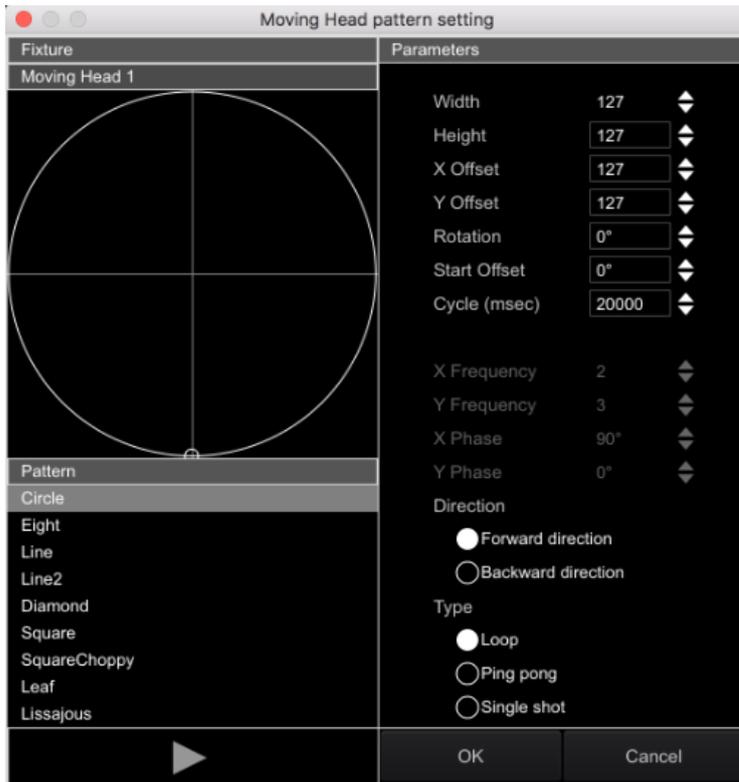
* Copying, adjusting length, and deleting are the same as described in color settings.
Please refer to *5.9.2 Color settings*.

- Edit moving head pattern

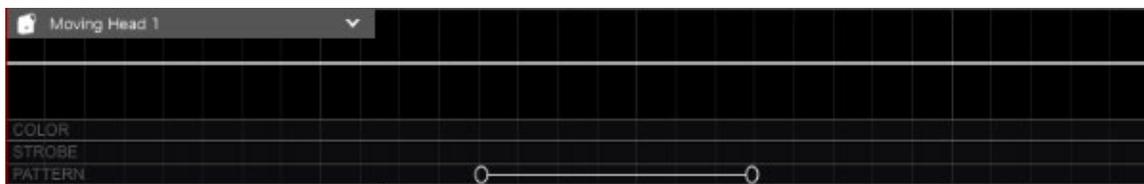
- 1 Right-click the moving head pattern you want to edit to show the drop-down menu.



- 2 Click [edit].
The dialog for moving head pattern settings appears.

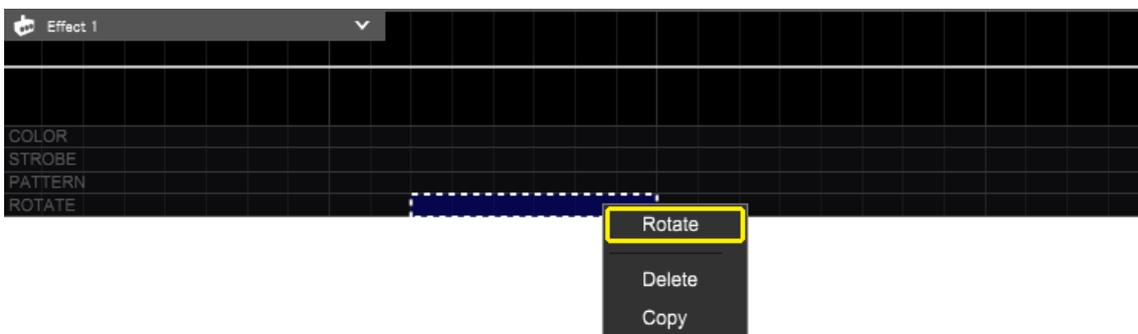


- 3 In the dialog above, select a pattern and parameters and click OK.
The selected moving head pattern has been edited.

