AlphaTheta

Instruction Manual

rekordbox

About this manual

Be sure to read this manual before using. This manual includes important information that you must understand before using rekordbox.

- In this manual, name of buttons and menus displayed on rekordbox are indicated with brackets. (e.g. [BPM], [Collection] window)
- Please note that depending on the operating system version, web browser settings, etc., operation may differ from the procedures described in this manual.
- Please note that the language on the rekordbox screen described in this manual may differ from the language on your screens.
- This manual describes functions and operations for rekordbox ver. 7.0 or later. If you use rekordbox earlier than version 7.0, please download the suitable manual from the FAQ on the rekordbox website.
- For details about preparations for using rekordbox, such as installing rekordbox, creating an account, signing up for a subscription plan, and creating library files, refer to "rekordbox Introduction" on the rekordbox website.
- Please note that the specification, design, etc. of rekordbox may be modified without notice and may differ from the descriptions in this manual.

The contents of this manual are as follows:

"[Collection]" (page 7)
This explains how to import music files and how to create playlists to be used for DJ performances.

"EXPORT mode" (page 60)
This explains how to operate the EXPORT mode.

"PERFORMANCE mode" (page 121)
This explains how to operate the PERFORMANCE mode.
Depending on your subscription plan, some functions may not be available.

"Others" (page 222)
This has notes and disclaimers on using rekordbox, and legal information such as the software license agreement.

How to use this manual

Refer to this manual in the following situations:

When exporting music files to a device for DJ performances with CDJ/XDJ series, etc., or using the PRO DJ LINK feature with DJ equipment connected via LAN for DJ performances

See "EXPORT mode" (page 60).

When using DJ application features for DJ performances with a DJ controller or CDJ/XDJ series, etc.

See "PERFORMANCE mode" (page 121).

When using the following functions

Refer to each Operation Guide on the rekordbox website. Please note that the screen, specifications, etc. may differ from the descriptions in some manuals.
rekordbox.com/en/download/#manual

- video
- DVS
- MIDI LEARN
- Pad Editor
- PHRASE EDIT
- LIGHTING mode
- EDIT mode
- Cloud Library Sync
- CloudDirectPlay
- Device library backup

The following usage guides are also available.

- Default keyboard shortcut
- Connection for PERFORMANCE mode
- Music files from a streaming service
- PRO DJ LINK setup

When you want information on a specific topic or feature

Use the search feature in PDF to see what you want to know.

Contents

Introduction

rekordbox is a composite software that manages music files and DJ performance. With this music management software, you can manage music files in computers and mobile devices (this includes analysis, changing settings, creating files, and saving playback histories). It allows you to produce great DJ performances by combining music files managed by rekordbox and DJ equipment.
Depending on your subscription plan, some functions may not be available. For details on subscription plan, refer to the rekordbox website.

[INFO] window

Click in the upper-right of the screen. The [INFO] window will be displayed to show information about rekordbox ([INFORMATION]) and notifications ([NOTIFICATION]) in rekordbox.
For more details, refer to "rekordbox Introduction" on the rekordbox website.

[Collection]

[Collection] is a list of all tracks organized by rekordbox.

Tracks will be analyzed and added (imported) to [Collection] for use.

If you use rekordbox version 5 or earlier, you need to convert the library in the [Collection] to be imported. For details, refer to "rekordbox Introduction" on the rekordbox website.

Depending on your subscription plan, tracks can be added from not only your computer, but also a streaming service (PERFORMANCE mode) and Cloud Library Sync. For details, refer to "Streaming Service Usage Guide" and "Cloud Library Sync Operation Guide" on the rekordbox website.

About the [Collection] window
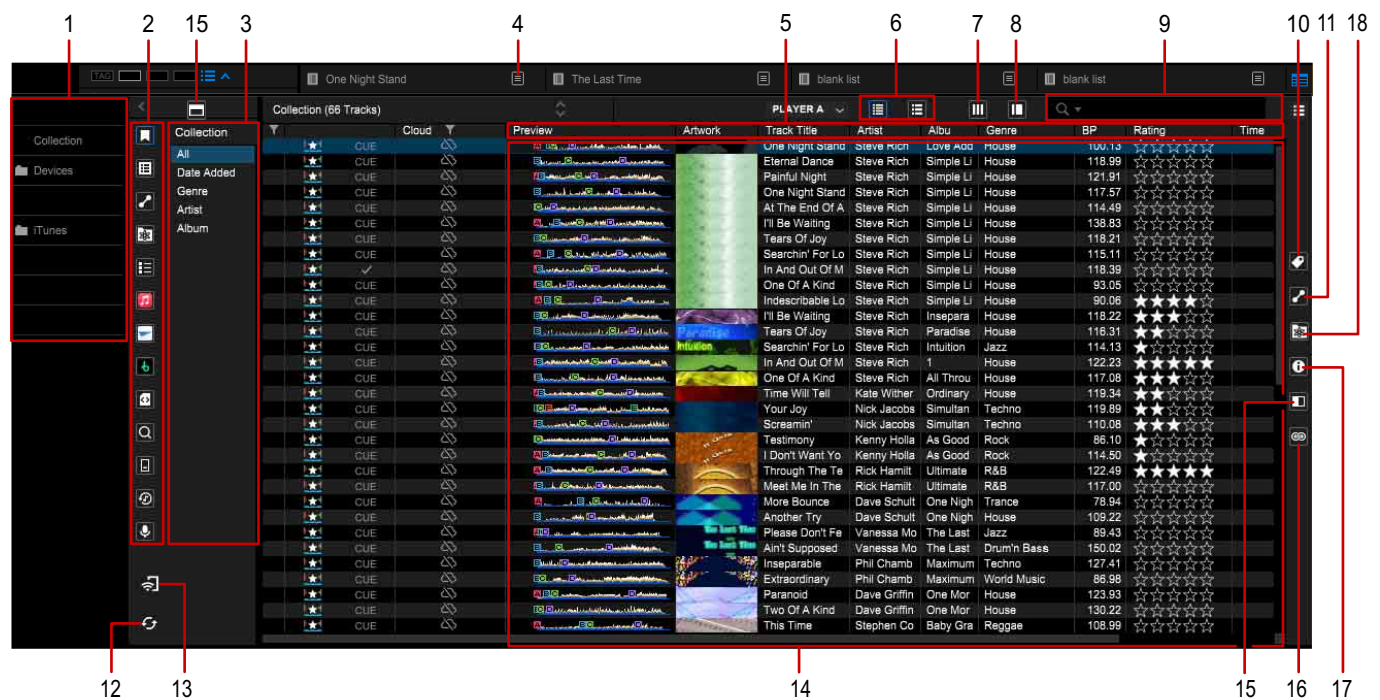
1. Shortcuts (page 10)

2. Media Browser

3. Tree View

4. Menu

5. Column (page 9)

6. Artwork (page 26)

7. Category filter (page 29)

8. Track filter (page 31)

9. Search filter (page 28)

10. My Tag configuration window (page 30)

11. RELATED TRACKS window (page 32)

12. SYNC MANAGER (EXPORT mode) (page 49)

13. SEARCH MOBILE (page 59)

14. Track List (page 13)

15. Sub Browser (page 12)

16. Automix window (PERFORMANCE mode) (page 166)

17. Track information window (page 25)

18. Track Suggestion window (page 35)

Changing columns shown in the track list and their ordering

For the columns shown on the upper side of the track list, you can customize the column display. Also, after selecting a column, the order of the columns in the track list will be changed.

1 Right-click the column on the header.
The column list is displayed.
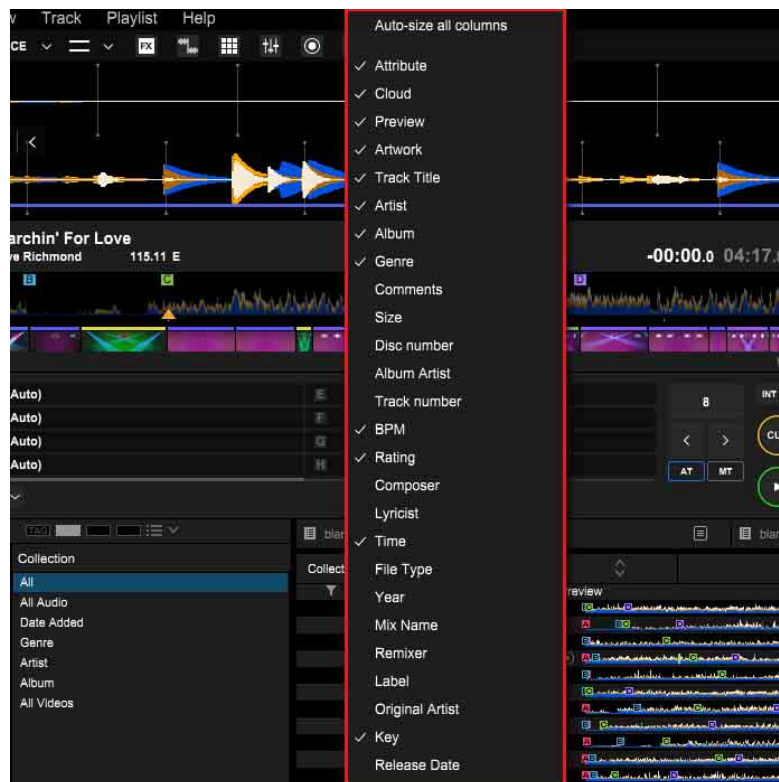
2 Click the column to display on the header.
The header is changed.

3 Drag and drop the column on the header to move to the left or right.
The order of columns is changed.

Creating a shortcut

Shortcuts can be created for a folder or playlist in the tree view. Click a shortcut to select a folder or playlist.

• Up to 8 shortcuts can be created.

1   Click ▶ in the upper of the [Media Browser] window.
    The shortcut window is displayed.
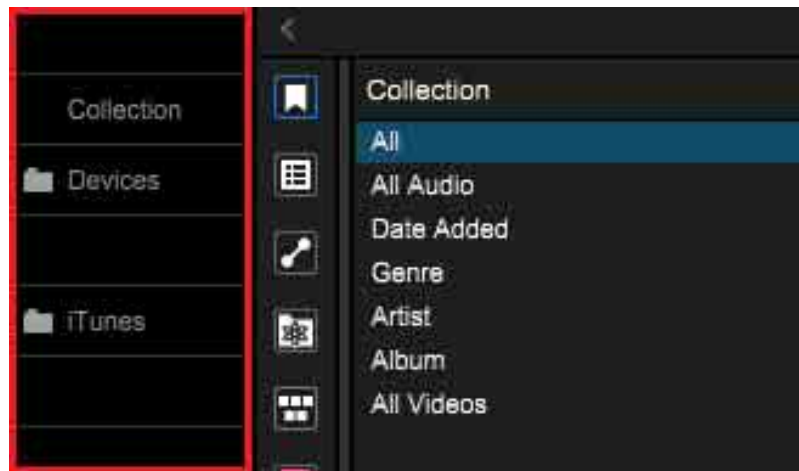
2   Drag and drop the menu such as a folder or playlist to the empty field in the shortcut window.
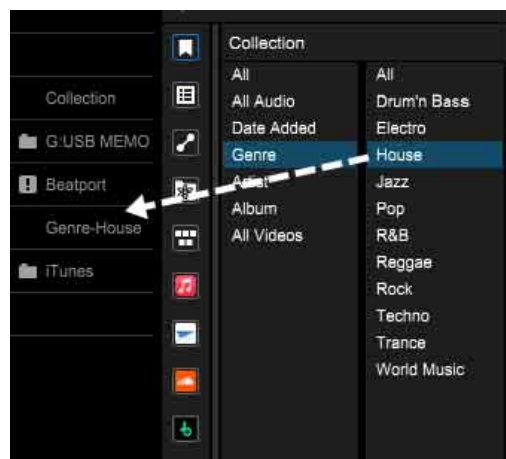
The shortcut for the folder, playlist, etc. is created.
If you drag and drop the folder, playlist, etc. to an existing shortcut, the shortcut is overwritten.

3   Click the shortcut you have just created.
    The folder, playlist, etc. registered as the shortcut is selected and highlighted.

▌To delete a shortcut

Right-click the shortcut, and then select [Delete Shortcut]. (When a shortcut is deleted, its corresponding folder, playlist, etc. is not deleted.)

Hint

- Drag and drop the shortcut upward or downward to change its position.
- Drag and drop a track to the playlist shortcut to add the track to the playlist (page 39).

11

Displaying Sub Browser

In the browser area to show [Collection], playlists, etc., you can display sub browser as another browser.

In sub browser, you can drag and drop a track, playlist, etc. easily. To open sub browser, click ⬛ on the right of the browser window or ▭ on the upper of the [Media Browser] window.
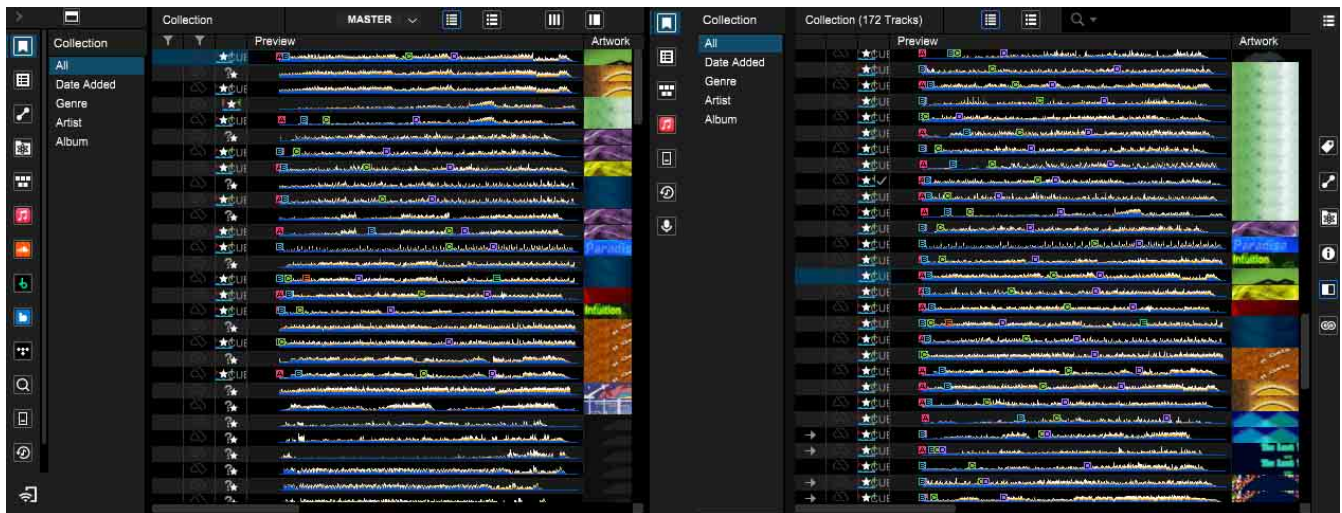
To close sub browser, click ⬛ or ▭ again.

12

Adding a track

To use music files saved on the computer, add them to [Collection]. Also, you can use a library saved in the rekordbox xml format or a library in another music applications.
Tracks can also be added from streaming, cloud, and mobile devices.
In the PERFORMANCE mode, video files can be added as well. For details, refer to "rekordbox video Operation Guide" on the rekordbox website.

1   Click [Collection] in the [Media Browser].
    The list of files in [Collection] is displayed as a track list.
    When [All Audio] and [All Videos] are in the tree view, click [All Audio] to display only music files or click [All Videos] to display only video files. Make sure the [Enable Video Function] checkbox is checked to display [All Audio] and [All Videos]. Open the [Preferences] window > [Extensions] category > [Video] tab, and then turn off [Enable Video Function].

2   Open the Finder or Windows Explorer, and then drag and drop files or folders to the track list.
    Tracks are added to [Collection], and their tag information is loaded and displayed.

Hint

• When tracks in [Collection] are displayed in the track list, right-click the column and make sure that [Attribute] is selected. With [Attribute] selected, you can click ▼ to display only tracks which meet the conditions selected in respective category.
• You can search for tracks by using [Date Added], [Genre], [Artist], and [Album]. For details, see "Using Collection Filter" (page 27).

Note

• When a WAVE file is added to [Collection], its tag information may not be displayed. Displayable tag information of music files are ID3 tag (v1, v1.1, v2.2.0, v2.3.0, and v2.4.0) of MP3 and AIFF files, the meta tag of M4A files, RIFF INFO of WAVE files, and Vorbis Comment of FLAC files.
• Depending on your subscription plan and DJ equipment connected to your computer, some functions may not be available. For details on subscription plan, refer to the rekordbox website.

Analysis of music files

For settings on analysis, see page 230.

- There are three modes of this analysis, [Normal], [Dynamic] and [Auto]. If you select [Normal], specify the BPM range to be analyzed. The [Auto] mode is available only when [Use high precision BeatGrid analysis] is on.

- When the [Preferences] window > [Analysis] category > [Track Analysis] tab > [Auto Analysis] is set to [Enable], analysis of the music file starts after adding the file to [Collection]. The progress status is displayed on the left of the music file name. If [Auto Analysis] is set to [Disable], select a track to be analyzed, and then select [Analyze Track] by clicking [Track] menu or right-clicking the track (page 93). In addition, you can analyze a track which has already been analyzed. When analysis is completed, the waveform information is displayed on [Preview] of the browser panel (page 79) (page 143).

- To specify the information to be analyzed, open the [Preferences] window > [Analysis] category > [Track Analysis] tab > [Track Analysis Setting], and select [BPM / Grid], [KEY], [Phrase] and [Vocal].

- Cues are automatically set at the first beat of each track, and saved. Open the [Preferences] window > [Analysis] category > [CUE Analysis] tab, and check the [Set to 1.1Bars] checkbox of [CUE Setting]. Cues are set automatically when importing and re-analyzing.

- Setting the [Use high precision BeatGrid analysis] to on will result in slower analysis times, but more accurate analysis results compared to when it is set to off.

Hint

- [?] may appear for tracks analyzed by older version of rekordbox. This means information of the track is insufficient or old. Right-click the track, and then select [Add New Analysis Data] to update the information. [?] then disappears.

Adding files or folders

1   Select [Import] from the [File] menu on the upper screen.

2   Select [Import Track] to select a music file, or [Import Folder] to select a folder.

3   Select a music file or folder.
A track is added to [Collection], then its tag information is loaded and displayed. If Auto Analysis is turned on, analysis starts.

Using the iTunes library

If iTunes is installed on your computer and the iTunes library XML is shared with other applications, the iTunes library can be used with rekordbox.
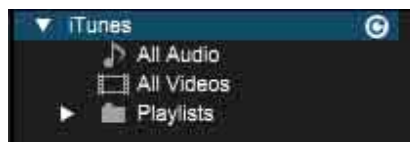
: Update the iTunes library for its latest status.

Note

• For macOS Catalina and later, iTunes service is not available. This section is for customers who use iTunes on an operating system other than macOS Catalina and later, including Windows. For instructions on importing a library from the Apple Music app, see page 16.

If the iTunes library is not displayed

Set up the following.

1   Check the [Share iTunes Library XML with other applications] checkbox of [Advanced Preferences] in iTunes.

2   Restart iTunes and rekordbox.

3   On rekordbox, click , open the [Preferences] window > [View] category > [Layout] tab, and check the [iTunes] checkbox of [Media Browser].

4   On rekordbox, click , open the [Preferences] window > [Advanced] category > [Database] tab, and set up [iTunes Library File] in [iTunes].

To add a track from the iTunes library

Music files can be added to rekordbox from the iTunes library.

1   Select [iTunes] in [Media Browser], double-click [iTunes] in the tree view, and then click [All Audio].
iTunes music files are displayed in the track list.

2   Open sub browser, drag and drop an iTunes music file from the track list to [Collection] of the sub browser.

Hint

• In the [iTunes] track list, ⬛ is shown on the track added to [Collection]. Also, waveforms, artworks, BPM, and keys analyzed by rekordbox are shown. For Auto Analysis, see "Analysis of music files" (page 14).

• To import a playlist from the iTunes library, see "Importing a playlist from iTunes" (page 45).

To update information of the iTunes library

Right-click the track, and then select [Get info from iTunes]. The iTunes library information is updated.

Hint

• When the iTunes library information is updated, all information which has been changed in the [Information] window is replaced (page 45).

Using the Apple Music app

On the Apple Music app, you can create a library XML to be imported into rekordbox.

1   In Music, click [File] > [Library] > [Export Library...].

2   Enter the information of the library XML you are creating, and then click [Save].

3   Click ⬛, open the [Preferences] window > [Advanced] category > [Database] tab > [iTunes], and then click the [Browse] button in [iTunes Library File].

4   Select the library XML you created.
Tracks and playlists from Music will be displayed in [iTunes] in the tree view.

Using Inflyte

Tracks downloaded from Inflyte can be added as rekordbox tracks. Also, when Automatic Sync is on, all tracks will be imported to Dropbox automatically.
⊙: Update the track list of Inflyte for its latest status.

If [Inflyte] is not displayed in [Media Browser].
Configure the following setting.

- Click ⚙, open the [Preferences] window > [View] category > [Layout] tab, and check the [Inflyte] checkbox of [Media Browser].

To add tracks from Inflyte

1   Select [Inflyte] in [Media Browser], click [Log In] of [Inflyte] in the tree view.

2   Enter your Inflyte login information, and then click [SIGN IN].
   Your web browser will launch to download the track list of [Promo Locker].
   The following icons will be displayed in the [Download] column in the track list of [Promo Locker].

   - ❤ : tracks set as Favorite in Inflyte
   - Synced : tracks downloaded to [Downloaded] using Automatic Sync
   - ⬇ wav aif mp3 : tracks you can download

Hint

- To set the location to store tracks, open the [Preferences] window > [Advanced] category > [Others] tab > [Inflyte].