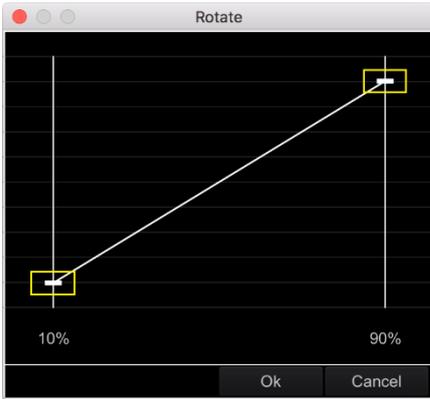


5.9.6 Setting rotate

- 1 Select the area you want to set the rotate with the mouse and right-click or click  to show the drop-down menu.

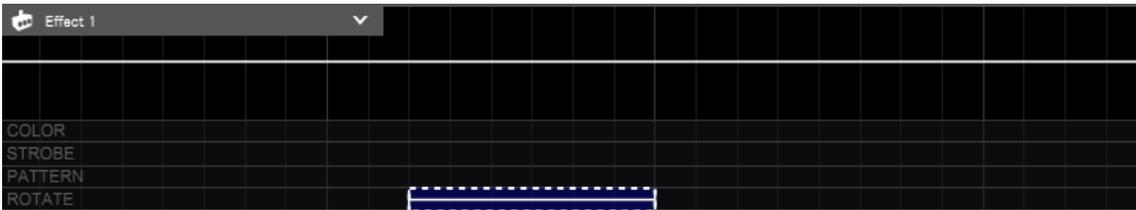


- 2 Click [Rotate] to show the dialog for the rotate settings.



- 3 In the dialog above, select the start point (left side) and end point (right side) to set how much you want to rotate, and click OK.

The rotate is set to the selected area.



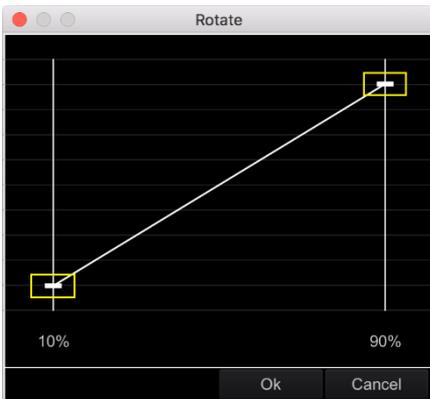
* You can copy, adjust length, and delete the rotate settings in the same way as described in the color settings. Please refer to [5.9.2 Color settings](#).

-Edit strobos

- 4 Click the rotate you want to edit with the mouse and right-click to show the dropdown menu.



5 Click [Edit].



The dialog for rotate settings is shown.

6 In the dialog above, select the start point (left side) and end point (right side) to set how much you want to rotate, and click OK.

The selected rotate has been edited.



6 Part names

6.1 Global section



You can select EXPORT/PERFORMANCE/LIGHTING mode.

6.2 Fixture Library screen

This screen is for fixture assignment and settings.



Click **Fixture Library** to show the screen below.



[1] Venue area

You can add venues, change names (by double-clicking the tab) or delete them.

* You can assign different fixtures per venue.

[2] Fixture assignment area

You can assign your fixture to an address on DMX.

[3] Category selection area

You can select the category of fixtures assigned to rekordbox.

[4] Fixture library version number display area

The version number of the fixture library is displayed with a 4-digit number.

[5] Fixture manufacturer display area

Fixture manufacturers are displayed in an alphabetical order.

[6] Search Window

You can search fixtures in the fixture library by manufacturer or fixture name.