To log out

Right-click [Inflyte] in the tree view, and then select [Log out].

Using a folder or tracks on the computer or USB storage devices

You can upload a folder or tracks from the computer to [Collection].

1   Click [Explorer] in [Media Browser].
    Folders on the computer are displayed in the tree view.

2   Select a folder in [Explorer].
    Tracks in the folder are displayed in a track list.

Note
• If [Explorer] is not displayed in Step 1, click ⚙, open the [Preferences] window > [View] category > [Layout] tab, and check the [Explorer] checkbox of [Media Browser].

To add a file from the computer

1   Select a folder in [Explorer].
    Tracks in the folder are displayed in a track list.

2   Open sub browser, and then drag and drop a track from the track list to [Collection] of the sub browser.

Hint
• In the track list of [Explorer], the track added to [Collection] is displayed with ⚙. The waveform, artwork, and analysis information such as BPM, key by rekordbox are also displayed. For Auto Analysis, see "Analysis of music files" (page 14).
• Folders in the computer or USB storage devices can be used as a playlist. For details, see "Using a folder in the computer or USB storage devices" (page 45).

Using rekordbox xml

After importing files in the rekordbox xml format, they are displayed in the rekordbox xml library.

⟳: Update the rekordbox xml library for its latest status.

If the rekordbox xml library is not displayed

Set up the following.

- Click ⚙, open the [Preferences] window > [View] category > [Layout] tab, and check the [rekordbox xml] checkbox of [Media Browser].
- Click ⚙, open the [Preferences] window > [Advanced] category > [Database] tab, and set up [Imported Library] in [rekordbox xml].

To add a track from the rekordbox xml library

Music files can be added to rekordbox from the rekordbox xml library.

1 Select [rekordbox xml] in [Media Browser], double-click [rekordbox xml] in the tree view, and then click [All Tracks].
rekordbox xml music files are displayed in the track list.

2 Drag and drop the music file in the track list to [Collection].

Hint
- To import a playlist from the rekordbox xml library, see "Importing from rekordbox xml" (page 45).

Using [Histories]

Select [Histories] in [Media Browser] to display a list of tracks which can be played for 1 minute or more in the PERFORMANCE mode or LINK EXPORT as a history.

- PERFORMANCE mode: [HISTORY yyyy-mm-dd]
- LINK EXPORT: [LINK HISTORY yyyy-mm-dd]

Right-click a history to copy to the playlist, or to store files.

Removing a track from [Collection]

When a track is removed from [Collection], the music file is not deleted from the computer.

1 Select a track to be removed in [Collection].

2 Press the [Delete] key on the computer keyboard.

3 Click [OK].
The music file is removed from [Collection].

Hint

- A track can be also removed by right-clicking the track and selecting [Remove from Collection].
- You can choose to just remove a track in Inflyte from [Collection], or completely delete the file from the computer.

Management

Saving data using the backup function

Regularly backing-up is recommended to prevent data from being lost due to computer failure or other disasters.
Data in rekordbox such as [Collection], playlists, analysis data and music files can be backed up. The backup function can also be used for migrating data from the current computer to a new one. Data backed up for Mac can be restored in Windows and vice versa.

Note
- If a lot of music files exist in [Collection], it may take a long time to back them up, depending on the computer's performance.

1   Click [Library] from the [File] menu on the upper screen, and then click [Backup Library].

2   Click [OK].
    [Do you want to back up music files as well?] is displayed.

3   Select [Yes] or [No].
    Backing up your music files is recommended when you migrate data from your current computer to a new one. Music files are backed up in the [rekordbox_bak] folder, to be restored in the same path as specified in the backed up files.

4   Specify a path to store the backup data, and then click [Save].
    The backup starts.
    Once the backup is completed, [Collection was backed up.] is shown.

5   Click [OK].

21

Using the Restore function

Your data is replaced with the backed up data.

Note
- If the backup data consists a lot of music files, it may take a long time to restore them, depending on the computer's performance.

1   Click [Library] from the [File] menu on the upper screen, and then click [Restore Library].

2   Click [OK].

3   Select the backup data (.zip or .edb), and then click [Open].
Replacement of the present data with the backup data starts.
Once the process is completed, [Collection was restored.] is shown.

4   Click [OK].

Hint
- You can replace the present data with the backup data in .edb files from old rekordbox versions.
- To restore data with music files, the backup music files (rekordbox_bak folder) must be placed at the same path as the backup data.

Updating the file paths of missing music files

rekordbox manages information on where music files are stored (file paths). If file and folder names are changed or if files or folders are moved or deleted, it may no longer be possible to play the music file. ([!] is displayed to the left of missing music files.) rekordbox can find missing files and relocate their directories automatically.

Relocate automatically

1 Open the [Preferences] window > [Advanced] category > [Database] tab > [Auto Relocate Search Folders], and select file types ([Music] and/or [Video]).

2 Click the [User specified folders] checkbox, click [Add], and then select the directory folder and drive containing the files.
Click [Add] again to select multiple folders.
To search in desktop, select [Desktop].
To delete the set folders, display the folder you want to delete, and then click [Del].

3 Click [File] on the upper screen, and select [Display All Missing Files].
A list of all missing files is displayed.

4 Click [Auto Relocate].
The files are deleted from the list after all relocating is completed.
If file cannot be detected because it has been deleted from your computer, it remains on the list. In that case, click [Delete] to remove it from [Collection].

Hint
• Right-click on the track or video marked with [!] in [Collection], and select [Auto Relocate] to automatically relocate it. Also, you can select multiple tracks and videos to automatically relocate at the same time. You can also select [Auto Relocate] from the [Track] menu on the upper-left of the screen.

Relocate manually

1 Click [File] on the upper screen, and select [Display All Missing Files].
This displays a list of all missing files.

2 Select a track to modify its file path, and click [Relocate].

3 Go to the folder containing the music file, select the file name, and click [Open].
The file path is modified.

Hint

• You can also modify the file path by right-clicking a track or video marked with [!] in [Collection] and selecting [Relocate].
• You can select multiple tracks at once when using [Relocate]. Doing this will automatically relocate all selected tracks to the file path of the first track to be relocated.

Note

• Be careful not to select the wrong file when selecting the new file path for [Relocate].

Editing track information

You can edit track information, add an artwork image, and reload updated tag information.

1   Click [Collection] in [Media Browser].
    Tracks in [Collection] are displayed in the track list.

2   Select a track to be edited, and then click 🛈.
    The track information window is displayed on the right side of the track list.

3   Click the [Info] tab.
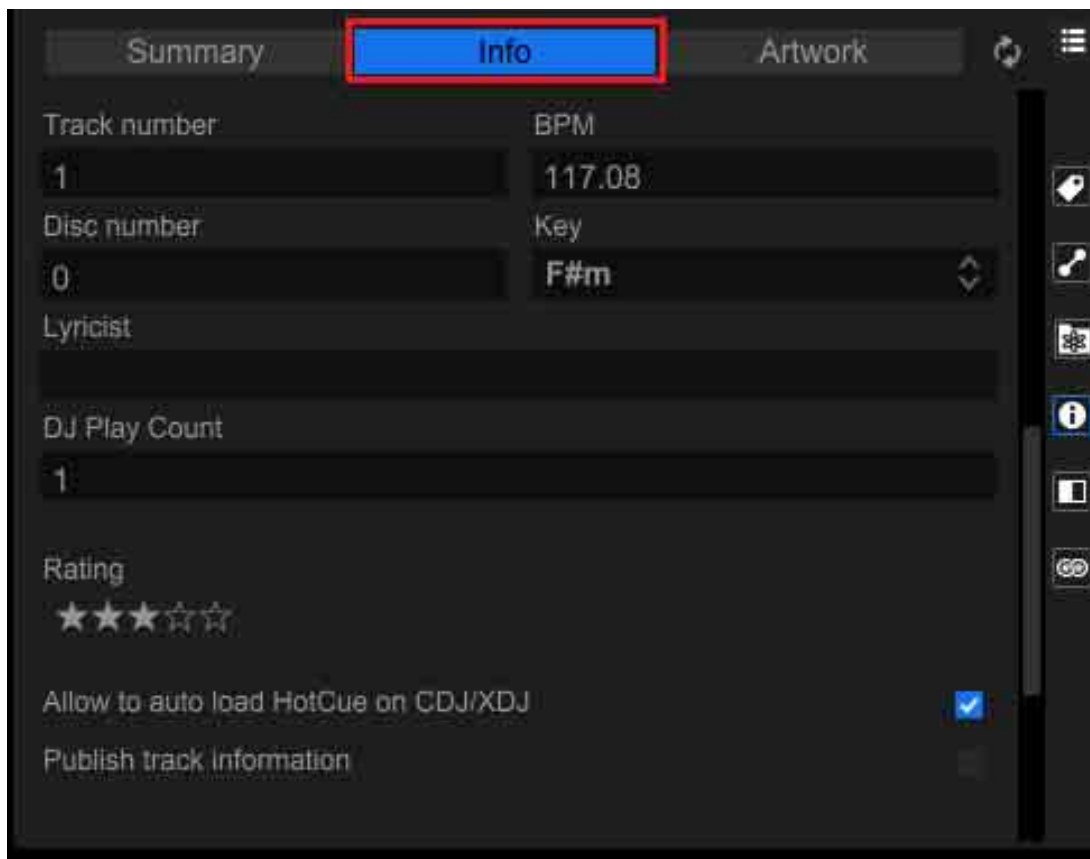
4   Edit information from your computer keyboard.

5   Click 🛈 to close the track information window.

25

Adding an artwork image

A JPEG (.jpg or .jpeg) or PNG (.png) format file can be added as an artwork image.

1   Click the [Artwork] tab on the track information window.

2   Drag and drop an image from the Finder or Windows Explorer.
The artwork image is added to the track.

Reloading tag information

To update tag information which has been changed using another application, you need to reload tag information. Click ⟳ on the right side of the track information window.

Hint

• Tag information can be also reloaded by right-clicking the track and selecting [Reload Tag].

Note

• After reloading tag information, edited track information is replaced with the reloaded information.

Searching for a track

You can search for a track by following procedures.

- "Using Collection Filter" (page 27)
- "Using the category filter" (page 29)
- "Sorting track information" (page 29)
- "Using My Tag" (page 30)
- "Using RELATED TRACKS" (page 32)
- "Using Track Suggestion" (page 35)

Using playlists, you can organize tracks and select a track easily. For more information, see "Using a Playlist" (page 39).

Using Collection Filter

1   Click [Collection] in [Media Browser].
    Collection filter search category menu ([Date Added], [Genre], [Artist], and [Album]) is displayed in the tree view.
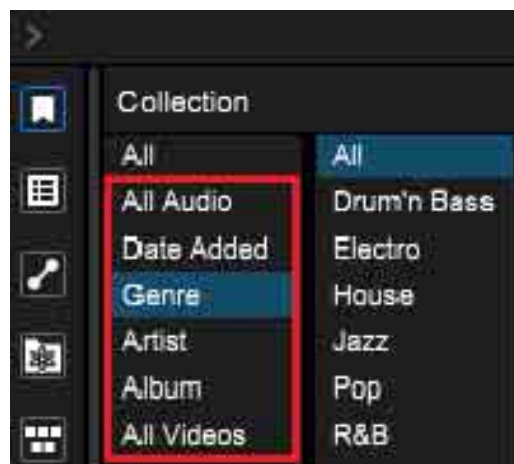
2   Select a category.
    Tracks, which are under the conditions selected in respective search category menu, are displayed in the track list.

Note

- Depending on your subscription plan and DJ equipment connected to your computer, some functions may not be available. For details on subscription plan, refer to the rekordbox website.

Using the search filter

1   Click [Collection] in [Media Browser].
    Tracks in [Collection] are displayed in the track list.

2   Click ⌕ in the search filter.
    Searchable columns are displayed.
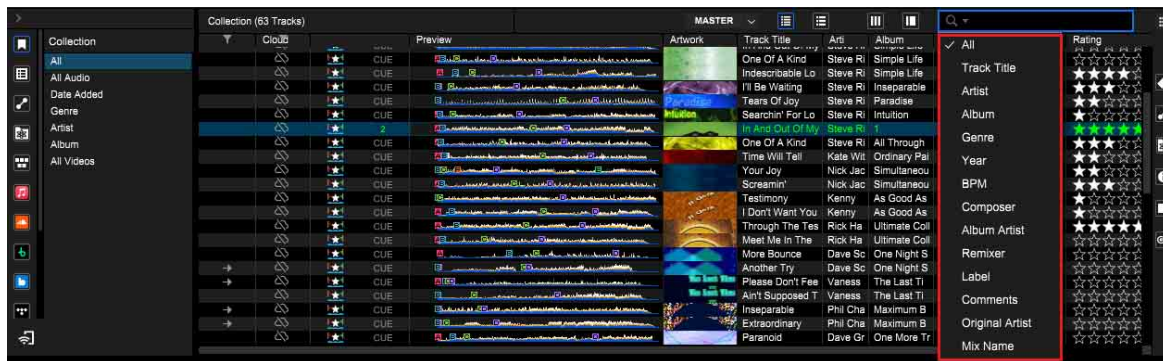
3   Select a column.

4   Enter characters in the search filter from your computer keyboard.
    To return to the previous view, delete the characters you have entered or click
    ⊗.

Using the category filter

1 Click [Collection] in [Media Browser].

Tracks in [Collection] are displayed in the track list.

2 Click ▥ on the upper side of the track list.

Category columns ([Genre], [Artist], [Album]) are displayed.
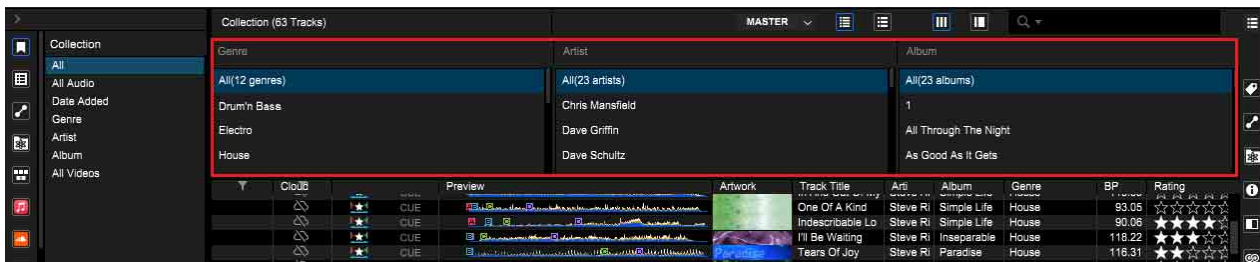
3 Select a category.

Tracks, which are under the conditions selected in respective category columns, are displayed.

Sorting track information

1 Click [Collection] in [Media Browser].

Tracks in [Collection] are displayed in the track list.

2 Click a column to be sorted.

The track order is changed.

Each time you click the column, the ascending / descending orders are switched.

3 Enter characters from your computer keyboard (Alphabet Search).

Tracks, whose names start with the characters entered, are highlighted and selected.

You can enter multiple characters.

Note

• In the PERFORMANCE mode, Alphabet Search cannot be used. Instead, use the keyboard shortcut function. The keyboard shortcut function can be set on the [Preferences] window (page 238).

29

Using My Tag

You can refine your search by creating tags on tracks.
Browsing can be customized by creating tags to define the tracks' features that will enhance on your DJ performance.

- The My Tag attached to the track is displayed in the My Tag column.
- You can refine your search using a My Tag filter by setting My Tag as the search criteria.

Click 🏷 on the right side of the screen to display the My Tag configuration window.
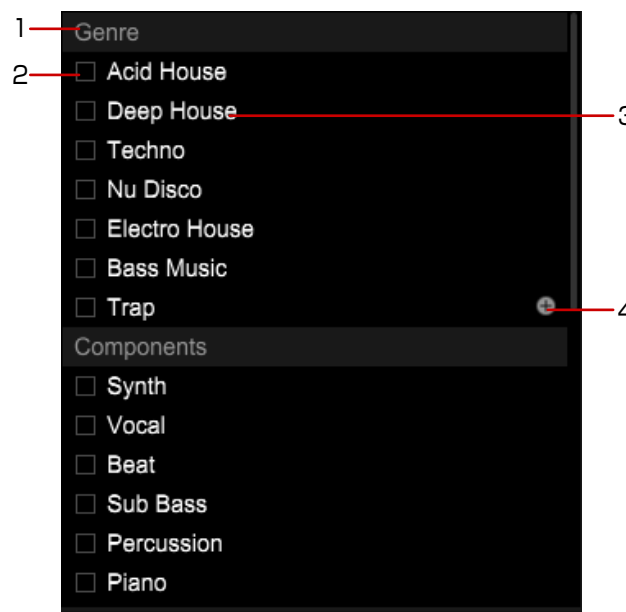
1. Category name: You can change to a category name of your choice.

2. My Tag checkbox: Attach or remove the track's tag.

3. My Tag: A tag to attach to the track and can be changed to a name of your choice.

4. Adding My Tag: Click this to create a new tag to My Tag.

▍To change a category name

Click the category name, enter new category name from your computer keyboard, and then press the [Enter] key.

▍To change a My Tag name

Select My Tag, enter new tag name from your computer keyboard, and then press the [Enter] key.

To attach My Tag to a track

Select a track, and then click My Tag checkboxes. You can attach multiple My Tags at once.

To show My Tag in [Comments] of the track list, click ![icon], open the [Preferences] window > [Advanced] category > [Browse] tab > [My Tag], and select [Add "My Tag" to the "Comments"].

To delete a My Tag

Right-click a tag in a My Tag, and then select [Delete].

To search for a track using My Tag (Track Filter)

1 Click ![icon] on the left side of the search filter.
   The track filter is displayed. In addition to My Tag, you can refine your search by [BPM], [KEY], [RATING], and [COLOR].
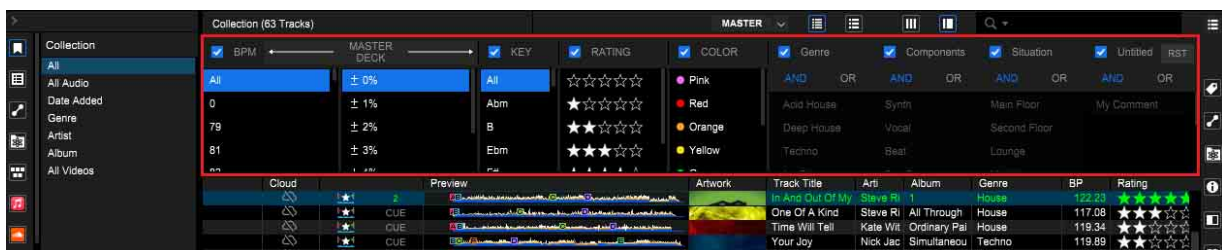
2 Click the required category checkboxes, and then select values, a tag, etc. When selecting [BPM] or [KEY], click and turn on [MASTER PLAYER] or [MASTER DECK]. The value is set as the [BPM] or [KEY] of the track loaded on the Master Player at that time.

Hint

- Multiple My Tags can be selected. Select [AND] and [OR] for your desired search conditions.
- When multiple My Tags are selected, tracks containing all selected My Tags are displayed in the track list.
- To cancel conditions set by My Tag filters, click [RST].

31

Using RELATED TRACKS

You can display a list of tracks related to the loaded track. This helps you to select a track easily. The relation can be set with [BPM], [Key], [Matching], [Tracks in the same genre], [Ratings], My Tag, etc.
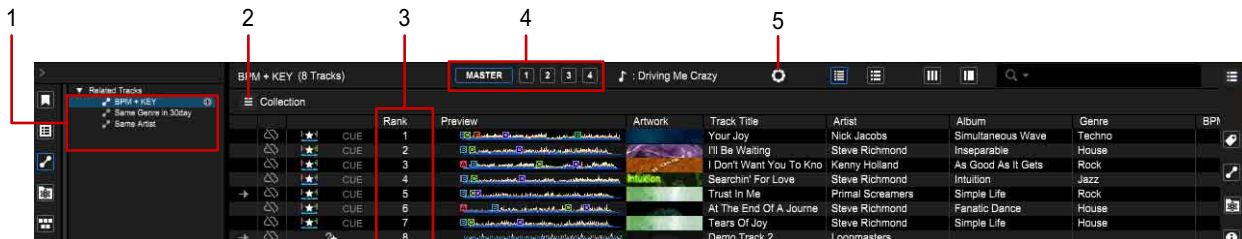
1. RELATED TRACKS conditions
   - You can create, edit, or delete a list of RELATED TRACKS.

2. Search target

   Select a folder or playlist for searching RELATED TRACKS.

3. [Rank]

   Tracks are ranked in the relevant order based on the conditions.

4. Track selection

   Select a deck loaded with the track, which is based for RELATED TRACKS to be displayed.

5. Customizing the criteria

   The criteria items are displayed, and then customize them.

Hint
- In the [2 PLAYER] and [DUAL PLAYER] layout of the EXPORT mode, or 2 deck mode of the PERFORMANCE mode, click 🔗 to register 2 tracks loaded as related tracks ([Matching]).
- In the PERFORMANCE mode, click ◀ on the right side of the horizontal waveform or ▲ on the bottom side of the vertical waveform to display 🔗.

Using a folder

When you create multiple RELATED TRACKS condition, you can use folders to organize conditions.

1 Right-click [Related Tracks] on the tree view, and then select [Create New Folder].
[Untitled Folder] is added under [Related Tracks].

2 Enter the folder name using the computer keyboard, and then press the [Enter] key.

3 Drag & drop the RELATED TRACKS condition into the created folder.
The RELATED TRACKS condition is moved into the created folder.

Hint

- To delete a folder, right-click the folder, and then select [Delete Folder]. You can also delete a folder by pressing the [Delete] key on the computer keyboard. All RELATED TRACKS conditions and folders included on the folder are deleted.

Creating a new RELATED TRACKS condition

1 Click [+] on the right side of [Related Tracks] or the RELATED TRACKS folder in the tree view.
A new RELATED TRACKS condition is added under [Related Tracks], and then the criteria setting screen is displayed.

2 Customize the criteria.

3 Click [OK].

Hint

- To delete a RELATED TRACKS condition, right-click the condition, and then select [Delete "Related Tracks"]. You can also delete a condition by pressing the [Delete] key on the computer keyboard.

▌Using the Subpanel

Click ⬈ to display the RELATED TRACKS Subpanel. You can display tracks of the collection or playlist on the track list with displaying Related Tracks on the Subpanel.
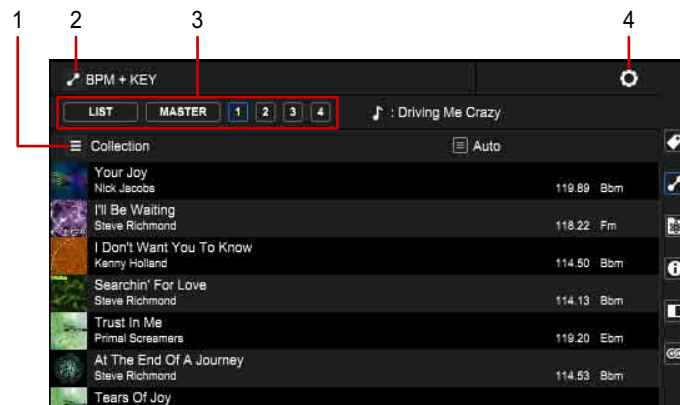
1. **Search target**

   Select a folder or playlist for searching RELATED TRACKS.

2. **Current RELATED TRACKS condition**

   To switch the RELATED TRACKS condition, click to display a list of conditions, and then select the condition.

3. **Track selection**

   [LIST]: Display RELATED TRACKS based on the track selected on the track list. [MASTER], [1] to [4], [A] to [B]: Select a deck loaded with the track, which is based for RELATED TRACKS to be displayed.

4. **Customizing the criteria**

   The criteria items of the current RELATED TRACKS are displayed, and then customize them.

Hint

- You can also display the RELATED TRACKS Subpanel by right-clicking the RELATED TRACKS condition and selecting [Display on Subpanel].

34

Using Track Suggestion

You can display a list of recommended tracks among the tracks loaded on the deck, which can help you when selecting tracks.

1. Recommended conditions of Track Suggestion
   - Collection Radar: Displays tracks with similar musical characteristics to the currently playing track from [Collection] from the top.
   - Streaming Radar: Displays tracks with similar musical characteristics to the currently playing track from a streaming service from the top.
   - Era: Displays tracks released in a similar era to the currently playing track from the top.
   - Mood: Displays tracks with the similar vibe to the currently playing track from the top.
   - Association: Displays tracks with the same composer, label, etc. as the currently playing track from the top.

   Note
   - To use [Collection Radar] or [Streaming Radar], open the [Preferences] window > [Analysis] category > [Track Analysis] tab, and enable [Rader Analysis].
   - For tracks which have already been imported, another analysis data is required to use [Collection Radar] or [Streaming Radar]. Right-click the track and select [Add New Analysis Data]. (When analysis data is added, ★ will appear in the status column.)

2. Search target
   Select the folder, playlist, etc. in which you want to search for the recommended tracks.

   Note
   - When using [Streaming Radar], the search targets are the tracks from steaming services, so you cannot select the search target.

3. [Rank]

   Ranks in order of recommendation.

4. Tracks to select

   Select the deck loaded with the track for the recommended track.

5. Customizing conditions (Only for [Collection Radar] and [Streaming Radar])

   Click to display the setting window for [Collection Radar] and [Streaming Radar], where you can change the conditions.
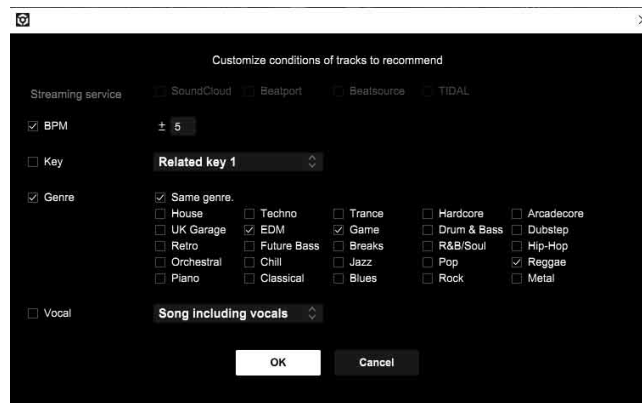
- Streaming service: Set the information source for recommended tracks.
- BPM: Set up BPM.
- Key: Set up Key.
- Vocal: Set vocals included/not included.

Using the Subpanel of Track Suggestion

Click ▨ to display the Track Suggestion Subpanel. You can display recommended tracks under the conditions selected on the Subpanel with displaying tracks of the collection or playlist on the track list.

1. Recommended conditions of Track Suggestion
   - Collection Radar: Displays tracks with similar musical characteristics to the currently playing track from [Collection] from the top.
   - Streaming Radar: Displays tracks with similar musical characteristics to the currently playing track from a streaming service from the top.
   - Era: Displays tracks released in a similar era to the currently playing track from the top.
   - Mood: Displays tracks with the similar vibe to the currently playing track from the top.
   - Association: Displays tracks with the same composer, label, etc. as the currently playing track from the top.

   Note
   - To use [Collection Radar] or [Streaming Radar], open the [Preferences] window > [Analysis] category > [Track Analysis] tab, and enable [Rader Analysis].
   - For tracks which have already been imported, another analysis data is required to use [Collection Radar] or [Streaming Radar]. Right-click the track and select [Add New Analysis Data]. (When analysis data is added, ⭐ will appear in the status column.)

2. Search target

   Select the folder, playlist, etc. in which you want to search for the recommended tracks.

   Note
   - When using [Streaming Radar], the search targets are the tracks from steaming services, so you cannot select the search target.

3. Tracks to select

   [LIST]: Display recommended tracks for the selected track in the track list.
   [MASTER], [1]-[4], [A]-[B]: Select the deck loaded with the track for the recommended track.

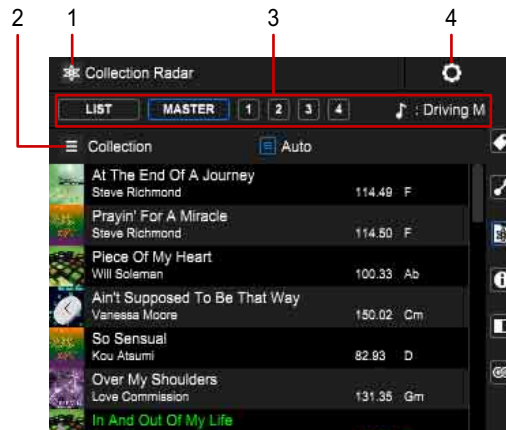4. Customizing conditions (Only for [Collection Radar] and [Streaming Radar])

   Click to display the setting window for [Collection Radar] and [Streaming Radar], where you can change the conditions.
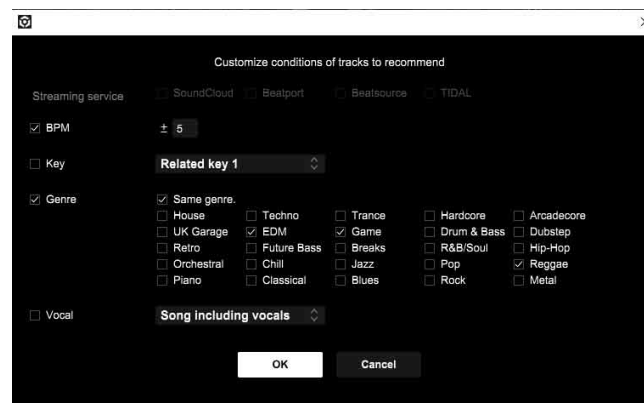
- Streaming service: Set the information source for recommended tracks.
- BPM: Set up BPM.
- Key: Set up Key.
- Vocal: Set vocals included/not included.

Hint

- You can also display the Subpanel by selecting Track Suggestion in the tree view, right-clicking it, and clicking [Show in subpanel].

Using a Playlist

You can organize tracks on rekordbox by creating playlists.
Playlists have two display formats: tree view and column view, and you can choose your preferred one.
In the PERFORMANCE mode, you can also operate Automix playback using playlists. See "Using Automix playlists" (page 166).
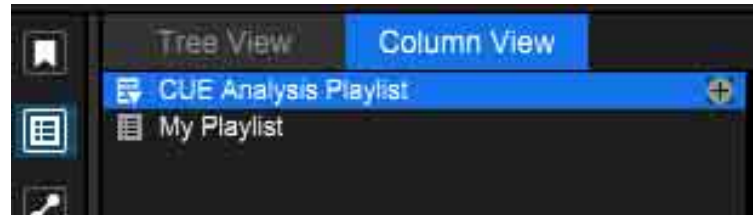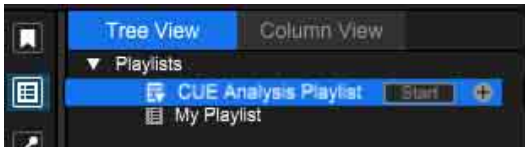
Creating a new playlist

1   Click ⊕ on the right side of the playlist or playlist folder in the tree view.
     A new playlist ([Untitled Playlist]) is added under [Playlists].

2   Enter the playlist name from your computer keyboard, and then press the [Enter] key.

3   Click [Collection] in [Media Browser].
     Tracks in [Collection] are displayed in the track list.

4   Display the playlist in the sub browser, and drag and drop a track to the playlist.
     The track is added to the playlist.

Hint
- You can add tracks to the playlist from [iTunes], [Tag List], or other playlists.
- To delete a playlist, right-click the playlist, and then select [Delete Playlist]. Alternatively, you can delete a playlist by selecting the playlist, and then pressing the [Delete] key on the computer keyboard.
- To remove a track from the playlist, right-click the track in the playlist, and then select [Remove from Playlist]. Alternatively, you can remove a track from the playlist by selecting the track in the playlist, and then pressing the [Delete] key on the computer keyboard.

█ Using the created playlist in other applications

You can save the created playlist in ".txt" or ".m3u8" format, and export it to other music applications.

1   Right-click the playlist.

2   Select [Export a playlist to a file].

3   Select [Export a playlist to a file (*.txt)] or [Export a playlist to a file for music apps (*.m3u8)], and then save the playlist.

Importing a playlist file

Playlist file formats M3U (.m3u), M3u8 (.m3u8), and PLS (.pls) can be imported.

1   From the [File] menu on the upper screen, select [Import] > [Import Playlist].

2   Select a file name from a folder stored with playlist files, and then click [Open].
The selected playlist is added to [Playlists].
Tag information of the music files, which are contained in the playlist, is displayed.
If [Auto Analysis] is set to [Enabled], analysis of the music files begins. For details, see "Analysis of music files" (page 14).

Using the INTELLIGENT CUE CREATION function

You can perform CUE Analysis, which automatically sets CUE points (Hot Cue points or memory cue points) in a track during track analysis.

Note

• Depending on your subscription plan, this function may not be available. For details on subscription plan, refer to the rekordbox website.

Preparing for the INTELLIGENT CUE CREATION function

You can select Hot Cue or memory cues as the type of CUE you want to set, and you can set up to 16 Hot Cues and 10 memory cues.
There are two CUE Analysis modes: [Auto] and [Manual].

In the [Auto] mode, CUE Analysis is performed using two types of CUE trend information.

• Overall CUE trend information: Learning data created based on general CUE point setting information
• Personal CUE trend information: Data analyzed from CUE points of tracks added to [CUE Analysis playlist]

Overall CUE trend information is automatically imported after installation, so no setting is required.
Personal CUE trend information is generated when you register tracks with CUE points set in [CUE Analysis playlist] and click the [Start] button in [CUE Analysis playlist].

Hint

• When personal CUE trend information does not exist, CUE Analysis is performed using only Overall CUE trend information.

In the [Manual] mode, CUE points are set according to the settings in [Preferences]. You can set a CUE point at the 1.1Bars position.
You can set CUE points repeatedly for each set number of bars starting from the 1.1 Bars position.

To specify the information to be analyzed, open the [Preferences] window > [Analysis] category > [Track Analysis] tab > [Track Analysis Setting], and select [BPM/Grid], [KEY], [Phrase] and [Vocal].
For Analysis setting items, see page 230.

Note

- CUE Analysis may not be available if the phrase of the track cannot be analyzed or the track is too short.
- If the number of phrases or bars in the track is small, the number of Hot Cues/memory cues set by CUE Analysis may be smaller than the number set in [Upper limit] of Hot Cues/memory cues.
- If [Prohibit overwriting CUEs] is off, the number of memory cues may be smaller than before CUE Analysis.

Using a playlist for CUE Analysis

In the [Auto] mode, you can reflect your own CUE setting trends in the analysis results.
CUE trend information can be created using the following method.
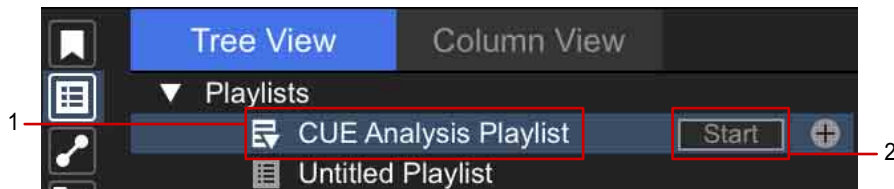
1   Add a track with CUE points to the [CUE Analysis playlist].

2   Click the [Start] button to analyze the CUE trend information.

Hint

- When you update the tracks in the [CUE Analysis playlist], click the [Start] button again.
- The more consistent the trends in the CUE points of a track, the more likely CUE points that is close to your own will be able to be set.
- The more tracks you register in [CUE Analysis playlist], the more your personal CUE trend information will be reflected. If you register tracks in different genres, personal CUE trend information will be reflected even more. Please register 30 tracks or more.
- You can turn on/off the display of [CUE Analysis playlist] in the [Preferences] window.

Note

- The [Start] button is disabled while the track is being analyzed or if the track is not registered in [CUE Analysis playlist].
- If multiple [CUE Analysis playlist] are created, delete them manually.

Using the Comment function

When performing CUE Analysis, you can add comments to Hot cue points or memory cue points.

1 Open the [Preferences] window > [Analysis] category > [CUE Analysis] tab, and select [Add a comment to CUE].
After analyzing the track, comments will be added to the analyzed CUE points.

Comments of the [Auto] mode
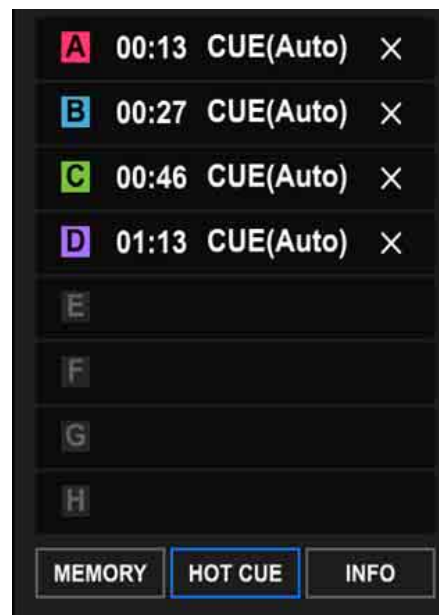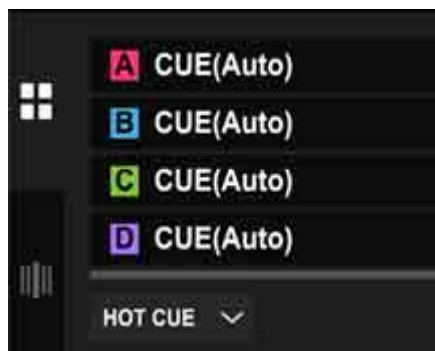
Comments of the [Manual] mode

44
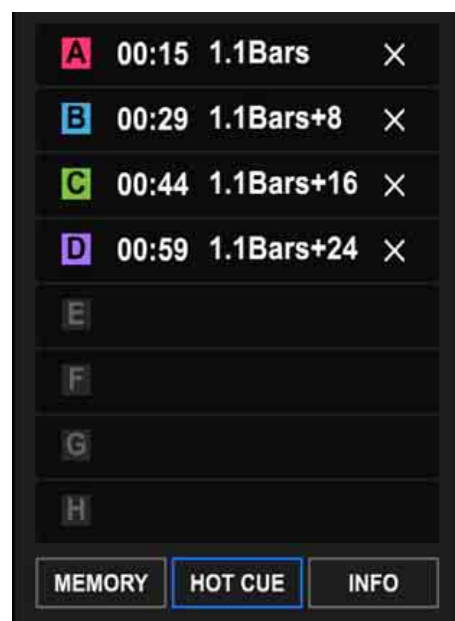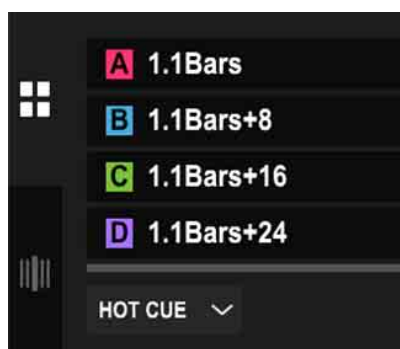
Importing a playlist from iTunes

You can import playlists from the iTunes library to rekordbox.

Note

- For macOS Catalina and later, iTunes service is not available. This section is for customers who use iTunes on an operating system other than macOS Catalina and later, including Windows.

1 Double-click [iTunes] in the tree view, and then double-click [Playlists].
iTunes playlists are displayed in the tree view.

2 Drag and drop an iTunes playlist under [Playlists].
The iTunes playlist is added to rekordbox, and tracks in the playlist are also added to [Collection].

Using a folder in the computer or USB storage devices

Drag and drop a folder on [Explorer] in the tree view to [Playlists]. A playlist is created with the dropped folder name.

Importing from rekordbox xml

You can import a playlist from the rekordbox xml library to rekordbox.

1 Double-click [rekordbox xml] in the tree view, and then double-click [Playlists].
rekordbox xml playlists are displayed in the tree view.

2 Drag and drop a rekordbox xml playlist under [Playlists].
The rekordbox xml playlist is added into [Playlists].

Using a Collaborative Playlist

You can share playlist tracks, Cue points, and playlist edits among users.

Note

• Depending on your subscription plan, this function may not be available. For details on subscription plan, refer to the rekordbox website.

Inviting members to share a Collaborative Playlist

The playlist owner invites members who can share a Collaborative Playlist with.

1 Select a playlist you want to share.

2 Select [PLaylists] menu on the upper window > [Collaborative Playlist] > [Share playlist].

3 Enter the AlphaTheta account (email address) of the person you want to join as a shared member.
Shared members will receive a notification and invitation email at [NOTIFICATION].

Hint

• The person who shares a Collaborative Playlist is the owner, and the person who joins is the shared member.
• In step 3, the owner's playlist will be waiting for acceptance, so the icon will change to ⬚. If the invitation email is rejected, the icon will return to ⬚. If the invitation is accepted and the number of shared members is one or more, the icon will change to ⬚.

Accepting the Collaborative Playlist invitation

Accepting the invitation is required to join the shared members of a Collaborative Playlist.

1   Open the [INFO] window and click the [NOTIFICATION] tab.

2   Click the [Join the collaborative playlist] link to open the web acceptance window.
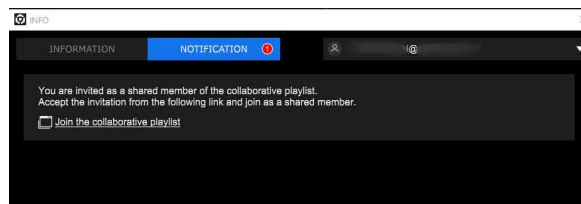
Hint

• You can operate from the [Acceptance Collaborative Playlist sharing] link in the invitation email.

Note

• If you have not received an invitation email, it may have been classified as spam.

3   From the web acceptance window, check the playlist you want to join and click the [Accept] button.

When you accept the invitation and join the shared members, the Collaborative Playlist will appear.

Editing a Collaborative Playlist

If you become a shared member, your edits will be shared among members.

- Information about the track such as the track title/artist name and information such as CUE/Grid will be shared when joining the Collaborative Playlist for the first time.
- Edits such as adding/deleting track and changing the order of tracks are synchronized at any time and shared among members.
- Edits such as the track title/artist name and CUE/Grid can be shared among members by updating a Collaborative Playlist. For updating a Collaborative Playlist, see "Updating a Collaborative Playlist" (page 48).

Note

- You can share up to 1000 tracks in one Collaborative playlist.
- Collaborative Playlists can be shared with up to 5 members.
- When backed up, Collaborative Playlists become regular playlists.
- When restoring, cancel sharing the Collaborative Playlist.

▌Checking the edit history

To check the edit history. press the 🕘 button to the right of the Collaborative Playlist title.

▌Updating a Collaborative Playlist

To update the Collaborative Playlist. with the latest data, select the [Playlists] menu on the upper window > [Collaborative Playlist] > [Update playlist].