[7] Request button to add fixtures to the fixture library

You can request addition of your fixtures to the fixture library if your fixture is not in the library.

[8] Button to check fixture library update

You can ask the server if the fixture library is updated.

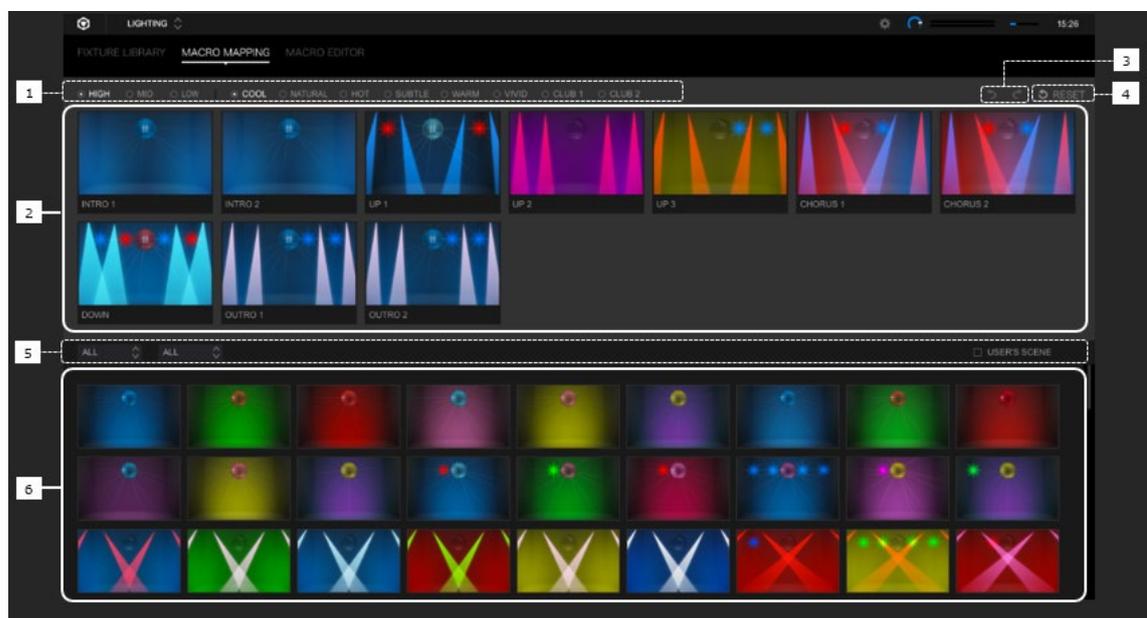
[9] Fixture display area

Fixture names are displayed in an alphabetical order.

6.3 Macro Mapping screen

You can change relations between scenes and phrases.

Click    to display the screen below.



[1] Mood/Bank selection area

You can select mood and bank of scenes displayed in scene assignment area [2].

Mood: High/Mid/Low

Bank: COOL/NATURAL/HOT/SUBTLE/WARM/VIVID/CLUB 1/CLUB 2

[2] Scene assignment area

Scenes related to each phrase are shown in thumbnail format.

You can change relation between each phrase and scene by dragging & dropping a scene shown in scene display area [6].

[3] Undo/Redo button

Undo : You can cancel the last action

Redo : You can do an action again after you've undone the action (reverse the undo).

[4] Reset button

You can reset all the relations between phrases and scenes.

[5] Scene filter

You can filter scenes displayed in scene display area [6] by following filters.

Mood: ALL/HIGH/MID/LOW

Bank: ALL/COOL/NATURAL/HOT/SUBTLE/WARM/VIVID/CLUB 1/CLUB 2

When you tick [USER'S SCENE], only scenes created by the user will be displayed.

* To tick [USER'S SCENE], select [ALL] in mood and bank drop-down menu.