Canceling sharing a Collaborative Playlist

To cancel sharing a Collaborative Playlist, select the [Playlists] menu on the upper window > [Collaborative Playlist] > [Cancel sharing Playlist].
The owner can choose which shared members to remove.
When all shared members are removed, the Collaborative Playlist becomes a regular playlist.

Hint

- To check shared members, select the [Playlists] menu on the upper window > [Collaborative Playlist] > [Check Shared members of Playlist].

Note

• Shared members can only cancel their own sharing.

Using SYNC MANAGER (EXPORT mode)

SYNC MANAGER can bring your iTunes playlists to the latest status and easily export iTunes or rekordbox playlists to USB storage devices in the updated status.

Synchronize with the iTunes library

After synchronizing with the iTunes library, you can use the iTunes library information on rekordbox seamlessly.

The synchronized iTunes playlist is always displayed on [iTunes] in the tree view with the latest status.

Analysis of tracks in the synchronized playlist automatically begins. The artwork, waveform, etc. are displayed.

Note

• For macOS Catalina and later, iTunes service is not available. This section is for customers who use iTunes on an operating system other than macOS Catalina and later, including Windows.

Synchronize with a device (USB storage device or SD memory card)

After synchronizing with a device, the selected playlist is exported to the device in the latest status.

Also, you can get Cues, beat positions, and ratings updated from a DJ player back to rekordbox.

█ To synchronize with an iTunes playlist

1 Click 🔄 at the bottom of [Media Browser].

2 Click the [Synchronize iTunes playlists] checkbox.

3 Select an iTunes playlist to synchronize with rekordbox.

4 Click the arrow on the right side of iTunes playlists.
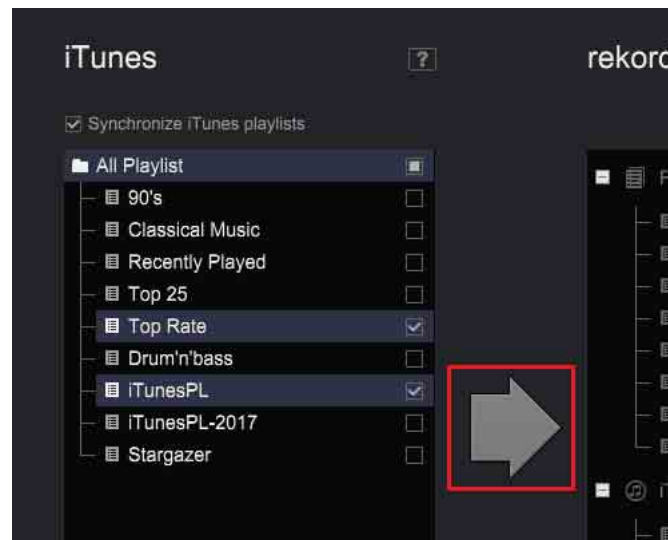
The playlist with the check mark is synchronized.
When the synchronizing is completed, the playlist is displayed in the tree view of [SYNC MANAGER].

Hint

- If iTunes playlists are synchronized with rekordbox, iTunes playlists with check marks are updated automatically when starting rekordbox.
- If [All Playlist] is set, playlists added in iTunes will be synchronized automatically.

▌To synchronize a playlist on a device

1 Insert a USB storage device or an SD memory card to the computer.

2 Click ⟳ at the bottom of [Media Browser].

3 Double-click [Device], and then select the device.
Playlists in the selected device are displayed.

4 Click the [Synchronize playlists with a device] checkbox.

5 Select a playlist in rekordbox to be synchronized with the device.

6 Click the arrow on the left side of [Device].
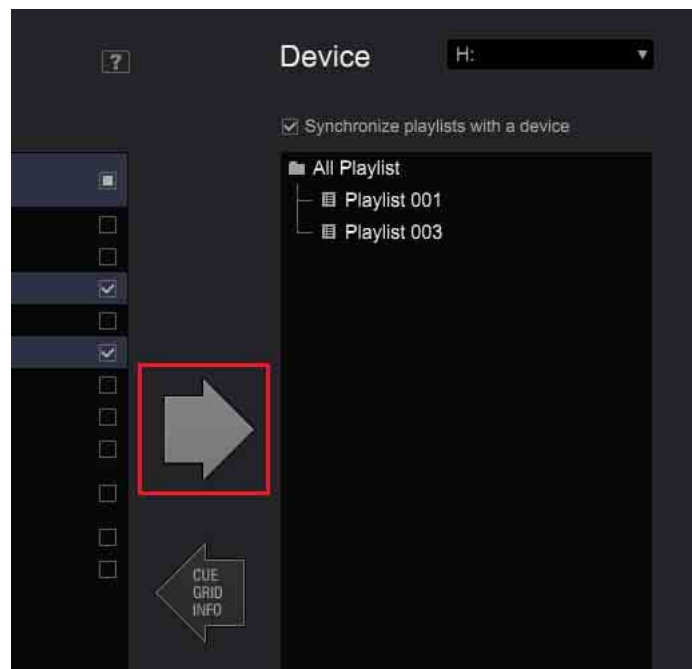
The playlists with check marks are synchronized with the device.
If the device is synchronized, selected playlists are exported to the device in the latest status.
Track information in playlists is also updated to the latest status.

Hint
• If a device is synchronized, playlists with check marks are exported to the device automatically when starting rekordbox and clicking the device in the tree view.

To return Cue, beat positions, and ratings updated by a DJ player

1   Insert a USB storage device or an SD memory card synchronized with rekordbox to the computer.

2   Click at the bottom of [Media Browser].

3   Double-click [Device], and then select the device.

4   Click the arrow on the left side of [Device].

Information of tracks on the device is sent back to rekordbox.
The same results are expected if you select a device in the tree view and select [Update Collection].

Note

• You cannot send information of tracks, which have been exported from another computer or deleted from [Collection], back to rekordbox.

Using a folder

When creating or importing multiple playlists, you can organize playlists for each folder.

1 Right-click [Playlists] in the tree view, and then select [Create New Folder].
[Untitled Folder] is created under [Playlists].

2 From your computer keyboard, enter a folder name, and then press the [Enter] key.

3 Drag and drop a playlist to the created folder.
The playlist is moved into the created folder.

Hint

- To delete a folder, right-click the folder, and then select [Delete Folder]. Or, you can delete a folder by pressing the [Delete] key on the computer keyboard. The folder and playlists contained in that folder are deleted.
- When you select a folder, the tracks of the playlists contained under the selected folder can be displayed in the track list.
- In column view, you can select multiple playlists by clicking the playlists with holding down the [Ctrl] key or [Shift] key.
When you select multiple playlists, all the tracks included in the selected playlists can be displayed in the track list.

Adding an artwork image

The supported formats for artwork image files are JPEG (.jpg or .jpeg) and PNG (.png).

1 Right-click a playlist, and then select [Add Artwork].

2 Select an image file, and then click [Open].
The artwork image is added to the playlist.

Hint

- The added artwork image can be displayed by right-clicking the playlist.

Using Playlist Palette

With Playlist Palette, you can easily refine your search and select tracks.
After assigning playlists to Playlist Palette, you can display up to 4 playlists and edit them.

About Playlist Palette

Click ▦ to display the playlist palette, and then click ▤∨ to display up to 4 playlists in the palette.

1. TAG LIST palette

2. Track lists in the palette

3. Menu window (page 55)

4. Playlist Palette

Hint

- Click a playlist name in the palette to be selected and highlighted in the tree view.

To assign a playlist to a palette

Drag and drop a playlist from the tree view to a palette. If another playlist has been already assigned to the palette, it is overwritten with the new playlist.

To add a track to a list in a palette
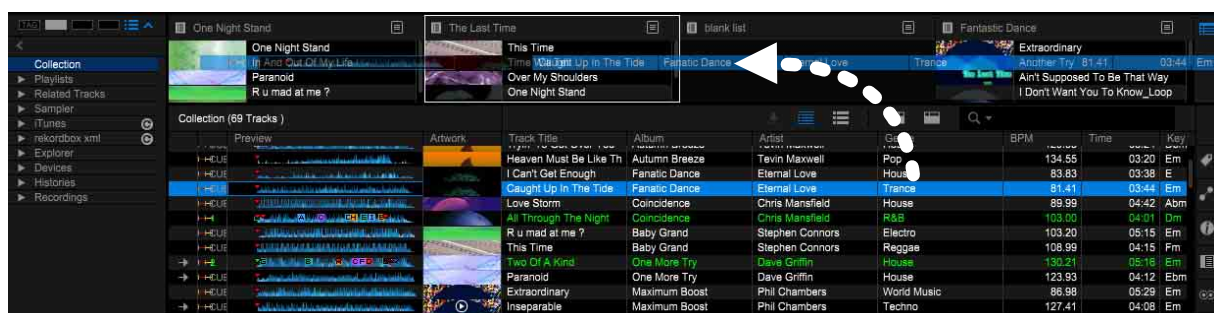
Drag and drop a track from the track list to a list in the palette.
When adding a track to the [blank list] palette, [Untitled Playlist] is created as a new playlist. Enter the playlist name from your computer keyboard.

Hint

- You can change a playlist name by double-clicking the list name in the palette.

To add a track in the palette to another palette
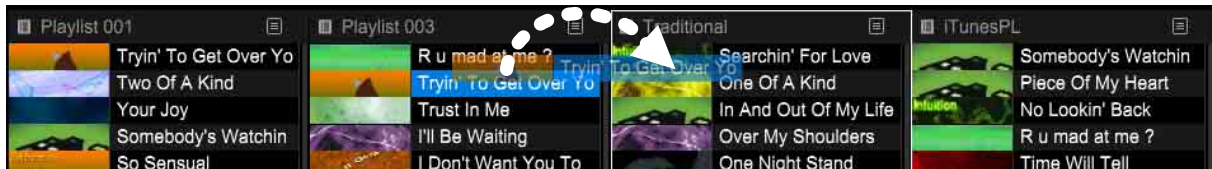
Drag and drop a track from the palette to another palette.

Hint

- You can add a track to the playlist by dragging and dropping a track in the palette to another playlist.

To load a track in the palette

Drag and drop a track from the palette to the player or deck.

To sort a track in the palette

1   Click ▤ on the right side of the list name.

2   Select [Sort], and then select an item.
The track order is changed.
While sorting, ⬆ is displayed on the right side of the list name column.

3   Click ⬆.
The track order is changed to ascending or descending.

To change the track order in the palette

You can change the track order by dragging and dropping a track up or down the palette.

Note

- The track order can be changed only if tracks are sorted by track number.

55

To remove a playlist from the palette

1 Click ▤ on the right side of the list name.

2 Click [Remove from Palette].
The playlist is removed from the palette.

To change the order of playlists in the palette

Drag and drop a playlist from the palette to another playlist in the palette. The order of 4 playlists can be changed.
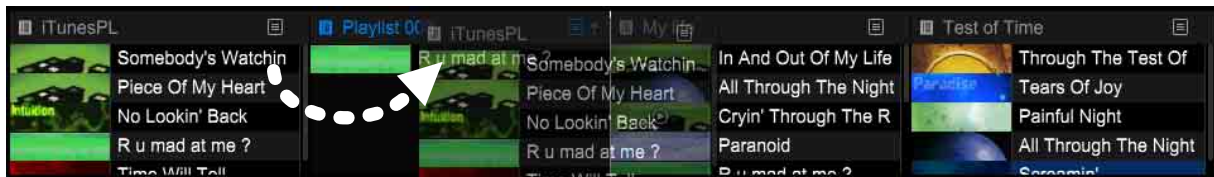
Using Intelligent Playlists

You can create a list to be added with tracks which pass filters.

To create an Intelligent Playlist

1 Right-click [Playlists] in the tree view, and then select [Create New Intelligent Playlist].
The condition setup window is displayed.
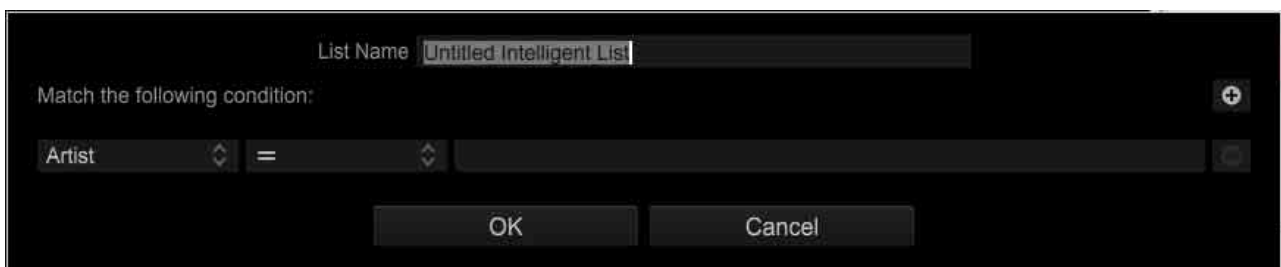
2 Select a filter to refine the search.

56

3   Set the filter.
*   [=]: List music files having information such as an album name, which fully matches the text or value you enter.
*   [≠]: List music files having information such as an album name, which does not match the text or value you enter.
*   [>]: List music files having information such as a BPM value, which is larger than the value you enter.
*   [<]: List music files having information such as a BPM value, which is smaller than the value you enter.
*   [contains]: List music files having information such as an album name, which contains the text you enter.
*   [does not contain]: List music files having information such as an album name, which does not contain the text you enter.
*   [starts with]: List music files having information such as an album name, which starts with the text you enter.
*   [ends with]: List music files having information such as an album name, which ends with the text you enter.
*   [is in the range]: List music files having information such as a BPM value, which is in the range of the 2 values you enter.
*   [is in the last]: List music files having information such as a release date, which is within the last days or months from the current date you enter.
*   [is not in the last]: List music files having information such as a release date, which is not within the last days or months from the current date you enter.

4   Specify the condition for the filter you have selected.
Enter a text or a value from your computer keyboard if the drop-down menu is not shown.

5   Click [+] to add another filter.
A new filter is added to the one you set.
Select [Match all of the following conditions] or [Match any of the following conditions] filters.

6   Enter the Intelligent Playlist name (List Name) from your computer keyboard.

7   Click [OK].
The Intelligent Playlist is added under [Playlists] in the tree view by the condition, and then ⚙ is displayed.

57

Delete a filter

Right-click an Intelligent Playlist in the tree view, and then select [Delete Playlist]. Alternatively, you can delete an Intelligent Playlist by pressing the [Delete] key on the computer keyboard.

Hint

- You can edit the filter by right-clicking an Intelligent Playlist in the tree view and then selecting [Edit the Intelligent Playlist] to display the Intelligent Playlist setting window.

Using mobile devices to prepare for DJ performance

You can export analyzed tracks, created playlists, My Settings, etc. to a mobile device (such as iPhone and Android™ device) by wireless LAN. Also, music data that has been edited on the mobile device can be copied to rekordbox.
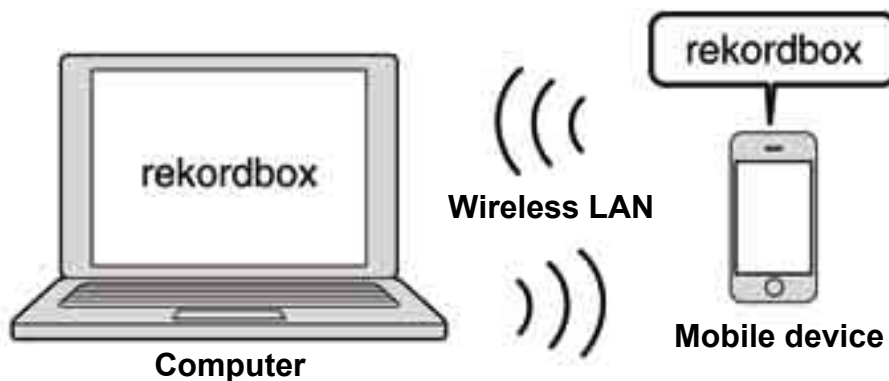
Note

- rekordbox must be installed on the mobile device. The mobile device version of rekordbox can be downloaded from websites such as App Store and Google Play™.
- For connecting to a wireless LAN, refer to the operating instructions of your mobile device, computer, and wireless LAN device.

Connecting a mobile device supporting wireless LAN (Wi-Fi®)

On [Devices] in the tree view of the browser panel, rekordbox music files can be transferred not only to USB storage devices and SD memory cards, but also to mobile devices (e.g. iPhone, Android™ devices) that support wireless LAN (Wi-Fi®).

Set the mobile version of rekordbox on the mobile device to the communications standby mode, and then click 🛜 at the bottom of [Media Browser]. After this, connect the mobile device to the computer by following the instructions on the screen.

Hint

- For instructions and details on rekordbox functions on the mobile device, refer to the rekordbox website.
- Open the [Preferences] window > [View] category > [Layout] tab and uncheck the [SEARCH MOBILE Button] checkbox of [Media Browser]. [SEARCH MOBILE] is not displayed.

Using tracks on other computers and mobile devices

By using the Cloud Library Sync function, tracks and playlists from other computers and mobile devices can be synced to your computer via a cloud storage service. For more details, refer to "Cloud Library Sync Operation Guide" on the rekordbox website.

EXPORT mode

When [EXPORT] is selected on the upper-left of the screen, you can use rekordbox in the EXPORT mode.

About the EXPORT mode screen

[1 PLAYER] layout
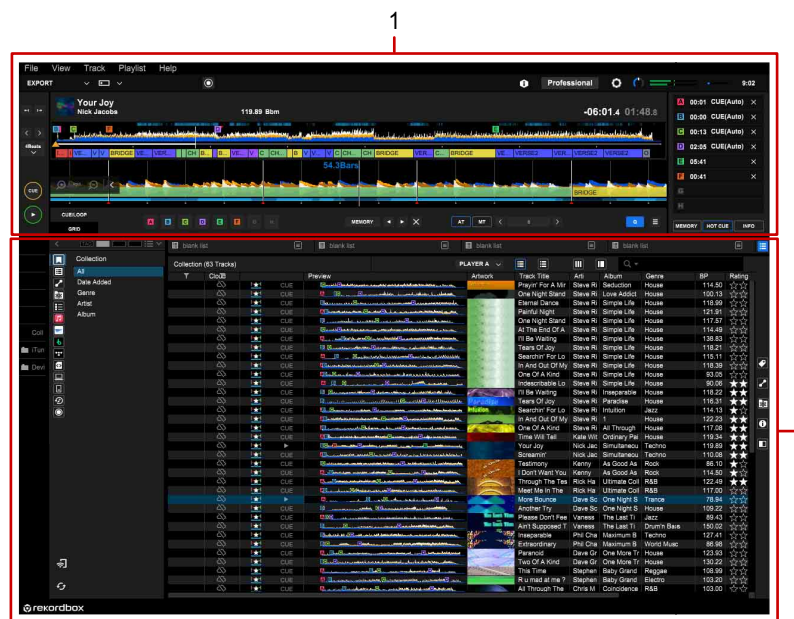
[2 PLAYER] layout
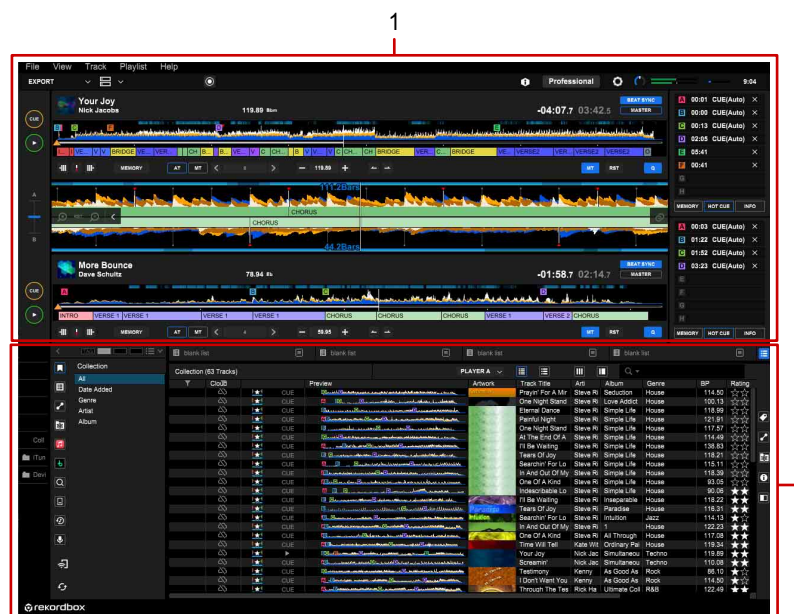
[DUAL PLAYER] (2 PLAYER) layout
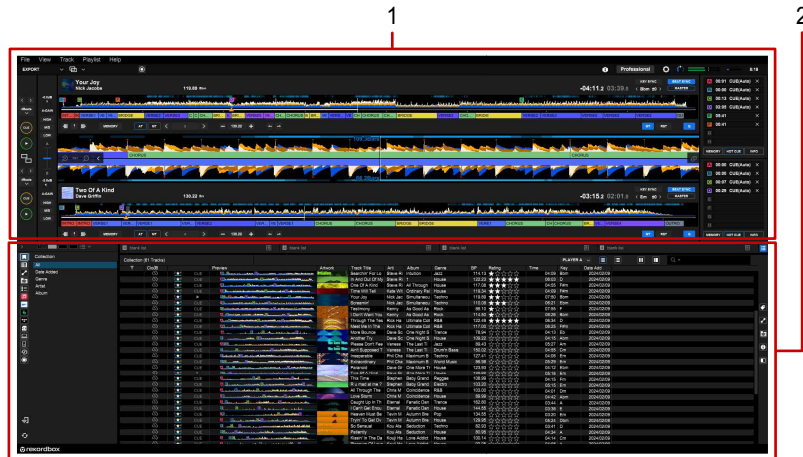
Note

• Depending on your subscription plan and DJ equipment connected to your computer, some functions may not be available. For details on subscription plan, refer to the rekordbox website.

1. Player panel (page 63)

2. Browser panel (page 79)

[SIMPLE PLAYER] layout
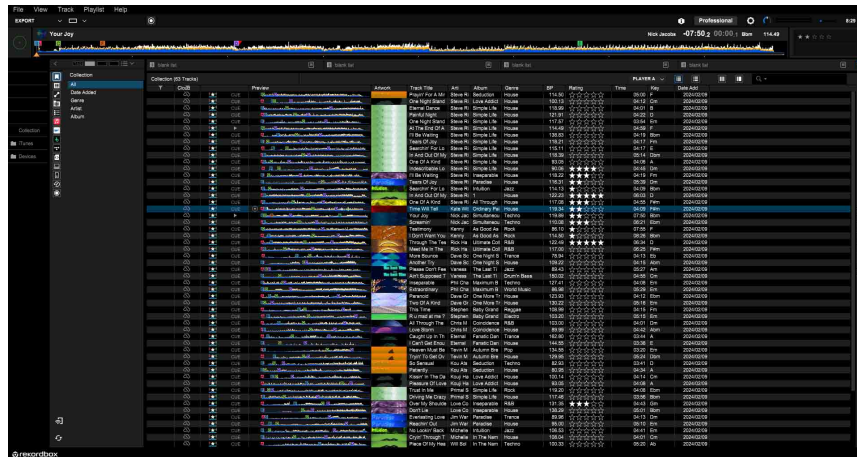
[FULL BROWSER] layout
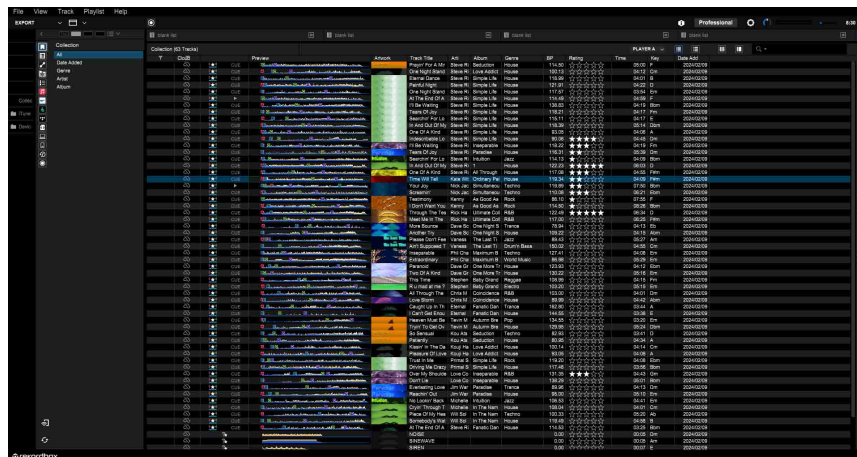
Player panel

[1 PLAYER] layout

[2 PLAYER] layout

[DUAL PLAYER] layout

Note

• Depending on your subscription plan and DJ equipment connected to your computer, some functions may not be available. For details on subscription plan, refer to the rekordbox website.

1. Operation panel (page 65)

2. Select the EXPORT mode.

3. Switch between screen modes.

4. Display the recording panel. (page 78)

5. Playback track information panel (page 67)

6. Setting panel (page 68)

7. Function panel ([1 PLAYER] layout) (page 74)

8. Enlarged waveform panel (page 73)

9. Playback track sub-information panel (page 69)

10. Function panel ([2 PLAYER] layout, [DUAL PLAYER] layout) (page 76, page 77)

▌Operation panel

[1 PLAYER] layout
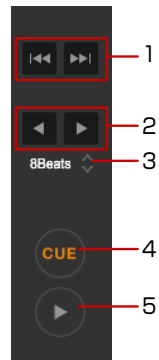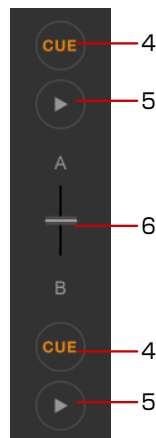
[2 PLAYER] layout
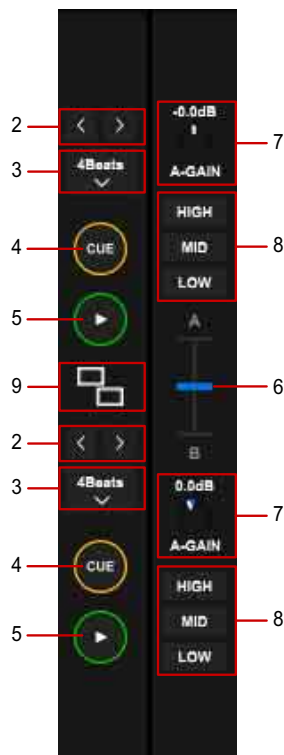
[DUAL PLAYER] layout

1. Move to the beginning of the track (track search). ([1 PLAYER] layout)
   - ►►ı: Move to the next track.
   - ı◄◄: Move to the beginning of the track currently playing. Click twice to move to the previous track.

2. Jump to a different playback position. ([1 PLAYER] layout, [DUAL PLAYER] layout)
   - ►: Jump forward from the current playback position.
   - ◄: Jump backward from the current playback position.

3. Set the beat count or bar to jump from the current playback position when ◄ or ► is clicked. ([1 PLAYER] layout, [DUAL PLAYER] layout)

4. Set the Cue position. (page 94)

5. Start or pause playback.

6. Adjust the audio mix balance of outputs from Players A and B (crossfader). ([2 PLAYER] layout, [DUAL PLAYER] layout)

7. Adjust the volume of each player ([AUTO GAIN]). ([DUAL PLAYER] layout)

8. Mutes each player's band ([3 BAND EQ]). ([DUAL PLAYER] layout)

9. Turn on/off [DUAL CONTROL] that plays/pauses on the Player A and B at the same time. ([DUAL PLAYER] layout)

Playback track information panel

[1 PLAYER] layout

[2 PLAYER] layout

[DUAL PLAYER] layout

67
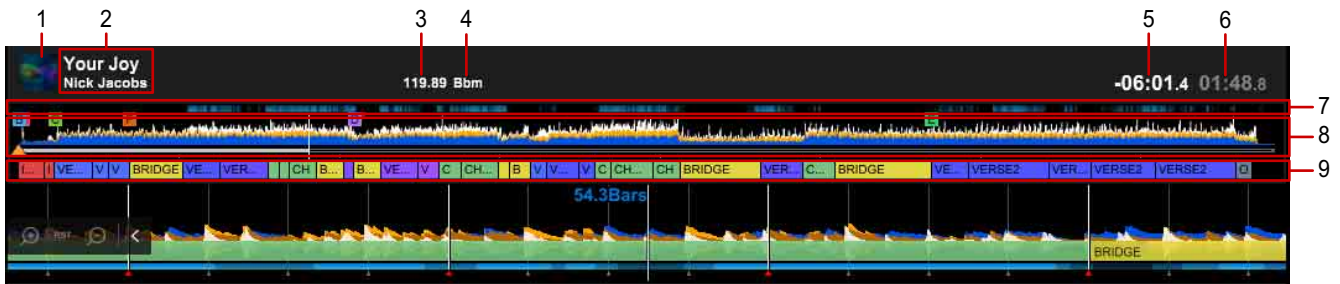
1. The artwork image of the track is displayed.

2. The title and artist of the track is displayed.

3. The BPM of the track is displayed.

4. The key of the track is displayed.
   To change the key display format, open the [Preferences] window > [View] category > [Display Type] tab > [Key display format].

5. The remaining time of the current track is displayed.

6. The elapsed time of the current track is displayed.

7. Vocal parts are displayed.

8. The current play position is indicated with vertical lines and a horizontal bar. (Playing address and full waveform)

9. The phrase is displayed.

10. Turn on/off the Beat Sync function. ([2 PLAYER] layout, [DUAL PLAYER] layout)

11. Set the track to the Master Player for the Beat Sync function to light up. ([2PLAYER] layout, [DUAL PLAYER] layout)

12. Change each player's key by semitones. ([DUAL PLAYER] layout)

13. Turn on the Key Sync function. ([DUAL PLAYER] layout)

14. Reset each player's key to the original key of the track. ([DUAL PLAYER] layout)

Setting panel
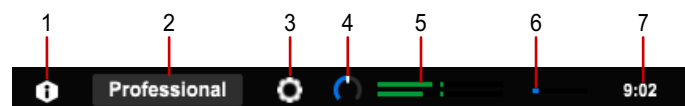
1. Display the [INFO] window.

2. Activate the computer and display your subscription plan applied to rekordbox.

3. Display the [Preferences] window.

4. Adjust the volume level.

5. Display the volume level.

6. Audio skip occurs if the highlight reaches 100% of the bar. (Audio dropout meter)

7. The current time of your computer is displayed.

Playback track sub-information panel

Information of tracks loaded in the player panel, comments for [MEMORY] and [HOT CUE], etc. are displayed.
Click an item to display its panel on the playback track sub-information panel.
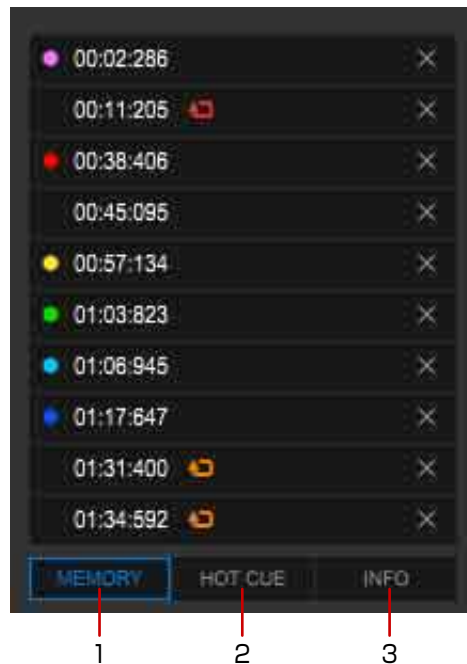
1. [MEMORY] (page 70)

2. [HOT CUE] (page 71)

3. [INFO] (page 72)

[MEMORY] panel

Saved cue and loop points are displayed. To save a cue, see "To save a cue point" (page 95). To save a loop point, see "To save a loop point" (page 97).
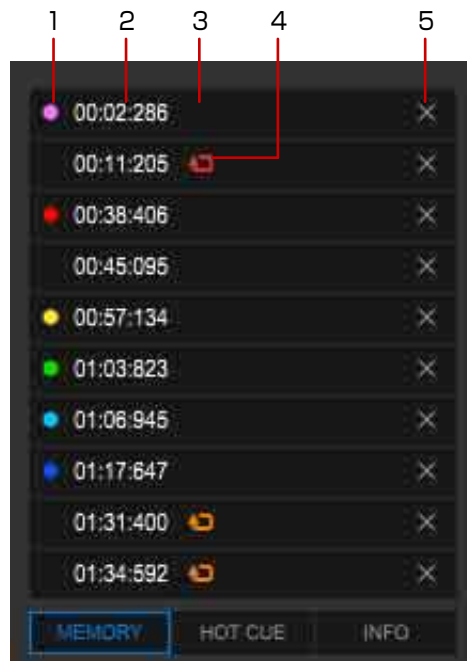
1. Change the color of the cue marker shown on the upper side of the waveform display.

   Depending on the DJ player, the changed color can be displayed.

2. Shows the time of a cue or loop point (minute/second/millisecond).

   Click it to move the playback point to the cue or loop point.

3. Enter a comment for a cue or loop point to display.

   Depending on the DJ player, the edited comment can be displayed.

4. Shows when a loop point is saved. Click it to set to an active loop. Its color then changes to red.

5. Delete a cue or loop point.

70

[HOT CUE] panel

Hot Cues are displayed. For information about Hot Cues, see "Using a Hot Cue" (page 98).
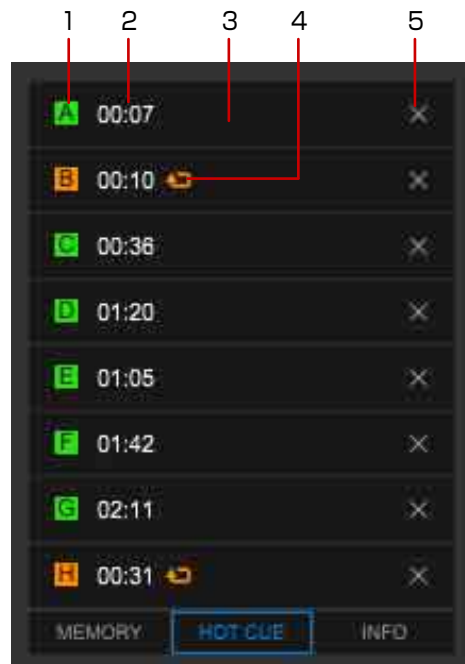
1. Hot Cues are saved. If its color is green, a Cue is saved. If its color is orange, a loop is saved.
    You can change the color of the Cue marker by right-clicking it.

2. Shows time of a Hot Cue point (minute/second).
    Click it to jump to the saved Hot Cue point.
    If it is empty, click it to save the Hot Cue point.

3. Enter a comment for a Hot Cue to display.

4. Shows when a loop point is saved.

5. Delete a Hot Cue.

[INFO] panel

Information of a track loaded to the player is displayed.
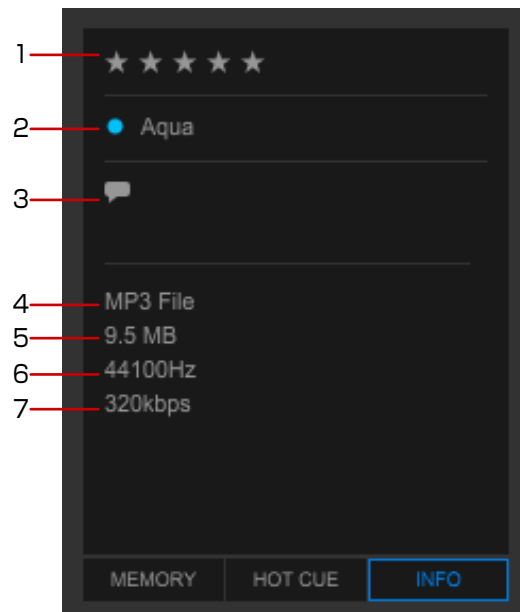
1. Rating

2. Color

3. Comment

4. File type

5. File size

6. Sample rate

7. Bit rate

▌Enlarged waveform panel

[1 PLAYER] layout
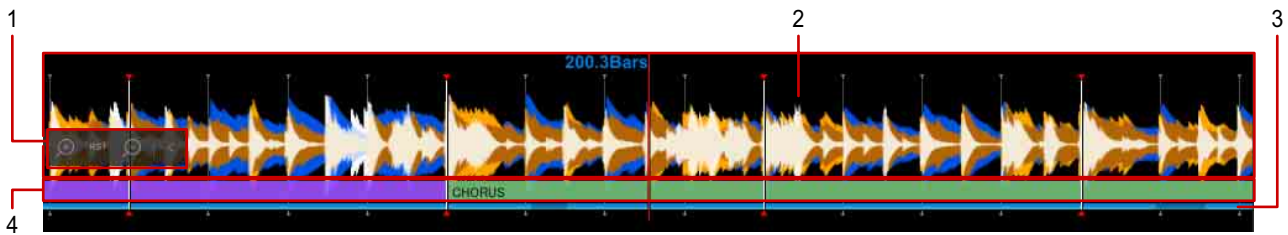
[2 PLAYER] layout, [DUAL PLAYER] layout
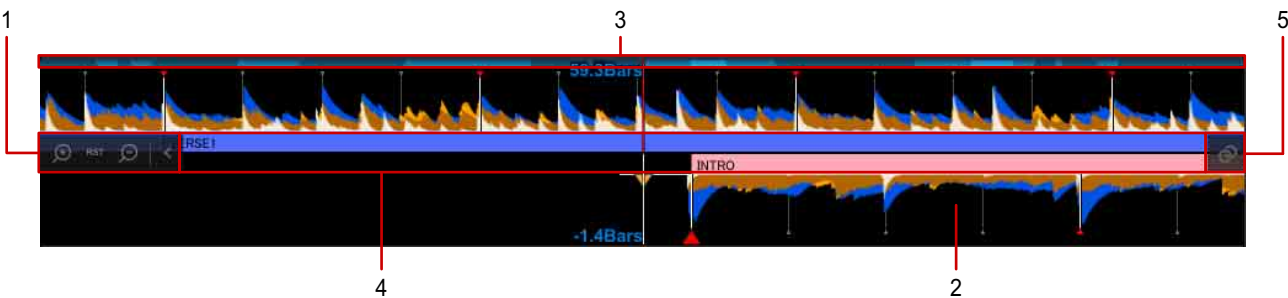
1. Change a zoom ratio of the enlarged waveform.
   - ◀ : Hide the icons.
   - [RST]: Reset the zoom ratio.

2. Drag the waveform to the right or left to move the playback point forward or backward. (page 88)
   Beat positions detected by analyzing the track are displayed as vertical lines.

3. Vocal parts are displayed.

4. The phrase is displayed.

5. Set two tracks in Players A and B as a good match combination ([Matching]). ([2 PLAYER] layout, [DUAL PLAYER] layout)

▌Function panel ([1 PLAYER] layout)

Switch the display to [CUE/LOOP] or [GRID].
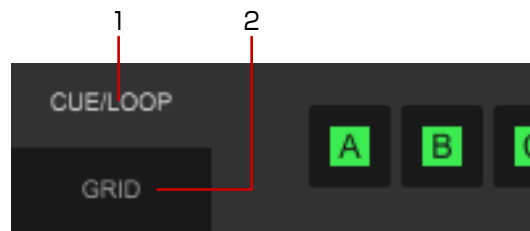
1. [CUE/LOOP] (page 74)

2. [GRID] (page 75)

[CUE/LOOP] panel

Set and save a Hot Cue, loop, and cue.
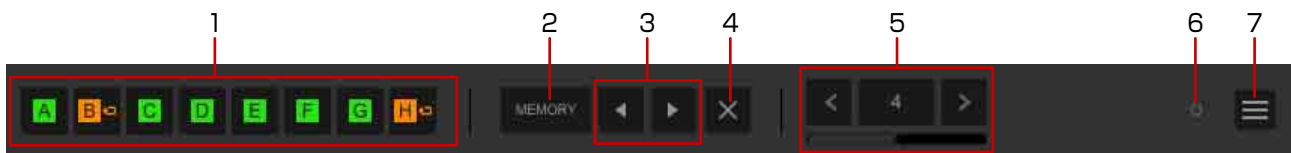
1. Save Hot Cues. To delete a Hot Cue, point on it with the mouse cursor, and then click [X]. (page 99)

2. Save the cue and loop point which you set. (page 95) (page 97)

3. Move to a cue or loop point.

   ▶: Move to the next cue or loop point.
   ◀: Move to the previous cue or loop point.

4. Delete a cue or loop position.

5. Click the lower bar to switch the buttons.
   - : Specify a beat length from the current position, and start the loop play. (Auto Beat Loop) (page 97)
   - : Set real-time cues and loop in/out points, and cancel/resume a loop playback. (Manual Loop) (page 94)

6. Turn on/off the quantize. (page 92)

7. Display a menu screen to set the color of the enlarged waveform, analyze the currently playing track, export tracks, etc.

[GRID] panel

Adjust the beat grid and phrase. For more details on the beat grid, see "Adjust the beat grid" (page 90).
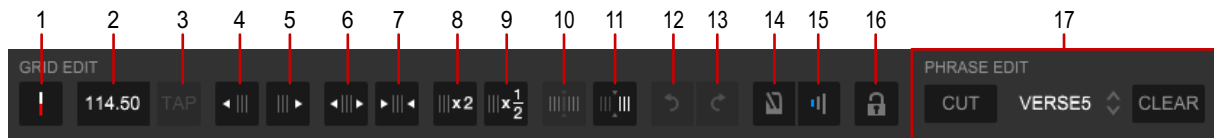
1. Shift the playback position (a red vertical line at the center of the waveform) to the first beat of bar.

2. Display the distance of beat grid at the playback position (a red vertical line at the center of the waveform) as BPM. You can also enter BPM manually to change the distance of beat grid.

3. Change the beat grid according to BPM determined by the click interval of [TAP].

4. Move the beat grid to the left by 1 msec.

5. Move the beat grid to the right by 1 msec.

6. Widen the beat grid distance by 1 msec when ▥ is turned on.

7. Narrow the beat grid distance by 1 msec when ▥ is turned on.

8. Double the BPM. The length of each beat grid distance is halved.

9. Halve the BPM. The length of each beat grid distance is doubled.

10. Select the whole track as an adjustment range of the beat grid.
    When switching to the [GRID] panel, the whole track is already selected and this button is not available. The adjustment range is changed to the whole track when ▸▥◂ is turned on and the range is set to the current position or later.

11. Re-set the beat grid from the current position (a red vertical line at the center of the waveform) according to the BPM determined.

12. Undo your last action in the [GRID] panel.

13. Redo the action you undid in the [GRID] panel.

14. Turn the metronome sound on/off.
    Metronome sound starts with the playback track, synchronized with the beat grid.

15. Change the metronome volume to one of three levels.

16. Enable/Disable Track Analysis, Key Analysis, and Beatgrid Adjustment. (page 92)

    If you set it to disable, 🔒 is displayed on the track list.