[6] Scene display area

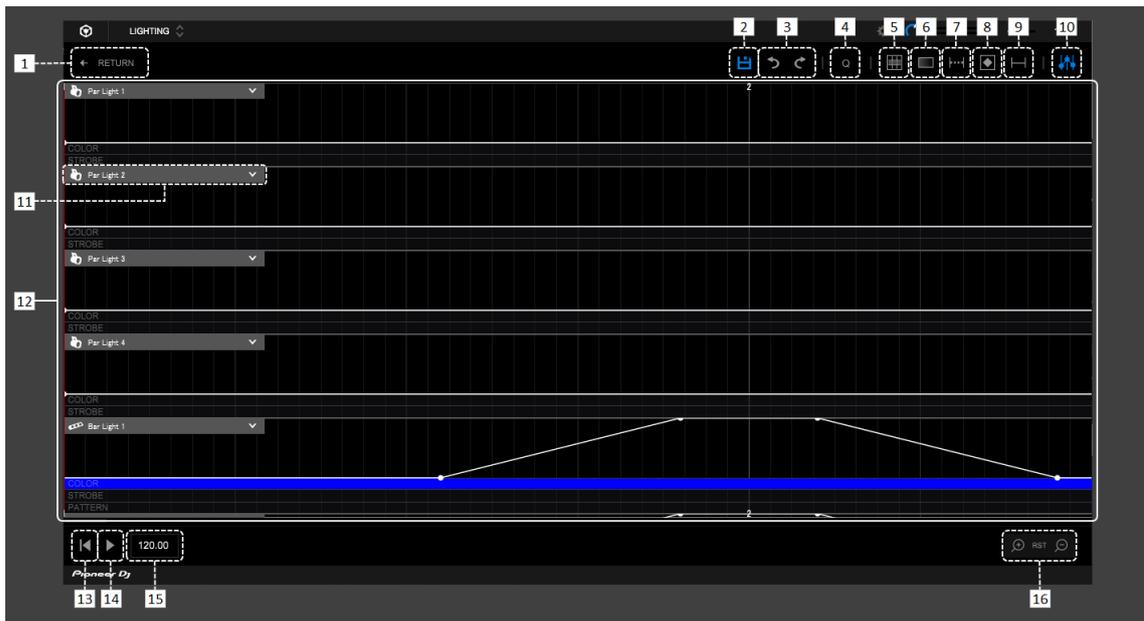
Scenes are shown in thumbnail format.

6.4 Scene editor screen

You can create and edit scenes. Please refer to below sections to show this screen.

5.4 Create a new scene (LIGHTING mode)

5.5 Edit scenes (LIGHTING mode)



[1] RETURN button

You can finish editing work and go back to the macro mapping screen.

[2] SAVE button

You can save the edited scene.

[3] Undo/Redo button

Undo : You can cancel the last action

Redo : You can do an action again after you've undone the action (reverse the undo).

[4] Collective quantize button

You can move existing anchors to the nearest grid position.

*It applies only to the anchor selected with the mouse.

[5] Color setting button

The dialog for color settings is shown.

[6] Color transition setting button

The dialog for color transition settings is shown.

[7] Strobe setting button

The dialog for strobe settings is shown.

[8] Moving head setting button

The dialog for moving head settings is shown.

[9] Rotate setting button

The dialog for the rotate settings is shown.

[10] Anchor quantize button

When you click this button, anchors are set only on grid position.

[11] Fixture information display area

The names and addresses of fixtures are displayed. You can display/hide per fixture

by clicking .

[12] Edit area

You can edit scenes.

[13] Button to return to the top of the scenes

The position returns to the top of the scenes.

[14] Play/pause button

Play scenes with BPM set by [15] BPM input box.

[15] BPM input box

You can enter BPM value to play scenes

* This value is valid only for this scene editor.