17. Edit each phrase which is displayed in the track information panel by loading the track analyzed with [Phrase].

    - After you click [CUT] to light up, click on the phrase to be divided.
    - To change the phrase type, click ◆ .
    - To delete all phrases, click [CLEAR].
    - To adjust the position of the phrase, click the phrase and drag the divided position (white line).
    - To display the [PHRASE EDIT] panel, open the [Preferences] window > [View] tab > [Layout], and select [Phrase (Full Waveform)] (page 223). For details about [PHRASE EDIT] panel, refer to "PHRASE EDIT operation guide" on the rekordbox website.

▌Function panel ([2 PLAYER] layout)
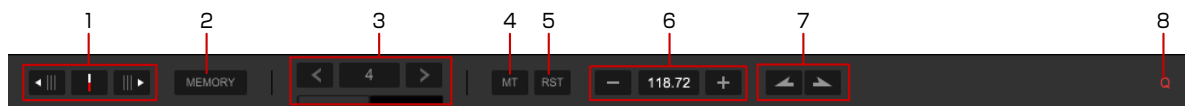
1. Adjust the beat grid.

2. Save the cue and loop point which you have set.

3. Click the lower bar to switch the buttons.
    - [< 4 >] : Set the loop length by the specified number of beats. (Auto Beat Loop) (page 97)
    - [IN OUT RELOOP] : Set real-time cues and loop in/out points, and cancel/resume a loop playback. (Manual Loop) (page 94)

4. Turn MASTER TEMPO on/off.

5. Reset the tempo to the original BPM. (TEMPO RESET)

6. Adjust the track playing speed (tempo).

7. Keep clicking it for pitch bend during the playback.
   Hold ◣ to speed up and hold ◢ to slow down.

8. Turn on/off the quantize. (page 92)

Function panel ([DUAL PLAYER] layout)

1. Adjust the beat grid.

2. Save the cue and loop point which you have set.

3. Click the lower bar to switch the buttons.
   - : Set the loop length by the specified number of beats. (Auto Beat Loop) (page 97)
   - : Set real-time cues and loop in/out points, and cancel/resume a loop playback. (Manual Loop) (page 96)

4. Adjust the track playing speed (tempo).

5. Keep clicking it for pitch bend during the playback.
   Hold to speed up and hold to slow down.

6. Turn MASTER TEMPO on/off.

7. Reset the tempo to the original BPM. (TEMPO RESET)

8. Turn on/off the quantize. (page 92)

▌Recording panel
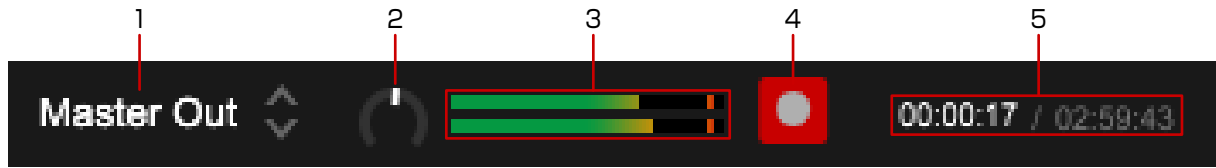
1. Select a recording source.

2. Adjust the recording level.

3. The recording level is indicated.

4. Start/Stop recording.

5. The recording elapsed time and remaining time for continuous recording is displayed.

Browser panel

For details about operations on the [Collection] screen, see "[Collection]" (page 7).
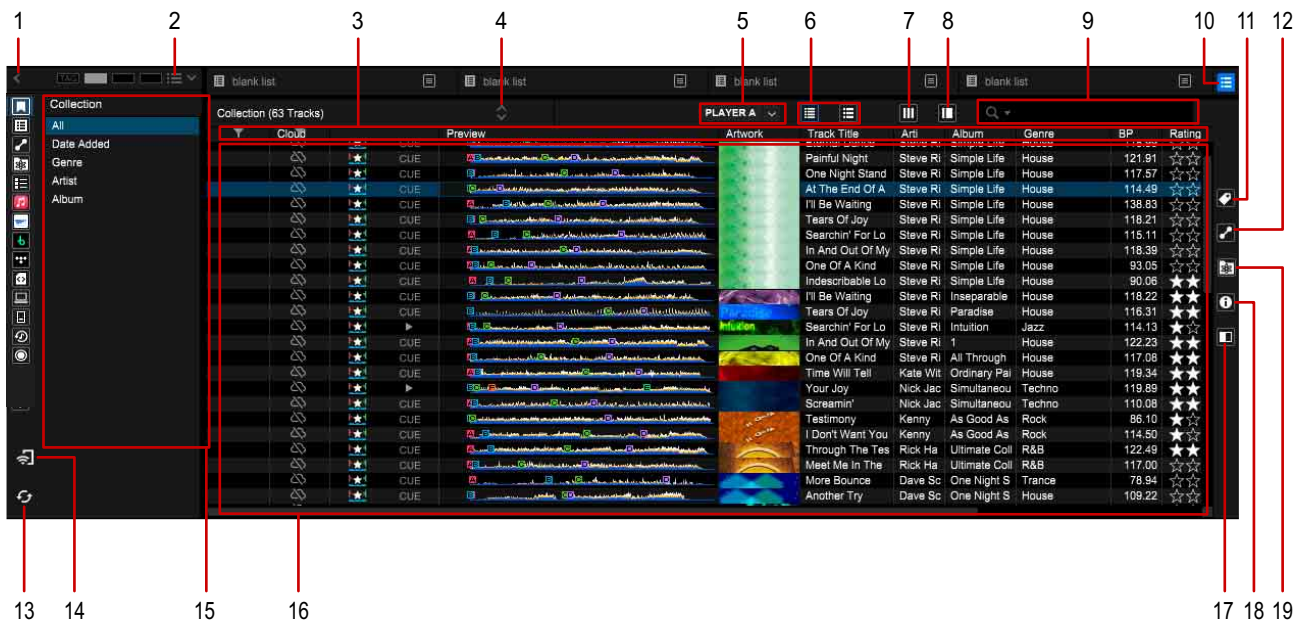
1. Display the shortcut screen. Drag a folder or playlist on the tree view to create a shortcut.

2. Display tag lists or playlists.
   3 of the 4 palettes on the right are playlist palettes. The left-most palette is used as Tag List.

3. Sort track information to search for a track. You can display/hide columns and change their order.

4. Display the playlist path, and select one to display the playlist.

5. Highlight the keys of tracks that are compatible with the key of the track on the selected deck when displaying the [Key] column. (Traffic Light)
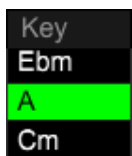
6. Change the display pattern for the artwork.
   : Display the upper part of the artwork.
   : Display the whole artwork.

7. Search for a track, using a category filter.

8. Search for a track by refining with [BPM], [KEY], [RATING], [COLOR], and [MY TAG]. (Track filter)

9. Search for a track, using the search filter.

10. Show/Hide playlist palettes.

11. Display the My Tag settings screen. (My Tag)

12. Display the RELATED TRACKS screen.

13. Display the [SYNC MANAGER] window. Set tracks in rekordbox to be synchronized with external libraries. (page 49)

14. Display the [Mobile Library Sync] window. Set pairing with rekordbox (iOS). (page 58)

15. Select to display on the track list. ([Media Browser])
    - [Collection]: Display all tracks in rekordbox.
    - [Playlists]: You can organize the collection on rekordbox by creating a playlist prior to your DJ performance.
    - [Related Tracks]: Display RELATED TRACKS of the loaded track.
    - [Track Suggestion]: Display the list of recommended tracks for the track you have loaded.
    - [Hot Cue Bank Lists]: You can save 8 Hot Cue points with different tracks. Click the [Preferences] window > [View] category > [Layout] tab and set to display/hide. (page 100)
    - [iTunes]: Refer to the iTunes library. Click the [Preferences] window > [View] category > [Layout] tab and set to display/hide.
    - [Apple Music]: Refer to tracks on Apple Music. Click the [Preferences] window > [View] category > [Layout] tab and set to display/hide.
    - [Inflyte]: Refer to tracks on Inflyte. Click the [Preferences] window > [View] category > [Layout] tab and set to display/hide.
    - [Beatport]: Refer to tracks on Beatport. Click the [Preferences] window > [View] category > [Layout] tab and set to display/hide.
    - [TIDAL]: Refer to tracks on TIDAL. Click the [Preferences] window > [View] category > [Layout] tab and set to display/hide.
    - [rekordbox xml]: Refer to xml with the rekordbox xml format. Click the [Preferences] window > [View] category > [Layout] tab and set to display/hide.
    - [Explorer]: Display folder layers of your computer and external devices such as a USB flash drive. Click the [Preferences] window > [View] category > [Layout] tab and set to display/hide.

- [Devices]: Display USB storage devices, SD cards, and mobile devices.
- [Histories]: Display playback histories on DJ equipment.
- [Recordings]: Display files recorded on rekordbox.

16. Display tracks in a playlist selected from the tree view. (Track List)

17. Display the sub browser window. (page 12)

18. Display the track information screen.

19. Display the [Track Suggestion] window.

Link status panel

The [LINK] button is displayed when rekordbox is connected to the DJ equipment supporting PRO DJ LINK by a LAN cable or wireless LAN. Click the [LINK] button to start communication with the DJ equipment. Information on the DJ equipment on the same network is displayed in the Link status panel. For more details, see "Using the LAN connection for DJ performance (LINK EXPORT)" (page 85) and "Using the LAN connection" (page 109).

1. Start/terminate communication with the DJ equipment connected by a LAN cable or wireless LAN.

2. Adjust the tempo (BPM) when rekordbox is set as the Sync Master. (Master BPM)

3. Synchronize using the master tempo (BPM) specified by rekordbox when using the beat sync function on a DJ player. (Sync Master)

4. Load the current master tempo (BPM).

5. Display the status of each DJ equipment connected by a LAN cable or wireless LAN. (Link Status)

Preparing for DJ performance

Use rekordbox to prepare for your DJ performance.

1 Add tracks to [Collection] of rekordbox and analyze them.
Analyze and measure the beat, tempo (BPM), and key of tracks.
"Adding a track" (page 13)

2 Prepare playlists, Hot Cue bank lists, etc. for your DJ performance.
"Using a Playlist" (page 39)
"Using a Hot Cue" (page 98)

3 Set point information (for cue, loop, Hot Cue).
"Using cue points" (page 94)
"Starting loop play" (page 96)
"Using a Hot Cue" (page 98)

4 Play the DJ equipment (PRO DJ LINK) (page 83)
Enjoy your DJ performance on DJ equipment using point information and playlists prepared on rekordbox with USB storage devices or LAN connection. Performance history on DJ equipment, such as the number of times played and cue/loop point information, is saved and can be copied to rekordbox.

Using with DJ equipment (PRO DJ LINK)

Be sure to read "Safety Precautions" and "Connections" in the Instruction Manual for the DJ equipment listed below before connecting the equipment to your computer.

For the compatibility of SD memory cards and USB storage devices (flash memory or hard disk) with the DJ equipment, refer to the Instruction Manual for each equipment.

The latest information on DJ equipment supporting rekordbox is available on pioneerdj.com.

You can also read "Pro DJ LINK setup Guide" on the rekordbox website.

Using USB storage devices for DJ performance (USB EXPORT)

If the DJ equipment is not connected to a computer, you can use rekordbox tracks on DJ equipment from USB storage devices (such as flash memory and hard disk).

USB storage device

Computer
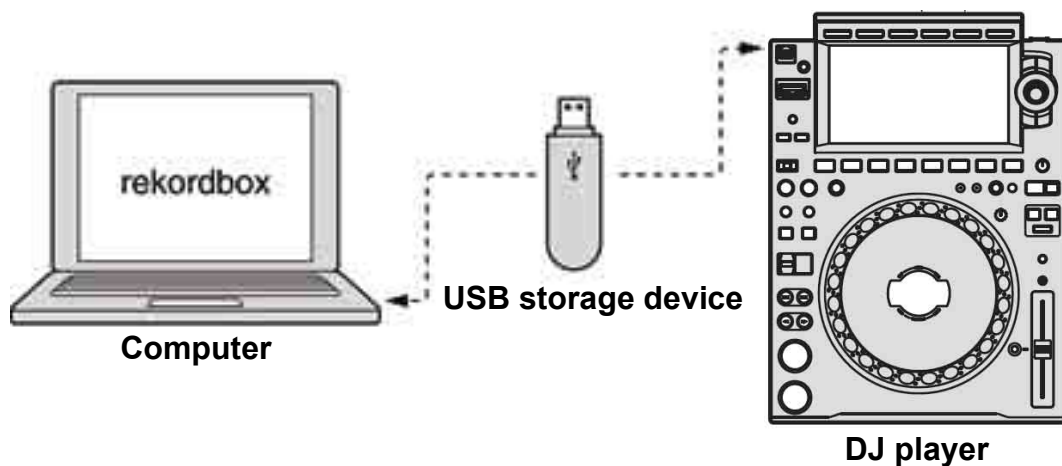
DJ player

Hint

• An SD memory card can also be used for some DJ players.

▎To use USB EXPORT with multiple DJ equipment

When connecting a DJ mixer and DJ players supported with PRO DJ LINK by LAN cables, rekordbox tracks and data stored on USB storage devices can be used on 4 DJ players (6 DJ players for CDJ-3000 only). (page 106)
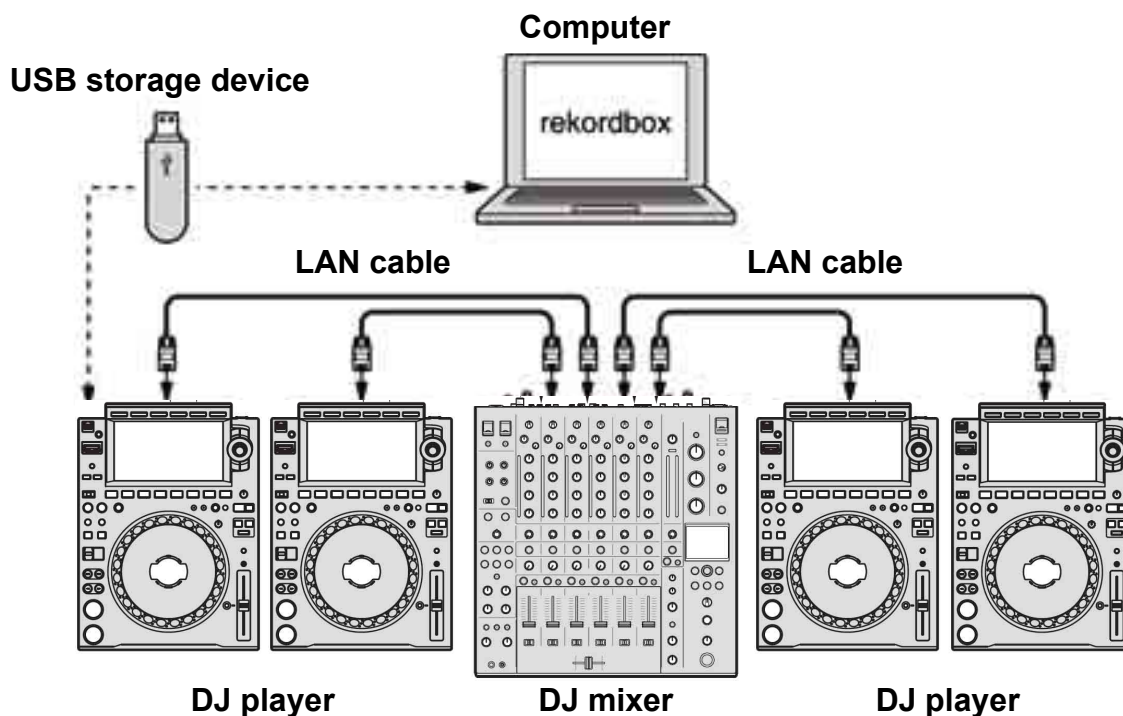
Hint

- An SD memory card can also be used for some DJ players.
- Instead of a DJ mixer, a switching hub can be used.
- For connection instructions, refer to the Instruction Manual for the DJ equipment.

84

Using the LAN connection for DJ performance (LINK EXPORT)

When connecting your computer to the DJ player by a LAN cable or wireless LAN, you can use rekordbox tracks on the DJ player in real time. (page 109)

LAN cable or wireless LAN
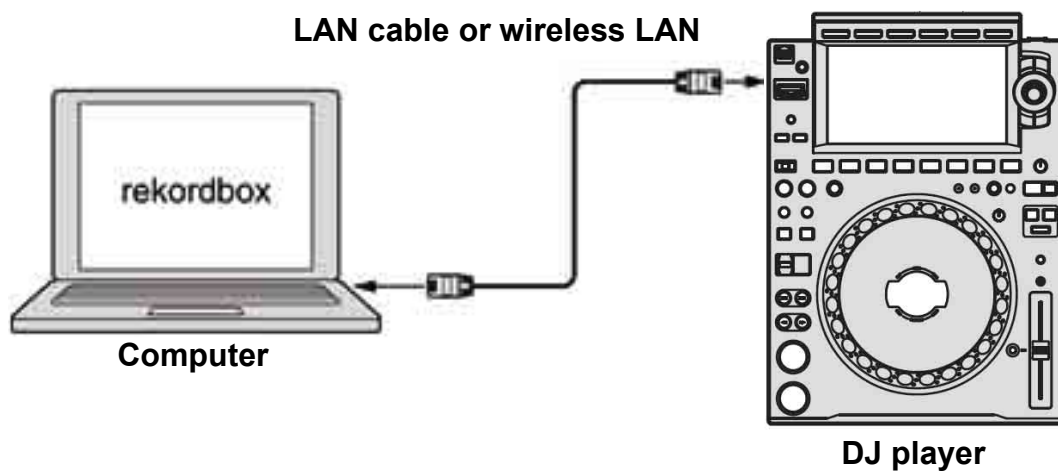
Computer

DJ player

Hint

• For connection instructions, refer to the Instruction Manual of the DJ player and the operating instructions of your computer.

▌To use LINK EXPORT with multiple DJ equipment

When connecting a computer via PRO DJ LINK using a LAN cable, 4 DJ players (6 DJ players for CDJ-3000 only) can be loaded with rekordbox tracks in a real time. Also, when connecting a computer to a DJ mixer supported with PRO DJ LINK by a LAN cable, rekordbox tracks can be monitored over headphones connected to the DJ mixer.
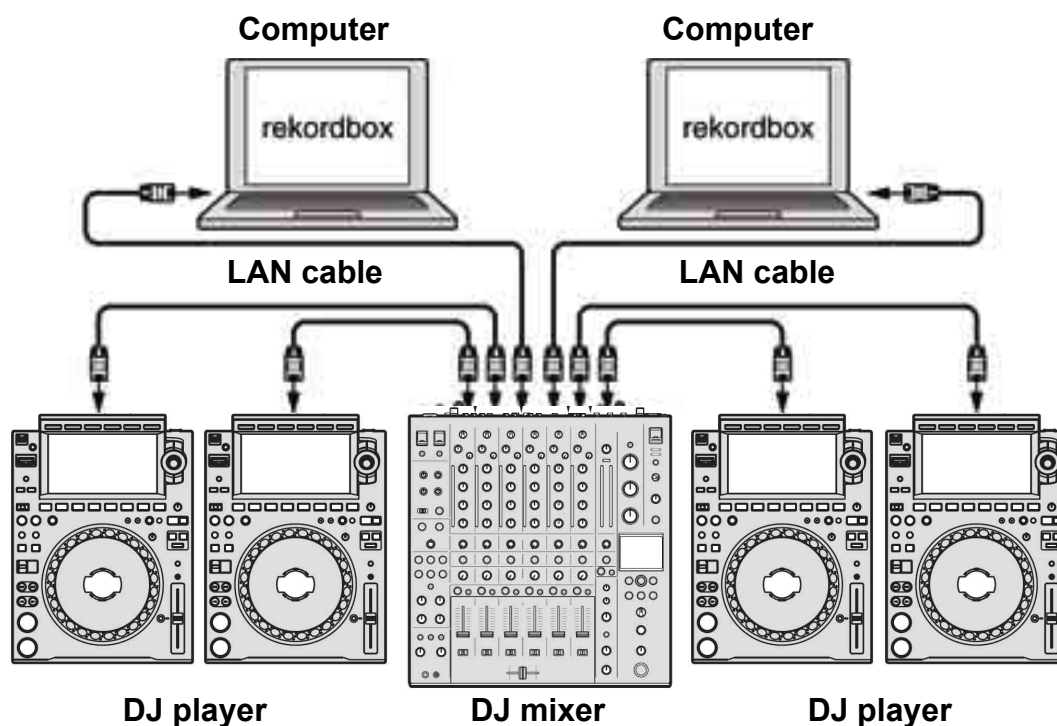
Hint

- Instead of a DJ mixer, a switching hub can be used.
- 2 computers can be connected via PRO DJ LINK.
- For connection instructions, refer to the Instruction Manual for the DJ equipment.

Playing tracks

Use the player panel to play tracks.

1   Drag and drop a track to the player panel from the track list of the browser panel.

2   Click ► in the operation panel.
     Playback starts.

▍To move the playback position

Click on the enlarged waveform to move the playback position to where you click.

Hint

• In the [1 PLAYER]/[DUAL PLAYER] layout, you can also move the playback position by clicking [<]/[>] on the operation panel. The position will be moved by the beat count displayed in the operation panel. If clicking [<]/[>] during the loop play, not only the current playback position but also the LOOP IN and LOOP OUT points are moved. For the loop play, see "Starting loop play" (page 96).

▍To listen to tracks easily using the browser panel

Click the waveform in the [Preview] column of the browser panel to start the preview from the position you clicked. Click the stop button on the left side of the waveform to stop the preview.
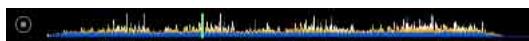
When the preview starts in the [Preview] column, any other track playing in the player panel pauses.