[16] Zoom in/out or reset button

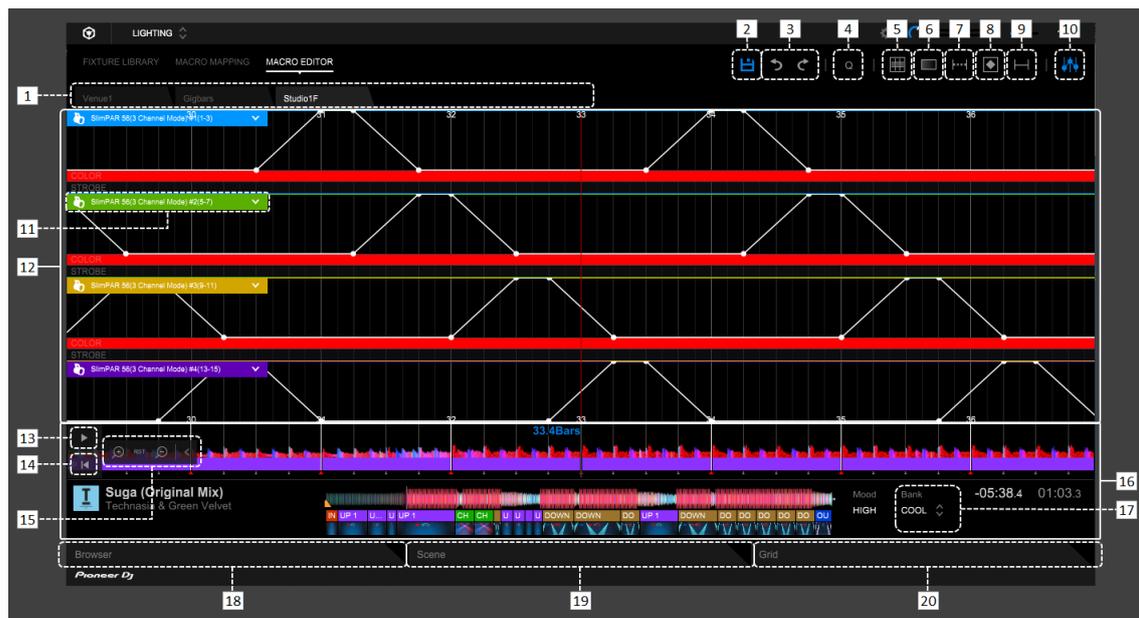
Click  to zoom in/out the edit area.

Click  to reset the zoom.

6.5 Macro editor screen

You can intuitively edit scenes matching the flow of the music.

Click  to display the screen.



[1] Venue selection area

You can select a venue you want to edit its macro.

[2] Save button

You can save edited macro per venue.

[3] Undo/Redo button

Undo : You can cancel the last action

Redo : You can do an action again after you've undone the action (reverse the undo).

[4] Collective quantize button

You can move existing anchors to the nearest grid position.

*It applies only to the anchor selected with the mouse.

[5] Color setting button

The dialog for color settings is shown.

[6] Color transition setting button

The dialog for color transition settings is shown.

[7] Strobe setting button

The dialog for strobe settings is shown.

[8] Moving head setting button

The dialog for moving head settings is shown.

[9] Rotate setting button

The dialog for the rotate settings is shown.

[10] Anchor quantize button

When you click this button, anchors are set only on grid position.

[11] Fixture information display area

The names and addresses of fixtures are displayed. You can display/hide per fixture

by clicking .

[12] Edit area

You can edit macro.

[13] Play/pause button

Play macro with a track.

[14] Button to return to the beginning of the track

The position returns to the beginning of the track.

[15] Zoom in/out or reset button

Click  to zoom in/out the edit area.

Click **RST** to reset the zoom.

[16] Track display area

You can open the browser by clicking browser tab [18] and load a track.