Previewing a track from the beginning of the track

Click the artwork in the [Artwork] column of the browser panel.

Move the mouse cursor away from the artwork to stop the preview.

87

During the preview, click on the artwork to skip the preview position ahead by 30-second increments.

When the preview starts in the [Artwork] column, any other track playing in the player panel pauses.

Displaying Cue Marker in the preview waveform

Cues and Hot Cue Markers can be displayed on the preview waveform in the track list. You can then check Cue status of the track in the track list without loading the track to the player panel.

To display Cues and Hot Cue Markers on the preview waveform, open the [Preferences] window > [View] category > [Layout] tab and check the [Display Cue Markers on Preview] checkbox of [Browser panel].

Click around Cue Marker on the preview waveform, and then the preview play can be started from the Cue point.

Hint

• For setting Cues, see "Using cue points" (page 94).

Triggering play, pause, and CUE in the enlarged waveform

Using the mouse on the enlarged waveform, triggers the same behavior as clicking ▶, ‖ and [CUE].

• Left-click: the same behavior as clicking ▶ and ‖.

• Right-click: the same behavior as clicking [CUE].

To enable/disable this function, open the [Preferences] window > [View] category > [Display Type] tab > [Click on the waveform for PLAY and CUE], and select [Enable] or [Disable].

Hint

• For setting Cues, see "Using cue points" (page 94).

Changing the color of the waveform

Open the [Preferences] window > [View] category > [Color] tab > [Waveform color], and then select [BLUE], [RGB], or [3Band].

Note

• When you select [3Band], the waveform is displayed in blue for DJ equipment that does not support [3 Band].

Changing the beat count display

You can change the beat count displayed in the center of the enlarged waveform. Open the [Preferences] window > [View] category > [Display Type] tab > [Beat Count Display], and then select how to display the beat count.

• [Current Position (Bars)]: Display the number of bars from the beginning to the current playback position.
• [Count to the next MEMORY CUE (Bars)]: Display the number of bars from the current playback position to the next Memory Cue. If there is no next Memory Cue, no bars are displayed.
• [Count to the next MEMORY CUE (Beats)]: Display the number of beats from the current playback position to the next Memory Cue. If there is no next Memory Cue, no beats are displayed.
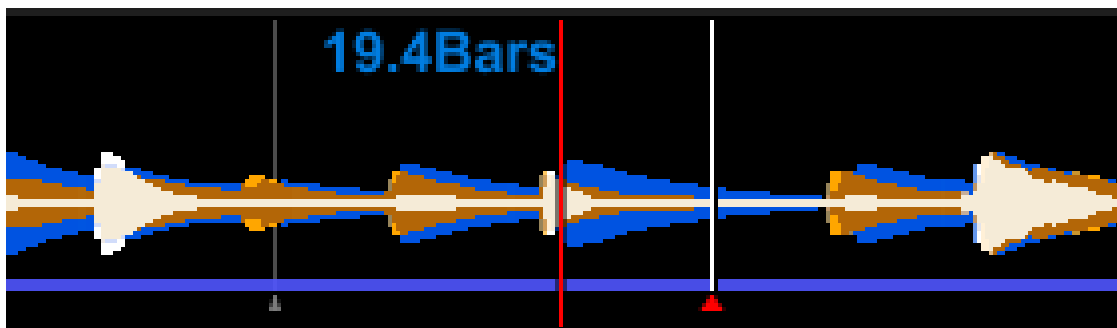
Checking the beat (beat grid)

1 Drag and drop a track from the track list in the browser panel to a player panel.

2 Click ▶ in the operation panel.
Playback starts.
- The BPM display shows the tempo measured when the track is added.
- The enlarged waveform display shows the beat grid as a white line which is generated when the track is added (beat grid).
- On the enlarged waveform display, the beats are indicated on the beat grid every 4 beats from the start to the end of the track. The first beat of bar is displayed as red marks (as a red vertical line on [GRID] panel) on both sides of the beat grid.

Hint
- [?] may appear for tracks analyzed by older version of rekordbox. This means information of the track is insufficient or old. Right-click the track, and then select [Add New Analysis Data] to update the information. [?] then disappears.

Adjust the beat grid
The enlarged waveform displays the beat grid with white lines. The beat grid can be adjusted by the following procedure.
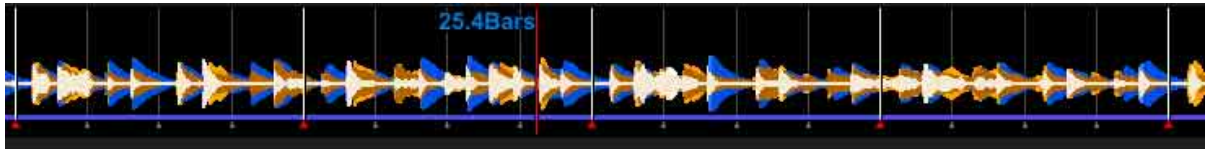
1 Select [1 PLAYER] on the upper-left of the screen.
The player panel is changed to [1 PLAYER] layout.

2 Click ❚❚ in the operation panel during playback.
Playback pauses.

3 Click [GRID] in the function panel.
The beat grids changed are shown as blue lines instead of white, and can be edited.

4 Adjust the beat position.
For icons to adjust the grid, see "[GRID] panel" (page 75).

90

Note

• You cannot adjust the beat grid when your computer is connected to DJ equipment supported with PRO DJ LINK.

Re-analyzing tracks to detect beat positions and BPM

1   Click to display the [Preferences] window.

2   Click the [Analysis] category > [Track Analysis] tab, and then set [Track Analysis Mode].
Select [Normal] or [Dynamic] for analyzing waveform information of tracks.

3   Click the [BPM / Grid] checkbox in [Track Analysis Setting].

4   Close the [Preferences] window.

5   Right-click the track to be analyzed, and then select [Analyze Track].

6   Click [OK].
The waveform information of the track is analyzed. The detected beat position and the measured BPM are saved on the computer.

Hint

• When tracks are re-analyzed, the beat grid set at "Adjust the beat grid" (page 90) is overwritten by the re-analyzed beat grid.

Setting the Analysis Lock

You can set a track to ignore re-analysis and editing of the beat grid. It prevents grid-adjusted tracks from being mistakenly overwritten.
In the Analysis Lock mode, the following operations are not active.
- Track Analysis (BPM/Grid, key, phrase, and vocal)
- Grid editing operations in the [GRID] panel

When tracks (including tracks with the Analysis Lock mode) are selected to be analyzed in a track list, analysis is skipped on tracks with the Analysis Lock mode.

1 Click in the [GRID] panel of the [1 PLAYER] layout.
 is changed to and the Analysis Lock is turned on.

Hint
- You can also set [Analysis Lock] after right-clicking a track in a track list.
- Alternatively, set [Analysis Lock] from the [Track] menu on the upper screen.
- When setting the track with [Analysis Lock], is displayed in the status column.

To turn off Analysis Lock

Click to change to . The Analysis Lock is turned off.

Using beat grids (quantize)

When setting cues and loops in the player panel, the cue and loop points can easily be set on beat.

1 Click [Q] in the function panel.
[Q] lights up in red.

2 Set the cue or loop points.
For instructions on setting, see "Using cue points" (page 94) and "Starting loop play" (page 96).

▌To play on a DJ player or DJ mixer using the quantize function

You can use track beat grids detected and adjusted on rekordbox, and enjoy the quantize function for your DJ performance using cues and loops on particular DJ equipment.

If a DJ player is connected by LAN cables, you can use beat grids with the quantize function for special effects.

Hint

• For instructions on using the quantize function on DJ equipment, refer to the Instruction Manual for the DJ equipment.

Selecting a track for analyzing

1 Select a track to be analyzed from a track list.

2 Select [Analyze Track] from the [Track] menu on the upper screen.

Hint

• You can select information to be analyzed on the [Preferences] window > [Analysis] category > [Track Analysis] tab > [Track Analysis Setting].

• You can also analyze a track by right-clicking on a track to be analyzed in the track list and selecting [Analyze Track].

Note

• When a track has on the track list, you cannot select [Analyze Track] (page 92).

Using cue points

Set a cue point.

1 During playback, click ❙❙ in the operation panel.
Playback pauses.

2 Click [CUE] in the operation panel.
The paused point is set as the cue point, and a cue marker is displayed on the lower side of the waveform.

3 Click ▶ to start playback from the cue point.

Hint

- When a new cue point is set, any previous cue point is deleted.
- When a different track is loaded, the previous cue point is canceled.
- You can save cue points as memory cues or Hot Cues.

To return to the cue point (Back Cue)

During playback, click [CUE] to return the playback point to the cue point immediately. Playback pauses.
To resume playback from the cue point, click ▶.

To check a cue point (Cue Point Sampler)

After returning to the cue point, click and hold [CUE] to start playback from the cue point.
Playback continues while holding [CUE]. When released, playback returns to the cue point, and pauses.

To set a cue point during playback (Real-Time Cue)

During playback, click [IN] in the function panel at the point to be set as a cue point.

Hint

- When the quantize is turned on, the cue point is automatically set to the nearest beat grid by clicking [IN].
- For the function panel, see "Function panel ([1 PLAYER] layout)" (page 74) or "Function panel ([2 PLAYER] layout)" (page 76).

▌To save a cue point

After setting a cue point, click [MEMORY] in the function panel to save the cue point. The time (minute/second/millisecond) of the saved cue point is shown in the [MEMORY] panel of the playback track sub-information panel. A cue point marker is displayed on the upper side of the waveform. Up to 10 cue points can be saved for 1 track.

Hint

- You can use the saved cue points for your DJ performance on the DJ player.
- For the [MEMORY] panel, see "[MEMORY] panel" (page 70).
- For the function panel, see "Function panel ([1 PLAYER] layout)" (page 74) and "Function panel ([2 PLAYER] layout)" (page 76).

Calling and playing saved cue points

1 Load the track with the saved cue point to the player panel.
   The saved cue point time (minute/second/millisecond) is shown in the [MEMORY] panel of the playback track sub-information panel. A cue point marker is displayed on the upper side of the waveform.

2 Select a cue point to be used.
   The playback point jumps to the cue point, and pauses.

3 Click ▶.
   Playback starts.

Hint

- You can select a cue point using the function panel. ([1 PLAYER] layout)
  - ▶: Select a cue forward from the current playback position.
  - ◀: Select a cue backward from the current playback position.

Starting loop play

Set [IN] and [OUT] of the loop point.

1   Click [MA] in the function panel to display .

2   During playback, click [IN] in the function panel at the point to start loop playback. (Loop In Point)
If using a cue point as the Loop In Point, this operation is not necessary.

3   During playback, click [OUT] in the function panel at the point to end loop playback. (Loop Out Point)
The loop playback starts from the Loop In Point.

Hint

- When a loop point is set, the previous loop point is deleted.
- When a different track is loaded, the previous loop point is canceled. You can save loop points.
- When the quantize is turned on. click [IN] and [OUT] to set a loop point to be matched close to the beat grid on playback.

To cancel the loop play (Loop Exit)

During the loop play, click [EXIT] in the function panel to cancel the loop play. When reaching the loop out point, playback continues without returning to the loop in point.

To resume the loop play (Reloop)

After cancelling a loop play, click [RELOOP] in the function panel during the playback. Loop play restarts from the previous loop in point.

To specify the loop length by the number of beats (Auto Beat Loop)

You can play a loop with a loop length of between 1/64 and 512 beats, according to the BPM of the track.

When you click the Auto Beat Loop button, the current playback position is changed to the loop in point, and a loop is set for the selected number of beats.

Hint

- During a loop play, click [AU] to display ▢ 4 ▢ , and click [<] or [>] to halve/double the loop length from the loop in point.
- When the quantize is turned on, click [IN] to set a loop in point to be matched to the beat grid position.
- To cancel a loop play, click the Auto Beat Loop button again.

To export loops and save them as WAV files ([1 PLAYER] layout)

During a loop play, click ☰ in the player panel, and then select [Export Loop As Wav].

- Exported loops are saved as WAV files (48 kHz sampling frequency, 16-bit quantization), and added to [Collection]. Specify the file name when saving, which will be shown as a title in [Collection].
- For instructions on using saved loops (WAV files), refer to the Instruction Manual for the DJ equipment.

To save a loop point

During a loop play or shortly after canceling a loop play click [MEMORY] in the function panel to save a loop point for later. The time (minute/second/millisecond) of saved loop point is then shown in the [MEMORY] panel of the playback track sub-information panel. Up to 10 loop points (including cue points) can be saved for one track.

Hint

- You can use the saved loop points for your DJ performance on the DJ player.
- For the [MEMORY] panel, see "[MEMORY] panel" (page 70).
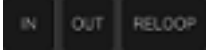
Using the saved loop points

1 Load the track with the saved loop point to the player panel.

The loop point time (minute/second/millisecond) is shown in the [MEMORY] panel of the playback track sub-information panel. A loop point (from loop in to out) is shown in yellow on the waveform.

2 Select a loop point to be called.

The playback point jumps to the loop point, and pauses.

3 Click ►.

The loop play starts.

Hint

- You can select a loop point using the function panel. ([1 PLAYER] layout)
  - ►: Select a loop point forward from the current playback position.
  - ◄: Select a loop point backward from the current playback position.

Setting a saved loop as the active loop

When a loop point is saved, [icon] (in orange) is displayed on the loop point.
To set the loop as an active loop, click [icon]. The loop is set as an active loop, and the icon is changed to [icon] (in red).
If you play on the player supports the active loop, click [icon] in the player panel in the [1 PLAYER] layout and set [Active Loop Playback] to [On] to automatically start the loop play at the point of the active loop. You can check how active loop is performed on CDJ/XDJ series, etc. on rekordbox.

Hint

- For instructions on active loops, refer to the Instruction Manual for the DJ equipment.

Using a Hot Cue

When cue and loop points are saved as Hot Cues, they can be played instantaneously. You can choose up to 8 Hot Cues per track.

Hint

- Hot Cues can be called out and played on DJ equipment. The number of Hot Cues you can save depends on the DJ equipment.

▌To save Hot Cues

During the play or pause mode, in the [HOT CUE] panel of the sub-information panel, click the [A] - [H] (Hot Cue point) at the position you wish to save as a Hot Cue. The playing (or paused) point when the button was clicked is saved as a Hot Cue.

- When a Hot Cue point is clicked during a loop play, the currently playing loop is stored as a Hot Cue in orange.

Hint

- When the quantize is turned on, set a Hot Cue. When you click the Hot Cue point, it is automatically set to the nearest beat grid.
- You can save Hot Cues to click the [A] - [H] in the [CUE/LOOP] panel of the function panel. ([1 PLAYER] layout)
- For the [HOT CUE] panel, see "[HOT CUE] panel" (page 71).

Calling and playing saved hot cue points

1   Load the track with the saved hot cue point to the player panel.
The saved hot cue point time (minute/second) is shown in the [HOT CUE] panel of the sub-information panel. A hot cue point marker is displayed on the upper side of the waveform.

2   Select a hot cue point.
Playback starts from the selected hot cue point.

Hint

- You can select a hot cue point using [A] to [H] in the [CUE/LOOP] panel in the function panel. ([1 PLAYER] layout)
- If the [Preferences] window > [Advanced] tab > [Others] tab > [Hot Cue], and [During Pause, GATE playback is applied.] is selected, switch to the [GATE] mode. In the [GATE] mode, the playback continues only when you click and hold a hot cue button during pause. Also, when you release the button, the playback pauses, and the playback point is returned to a hot cue point.

█ To organize Hot Cues by using Hot Cue Bank List

Using Hot Cue Bank Lists, you can call cue/loop points of different tracks on your DJ performance.

The cue/loop point information for different tracks can be stored in Hot Cue Banks. The combination of the 8 Hot Cue Banks is called Hot Cue Bank List.

If loading multiple Hot Cue Bank Lists onto a DJ player, you can make a variety of DJ performances using Hot Cue combinations.

To display [Hot Cue Bank List] in the tree view, open the [Preferences] window > [View] category > [Layout] tab, and click the [Hot Cue Bank List] checkbox of [Media Browser].
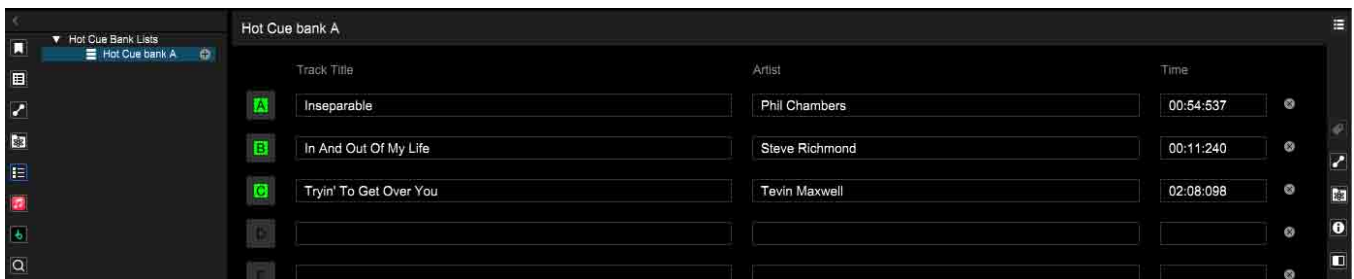
Note

- The number of Hot Cue Banks depends on the DJ equipment.
- Hot Cue Bank Lists cannot be loaded onto some DJ equipment.
- If the player panel is in the [2 PLAYER] layout, Hot Cue Bank and [X] are not displayed.

Create a new Hot Cue Bank List

1 Click [+] on the right side of the [Hot Cue Bank Lists] in the tree view of the browser panel.
   [Untitled Hot Cue Bank List] is added under the [Hot Cue Bank Lists] folder.

2 Type the list name using your computer, and then press the [Enter] key.

Hint

- To delete a Hot Cue Bank List, right-click on the Hot Cue Bank List, and then select [Delete Hot Cue Bank List]. You can also click on the Hot Cue Bank List, and then press the [Delete] key on your computer keyboard.

Save cue and loop points as Hot Cue Banks

During the play or pause mode, click the [A] - [H] in Hot Cue Bank List at the position you wish to save. The cue point is stored in a Hot Cue Bank. The saved point is displayed in green.

Hint

• When a Hot Cue Bank is clicked during a loop play, the currently playing loop point is stored and displayed in orange in a Hot Cue Bank.

Check saved Hot Cue Banks

In the Hot Cue Bank List, click a Hot Cue Bank of a saved cue/loop point to start its playback.

Hint

• To delete a cue/loop point saved in the Hot Cue Bank List, click its [X] on the right side of the Hot Cue Bank.

Call a saved Hot Cue and save it in Hot Cue Bank

1 Open the [Preferences] window > [Advanced] category > [Others] tab, and click the [During Pause, GATE playback is applied.] checkbox of [HOT CUE].

2 Load a track containing Hot Cue points onto the player panel.
The cue or loop points saved in the track are displayed in the [HOT CUE] panel.

3 In the [HOT CUE] panel, click a point you wish to save in Hot Cue Bank.
The playback position is moved to the selected point, and the play pauses.

4 Click the appropriate [A] - [H] in the Hot Cue Bank List.
The saved point is displayed in the Hot Cue Bank.

101

Organize Hot Cue Bank Lists by using folders

1   Right-click the [Hot Cue Bank Lists] folder, and then select [Create New Folder].
[Untitled Folder] is created under the [Hot Cue Bank Lists] folder.

2   Type the folder name using your computer keyboard, and then press the [Enter]
key.

3   Drag Hot Cue Bank Lists to the created folder.
Hot Cue Bank Lists are moved under the created folder.

Hint
• To delete a folder, right-click on the folder, and then select [Delete Folder]. You can also press
the [Delete] key on your computer keyboard. All Hot Cue Bank lists and folders contained in the
folder are deleted.

Add an artwork image to a Hot Cue Bank List
Valid artwork image file formats are JPEG (.jpg or .jpeg) and PNG (.png).

1   Right-click a Hot Cue Bank List, and then select [Add Artwork].

2   Select an image file, and then click [Open].
The artwork image is added to a Hot Cue Bank List.

Hint
• To display the added artwork image, right-click the Hot Cue Bank List.

Checking the play histories

Use [Histories] to check played tracks and track orders.

1   Double-click [Histories] in the tree view.
Play histories are displayed in the year and month folders.

2   Select a play history.

Using USB storage devices

You can load tracks and playlists from [Collection] to USB storage devices (flash memory or hard disk). Connect the USB storage device to a DJ player for your DJ performance.
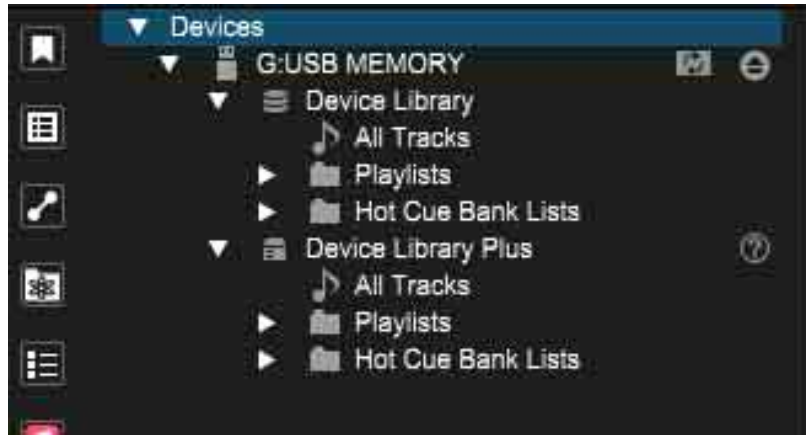
Hint

- For music files (file formats) that can be loaded and played on DJ player, refer to the Instruction Manual for each DJ player.
- An SD memory card can be used for some DJ players.
  For details, refer to "Supported media (file system)" (page 254).
- To import music files, connect a USB storage device which stores a playlist exported from another computer. Right-click a playlist or folder in [Devices], and then select [Import Playlist] or [Import Folder].