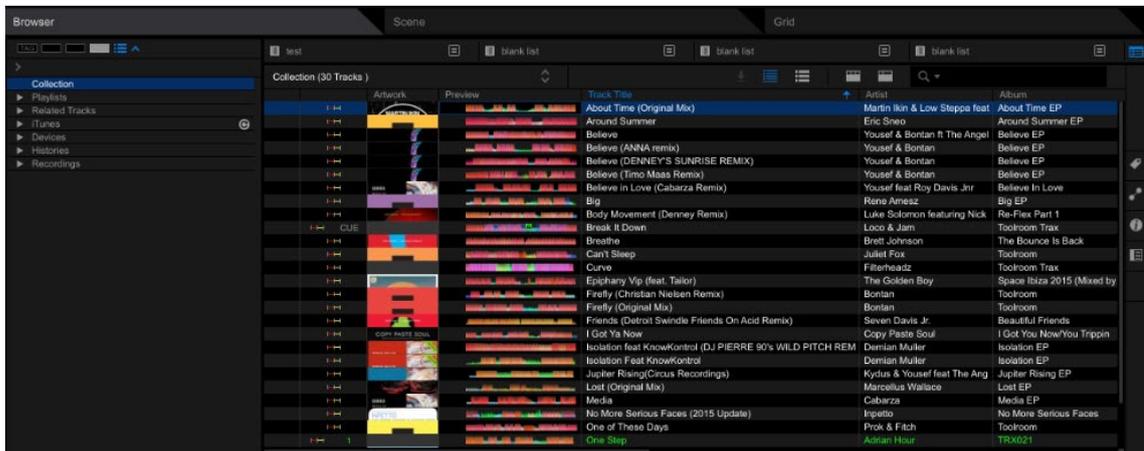
[17] Bank selection drop-down menu

You can select macro's banc from the drop-down menu per a track:

COOL/NATURAL/HOT/SUBTLE/WARM/VIVID/CLUB 1/CLUB 2.

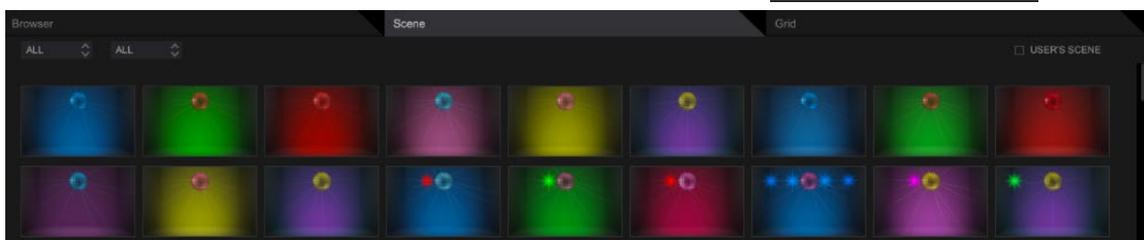
[18] Browser tab

You can open the browser and load a track to track display area [16].



[19] Scene tab

You can change relation of scene per phrase displayed in track display area [16].



[20] Grid tab

You can edit grid and phrases of tracks displayed in track display area [16].



For details on grid edit, go to rekordbox.com> [Support] > [Manual] and see rekordbox Operating Instructions.

For details on phrase edit, go to rekordbox.com> [Support] > [Manual] and see PHRASE EDIT Operation Guide.

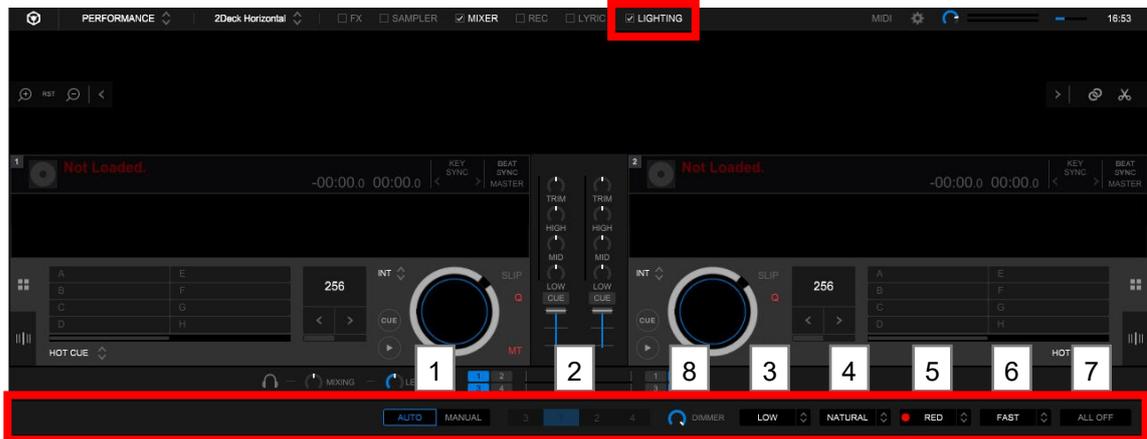
7 Preferences

1. In PERFORMANCE mode, open [Preferences] > [Lighting] and you can select the following settings.
 - Enable Lighting Function:
If you untick this, you cannot use LIGHTING mode. Macro will not work as well.
 - Lighting Thumbnail display setting:
If you untick [Display lighting thumbnail on decks], lighting thumbnail on deck1 or deck 2 will not be displayed.
 - Setting of Venue to play Macro:
Select a venue to play macro.
 - Delay Compensation for Lighting:
You can set delay compensation value from -500 msec to +500 msec to sync audio and lighting.
 - Setting of playing Macro:
If you untick [Play Macro even no music on the floor], macro will not be played when music is not on-air.
2. In LIGHTING mode, open [Preferences] > [Lighting] and you can select the following settings.
 - Setting of Value to play Macro:
Select a venue to play macro.
 - Delay Compensation for Lighting:
You can set delay compensation value from -500 msec to +500 msec to sync audio and lighting.
 - Reset all Scenes data :
When you click this, all scenes data will be reset.

*Scenes newly created by the user or saved under a different name are not reset.

8 Using an external mixer

When using an external mixer, you can open the Lighting panel and select the deck to control the lighting.



[1] AUTO/MANUAL button

When the mixer mode is external, it is forced to be [MANUAL] and [AUTO] cannot be selected.

When [MANUAL] is selected, you can use [2] DECK select button.

When [AUTO] is selected, you can't use [2] DECK select button.

You can check the mixer mode at [Preferences] > [Audio] > [Mixer Mode].

[2] DECK select button

[DECK1]: Click [1] to select DECK1 for lighting performance.

[DECK2]: Click [2] to select DECK2 for lighting performance.

[DECK3]: Click [3] to select DECK3 for lighting performance.

[DECK4]: Click [4] to select DECK4 for lighting performance.

[3] Mood

Select [HIGH], [MID] or [LOW] for the mood of the lighting that is being performed.

[4] Bank

Select [COOL], [NATURAL], [HOT], [SUBTLE], [WARM], [VIVID], [CLUB1] or [CLUB2] for the bank of the lighting that is being performed.

[5] Color

Select [RED], [GREEN], [BLUE], [MAGENTA], [YELLOW], [CYAN] or [WHITE] for the color of the lighting that is being performed.

[6] Strobe

Select [fast], [normal], [slow] or [off] for strobe of all lights.

[7] ALL OFF

When it is selected, all lights being performed are turned off.

[8] DIMMER

Use DIMMER to adjust brightness on the Lighting panel.

You can control items in the Lighting panel via MIDI LEARN, PAD EDITOR or keyboard shortcut feature.

*To learn more about MIDI LEARN, please go to rekordbox.com > [Support] > [Manual] and refer to MIDI LEARN Operation Guide.

* To learn more about PAD EDITOR, please go to rekordbox.com > [Support] > [Manual] and refer to Pad Editor Operation Guide.

* To learn more about keyboard shortcut feature, please go to rekordbox.com > [Support] > [Manual] and refer to Default keyboard shortcut references.

9 Online support site

Before making inquiries on rekordbox operating procedures or technical issues, read rekordbox Operating Instructions and check the FAQs provided on rekordbox.com.

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