103
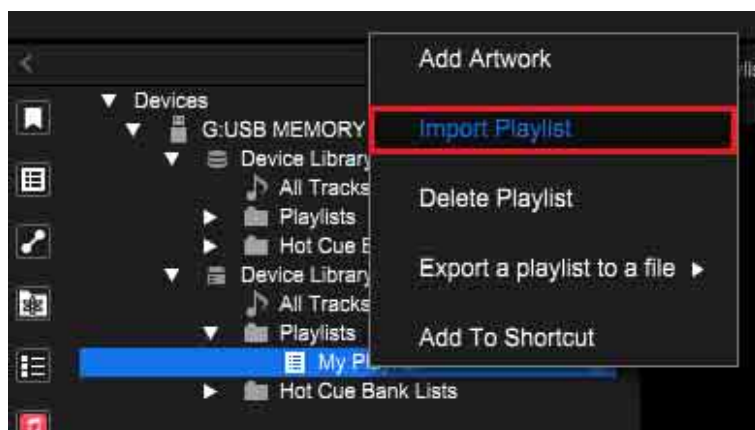
Connect the USB storage device to your computer

Insert the USB storage device into your computer, and then click ⊞. USB storage device settings are displayed in [Devices].

You can make settings for USB storage devices to use on a DJ player. Refer also to the Instruction Manual for the DJ player.

[General]	[Device Name]	Set the name to display.
	[Background Color]	Set the background color to display.
	[Waveform Color]	Set the waveform color to display.
	[Type of the Overview Waveform]	Select the display type of the waveform to display.
[Category]	Specify a category and the order to display.	
[Sort]	Specify a sort order to display.	
[Column]	Specify a user setting category to display on the right side of the title, when browsing music files on the display window of DJ equipment.	
[Color]	Enter or edit a comment on one of the eight colors used for classifying the music files categories.	
[My Settings]	Set to whether all settings of all items are applied automatically.	

Hint

- You can change the setting of [My Settings] on the [Preferences] window > [DJ System] category > [My Settings] tab. When clicking [Apply on all connected devices], the changed settings are applied to USB storage devices.

Note

- File systems such as NTFS and HFS are not supported by rekordbox, thus they are displayed with 🚫. Use FAT32 for Windows and a FAT32 or HFS+ formatted device for Mac.
- If you set [Color] to [3Band], the waveform is displayed in blue for DJ equipment that does not support [3 Band].

Remove the USB storage device from your computer

Click ⏏ on the right side of █ to remove before disconnecting the USB storage device from your computer.

Note

- The USB storage device must not be disconnected while the data is transferring. If you want to disconnect the device while data is being transferred, click [X] on the right of the progress bar to cancel the data transfer.

▌To transfer tracks to a USB storage device

Drag tracks from [Collection] to █ in [Devices]. The transfer progress bar is displayed at the bottom of the screen, and both tracks and track information are transferred to the USB storage device.

Hint

- Tracks can also be transferred by dragging them from [iTunes] or [Explorer] to █ in [Devices].
- To delete a track from the USB storage device, select the track in [Devices], and then click the [Delete] key on the computer keyboard. (Tracks in the process of being transferred cannot be deleted.)
- Tracks can be transferred to 2 devices at the same time.
- For some DJ equipment, when tracks are transferred to the USB storage device, an exclusive library ([Collection] or [Playlist]) is created on the USB storage device when it is removed.

▌To transfer playlists to a USB storage device

1　Click ▶ on the left of █ to transfer the playlist.

2　Click ▶ on the left of the [Playlists] folder.

3　Drag a playlist to [Devices].
　　The playlist and the tracks contained in it are transferred to the USB storage device.

Hint

- A playlist can be transferred by dragging it from [iTunes] to [Devices].
- To delete the playlist from the USB storage device, select the playlist in [Devices], and then click the [Delete] key on the computer keyboard.
- Depending on the DJ equipment, there may be restrictions on the names of playlists and the folder structure on the USB storage device. For details, refer to the Instruction Manual of the DJ equipment.

To transfer Hot Cue Bank Lists to USB storage devices

You can use combinations of Hot Cues of different tracks on DJ equipment by using a Hot Cue Bank List created prior to your DJ performance.
The available number of Hot Cue Banks depends on the DJ equipment.

1   Click ▶ on the left of ▦ to transfer the Hot Cue Bank List.

2   Click ▶ on the left of the [Hot Cue Bank Lists] folder.

3   Drag the Hot Cue Bank List to [Devices].
     The Hot Cue Bank List and the tracks contained in it are transferred to the USB storage device.

Hint

• To delete the Hot Cue Bank List from the USB storage device, select the Hot Cue Bank List in [Devices], and then click the [Delete] key on the computer keyboard.

To use USB storage devices connected to a DJ player for DJ performance (USB EXPORT)

You can use USB storage devices (flash memory or hard disk) for your DJ performance. Without using a computer, you can transfer tracks, playlists, and track information (such as cue points) to the DJ player. See also "Using USB storage devices for DJ performance (USB EXPORT)" (page 83).

• An SD memory card can also be used for some DJ equipment.
• Hot Cue Bank Lists cannot be loaded onto some DJ equipment.
• For instructions on connecting USB storage devices to DJ equipment and using the USB storage devices for your DJ performance, refer to the Instruction Manual for the DJ player.

DJ performance using the quantize function on a DJ player or DJ mixer

The beat grid of tracks detected and adjusted beat grids using rekordbox can be used through the quantize function of cueing and looping on the DJ player. When the DJ player and DJ mixer are connected by a LAN cable, you can use detected and adjusted beat grids through the quantize function for special effects.

• For instructions on using the quantize function on the DJ player or DJ mixer, refer to the Instruction Manual for the DJ equipment.

Using the beat sync function between DJ players for DJ performance

If you detected and adjusted beat grids of tracks using rekordbox, you can synchronize tempos (BPM) and beats of DJ players connected via PRO DJ LINK (page 83). You can also synchronize them of the left and right decks of an all-in-one DJ system.

- For instructions on using the beat sync function on the DJ player, refer to the Instruction Manual of the DJ player.

Using Hot Cues on a DJ player

Hot Cue ([A] - [H]) information of tracks can be called and used on a DJ player.

- For instructions on using the Hot Cue information on a DJ player, refer to the Instruction Manual of the DJ player.
- If [Auto Load Hot Cue] is set on tracks, load these tracks onto the DJ player. Hot Cues saved in tracks are then automatically loaded onto Hot Cues on the DJ player.
- The number of Hot Cues depends on the DJ player.

Save play histories on rekordbox from DJ equipment

Connect the USB storage device used for your DJ performance to the computer. A play history of tracks in the device is automatically saved on rekordbox. The history is displayed in the [Histories] folder with its saved date.

- You can choose to delete or retain the history from the USB storage device.

Note

- When the [Preferences] window > [DJ System] category > [Device] tab > [History] > [Import the play history automatically] is not set, play histories are not imported automatically.
- To choose whether to delete or retain the play history from the device when importing it, open the [Preferences] window > [DJ System] category > [Device] tab > [History], and select [Delete from the device after importing the play history].
- When importing manually, select [Devices] in [Media Browser], and open the [Histories] folder in the USB storage device. Right-click the play history to be saved, and then select [Import History].
- Tracks in the play histories can only be exported from [Collection] of your rekordbox. Tracks exported from another rekordbox or tracks deleted from your rekordbox cannot be saved in the play histories. Such tracks are excluded.
- Some DJ players support the use of SD memory cards in addition to USB storage devices.

107

Load track information updated on a DJ player

The following information is updated.

- Cue Points and Loop Points
- Hot Cues
- Beat Grids
- Other information (colors, ratings, and comments)

1   Connect the USB storage device used for your DJ performance to the computer.

2   Right-click ▤ of the USB storage device you wish to load track information, and then select [Update Collection].
The [Update Collection with USB Device] window is opened when the track information starts updating.

Hint

- If you click [Cancel] while updating, the [Update Collection with USB Device] window is closed.
- Depending on the DJ player, updated information may differ.

Using the LAN connection

If you connect a computer to a DJ player by a LAN cable or wireless LAN, you can directly load rekordbox tracks and data, and use them on the DJ player. (page 111)

- For transferring tracks to DJ equipment, it is not necessary to export them to USB storage devices.
- You can use various rekordbox track-selecting features (e.g. track browsing) during your DJ performance.
- On rekordbox, you can check the play histories of DJ players (page 102). A play history by PRO DJ LINK is created in the year's folder as [LINK HISTORY yyyy-mm-dd].

When your computer is connected to a PRO DJ LINK-compatible DJ mixer by a LAN cable, you can monitor tracks in rekordbox through headphones connected to the DJ mixer. (page 110))

Establishing the link

Depending on your computer's security software and operating system settings, it may not be possible to establish links with DJ equipment. In this case, it is necessary to clear settings for any programs and communications ports that are blocked.

- For the link status display, see "Link status panel" (page 81).

1   Connect the computer and DJ equipment to the network.
    When detecting DJ equipment connected to the network, ⇄ is displayed at the bottom left of the browser panel.

2   Click ⇄.
    Communication with DJ equipment connected by a LAN cable or wireless LAN is enabled.
    The link status panel (icons of connected DJ equipment) is displayed at the bottom of the browser panel, and ⬛ is displayed.

Hint

- For connection instructions, and the unit number of DJ players that can be connected, refer to the Instruction Manual for the DJ equipment.

- When connected using a switching hub or a PRO DJ LINK-compatible DJ mixer, rekordbox music files and data can be shared with 4 DJ players (6 DJ players for CDJ-3000 only).
- It may take time for the network address to be acquired automatically, depending on the communications environment.
- When [icon] is displayed on the left side of the link status panel, there are two computers connected, one of which has rekordbox installed.
- When [icon] is displayed on the left side of the link status panel, the computer is connected to the network by a wireless LAN.
- When [MIDI/HID] is displayed on the right side of the DJ equipment icon, DJ equipment is communicating with another computer by USB control (MIDI or HID).

To change the displaying order of the DJ equipment icons in the link status panel

The order in which DJ equipment icons display in the link status panel can be changed by dragging them left and right.

To exit the link

Click [icon] to cancel the communication with DJ equipment connected by a LAN cable or wireless LAN.

Monitoring tracks through headphones connected to the DJ mixer

To monitor rekordbox tracks through headphones connected to the DJ mixer, open the [Preferences] window > [DJ system] category > [Others] tab, select [Use "LINK MONITOR" of the DJ Mixer], and then start playback.

- For instructions on the DJ mixer, refer to the Instruction Manual for the DJ mixer.

Hint

- The click sound of the waveform on the [Preview] column or [Artwork] column is also monitored with headphones from the DJ mixer.

Using a DJ player

Drag a track from a track list in the browser panel to the DJ equipment icon in the link status panel. The track is loaded onto the DJ player, and playback starts.

Note
- When the [EJECT/LOAD LOCK] function of a DJ player is active, tracks cannot be loaded until playback on the DJ equipment pauses.
- Tracks in [Devices] cannot be loaded onto a DJ player.

To use the quantize function on a DJ player or DJ mixer

If you have detected and adjusted beat grids of tracks using rekordbox, you can use them with the quantize function on performing cue operations and playing loops at the DJ player. Furthermore, if a DJ player and a DJ mixer are connected by a LAN cable, you can use the quantize function for special effects (FX).

- For instructions on using the quantize function on a DJ player or DJ mixer, refer to the Instruction Manual for DJ equipment.

To use the beat sync function between DJ players or all-in-one DJ system for DJ performance

If you have detected and adjusted beat grids of tracks using rekordbox, you can synchronize tempos (BPM) and beats of DJ players connected via PRO DJ LINK. You can also synchronize them of the left and right controller decks.

- For instructions on using the beat sync function on a DJ player, refer to the Instruction Manual of the DJ player.

Hint
- You can synchronize tempos (BPM) and beats of multiple DJ equipment by specifying tempos (BPM) on rekordbox.

111

▌To use Hot Cues on DJ equipment

The Hot Cue ([A] - [H]) information of music files can be called and used on DJ equipment.

- For instructions on using Hot Cues on DJ equipment, refer to the Instruction Manual of DJ equipment.

Hint

- When [Auto Load Hot Cue] is enabled and such tracks are loaded onto a DJ player, Hot Cues saved in tracks are automatically loaded.
- The number of Hot Cues depends on the DJ player.

▌To load the Hot Cue Bank Lists onto a DJ player

Drag the required Hot Cue Bank List from the [Hot Cue Bank Lists] to the DJ equipment icon in the link status panel. The Hot Cue Banks stored in the Hot Cue Bank Lists are loaded into the Hot Cues of the DJ player.

Hint

- The number of available Hot Cues depends on the DJ player.

▌To share tracks by using Tag List

Tag List is a list allowing you to perform real-time browsing from each DJ player displayed in the link status panel.
When tracks are added from rekordbox to Tag List, the tracks on Tag List can be loaded onto the DJ player and played by operating the DJ player.

1　Open the [Preferences] window > [View] category > [Layout] tab, and check the [Playlist Palette] checkbox of [Browser panel].

2　Click 　 in the browser panel to display the playlist palette.

3　Click [TAG] above the tree view, and then click 　 on the right side of [TAG].

4　Drag a track from [Collection] in the browser panel to [Tag List].
　The tracks are added to [Tag List].

Hint

- Tracks can also be added by right-clicking a track and selecting [Add to Tag List].
- Tracks and playlists can also be added by dragging them from [Playlists] or [iTunes].
- Up to 100 files can be added.

Change the order of tracks on Tag List

1   Click the heading of the column displaying the track order.
    Each time you click, the arrangement switches between ascending and
    descending order.

2   Drag a track to change its position in the list.

Note

• If tracks are sorted by any column header other than track order, you cannot change the track
  order by dragging a track.

Play tracks on a DJ player by using Tag List

By operating the DJ player, tracks on Tag List can be loaded and played on each DJ
player, and tag lists actually used during performances can be saved as rekordbox
playlists. For instructions on accessing tag lists from the DJ player, refer to the
Instruction Manual of the DJ player.

Mixing ([2 PLAYER] layout)

Preparing for mixing

Mix tracks to find a good match combination or adjust beat grids.
A good match combination of tracks can be saved in the library and can be called as RELATED TRACKS when selecting the next track to play.

To mix two tracks in Players A and B

1   Select [2 PLAYER] on the upper-left of the screen.
    The player panel is switched to [2 PLAYER] layout.

2   Drag a track from the track list, etc. to Player A.

3   Drag a track from the track list, etc. to Player B.

4   Click ► in the operation panels of Player A and Player B.
    The tracks in Player A and Player B start playback.

114

5　Adjust the mixing audio volume of Player A and Player B.
You can try mixing with a crossfader in the operation panel.
Move the crossfader to A to increase the volume of Player A and to decrease the volume of Player B. Move the crossfader to B to increase the volume of Player B and to decrease the volume of Player A.

To adjust the track playback speed (Tempo Control)

Click the tempo adjustment button to match the playback speed of 2 tracks.

| MT | RST | — | 117.56 | + |

[+]: The playback speed becomes faster.
[-]: The playback speed becomes slower.
[RST]: The playback speed is reset to the original speed.
BPM value: You can enter the BPM by double clicking the number.

To adjust the playback speed without changing the pitch (Master Tempo)

1　Click [MT] in the function panel.
The [MT] lights up in red and the master tempo is turned on.

2　Click [+]/[-] to adjust the tempo (BPM).
The pitch of the track does not change even when you change the playback speed.

Note
• The sound quality may change because the sound is digitally reprocessed.

To adjust the beat positions of two tracks manually using Pitch Bend

Click ◢ to slow down the playback or ◣ to speed up the playback in the function panel during playback.

115

▌To synchronize the beat positions and tempo of two tracks using BEAT SYNC

1 Play a track on Player A.
The Player which starts the playback first becomes the Sync Master.

2 Play a track on Player B.

3 Click [BEAT SYNC] in the function panel on Player B.
The Tempo (BPM) and beat positions of the track on Player B is synchronized with those on Player A.
To turn the SYNC function off, click [BEAT SYNC] again.
To get back to the original BPM on each player after turning the SYNC function off, click [RST].

▌To set 2 tracks as a good match combination ([Matching])

If the 2 tracks are a good match to mix in terms of harmony, etc., click 🔗 to store such information in the library. The stored information can be shown as a good match combination.

- If the 2 tracks are a good match when loading these tracks onto the Player A and Player B, 🔗 lights up in blue automatically.
- To display tracks with good match combinations for a particular track, see "Using RELATED TRACKS" (page 32).

▌Operating two tracks at the same time ([DUAL PLAYER] layout)

In the [DUAL PLAYER] layout, you can use DUAL CONTROL which allows you to operate two tracks at the same time.

Click 🔲 to turn on DUAL CONTROL (🔲).

DUAL CONTROL allows you to operate two players, Player A and Player B, in sync. You can operate two players at the same time with ▶/CUE/ ‹ › button on either player.

Adjusting specific frequencies ([DUAL PLAYER] layout)

In the [DUAL PLAYER] layout, you can use [3 BAND EQ] to adjust the audio quality of each track individually. By enabling [HIGH], [MID], and [LOW], you can suppress (equalize) the frequency band and easily check it for mixing.
The settings for this function are not saved for the track.

Adjusting the track volume ([DUAL PLAYER] layout)

In the [DUAL PLAYER] layout, you can use [AUTO GAIN] to adjust the volume of each track individually. [AUTO GAIN] loads the attenuation amount set when analyzing the track, and can be adjusted manually.
The settings for this function are saved for the track.

Aligning the keys of two tracks ([DUAL PLAYER] layout)

[KEY SYNC] and the key shift function are available.
For details, see "Using the key shift function" in the PERFORMANCE mode (page 164).

Note
* Depending on your subscription plan and DJ equipment connected to your computer, the [DUAL PLAYER] layout may not be available. For details on subscription plan, refer to the rekordbox website.

Recording

You can record sound input through hardware connected via USB. For example, when connected to a turntable via USB, you can record source music from an analog record. Also, you can record your DJ performance by connecting your computer to an audio interface, such as a DJ mixer.
A recording is created as a WAV file.
In the EXPORT mode, only audio input from external equipment can be recorded. To record from Master Out of rekordbox, use the recording function in the PERFORMANCE mode. (page 173)

1   Click ⬜ on the top of the screen.
     The recording panel is displayed.

2   Select a recording source.
     The recording source shown in the menu depends on the connected hardware.
     • When PLX-500 is connected, select [USB REC].
     • When DJM-900NXS2 is connected, select [Master Out], [Channel 1], [Channel 2], [Channel 3], or [Channel 4].
     • When DJM-900NXS is connected, select [Channel 1], [Channel 2], [Channel 3], or [Channel 4].
     • Depending on the recording sources and the connected hardware, settings of the connected hardware may be necessary. For details, refer to the operating instructions of the connected hardware.

3   Turn the recording level knob to adjust the recording level.
     Start playback of some tracks on the connected hardware, check the recording level indicator, and adjust the recording level accordingly.
     If the level is too low, recorded files will contain noise and the volume will be low. If the level is too high, clipping will occur and the sound will be distorted. The best recording quality can be obtained by increasing the maximum recording level to the point where not all the indicators hit the red zone.

4   Click 🔴 .
     🔴 flashes and rekordbox is in the recording standby mode.

5   Play a track to be recorded on the connected hardware.
     Recording starts when audio input is received. The 🔴 changes to 🔲 , and the elapsed time and remaining time for recording are shown.

6   Click [⦿] .

Recording stops.

When no sound continues more than 20 seconds, recording stops automatically.

7   Enter information about the recorded file.

8   Click [OK].

The recorded file is saved on [Recordings] in the tree view of the browser panel.

Hint

• To avoid automatic start/stop recording, open the [Preferences] window > [Advanced] category > [Recordings] tab, and set [Recording starts when:]/[Recording ends when:] to [Pressing the REC button].

▌To separate the recorded file automatically

rekordbox has a feature to automatically create another file when it detects a certain length of silence. If you enable this function, you can create audio files per track when recording an analog record (if it has multiple tracks and breaks between them).

The length of the silence can be set from 1 to 10 seconds.

Open the [Preferences] window > [Advanced] category > [Recordings] tab, and adjust the settings of automatic separation as follows.

• If the file does not separate;

[Silence Level Threshold]: Move the slider to right to increase the threshold.
[When silence continues for]: Decrease the length of silence.

• If the file separates unnecessarily;

[Silence Level Threshold]: Move the slider to left to decrease the threshold.
[When silence continues for]: Increase the length of silence.

See "Other settings for recordings" (page 120) in "EXPORT mode".

Hint

• When the automatic separation feature is enabled, a screen with [Will you save the separate recording files?] is displayed after recording. If you click [No], the recording is saved as one file (not separated).

Note

- This feature separates a file by detecting silence. Therefore, if there is no silence between tracks, the recorded file is not separated. Conversely, if a track has a silent or a low volume-level part, the file may be separated there. If this feature does not work correctly even after these setting values are adjusted, open the [Preferences] window > [Advanced] tab > [Recordings] tab, and do not select the [Automatically separate files when silence continues].

To display recorded files

1   Click ► on the left of [Recordings] in the tree view of the browser panel.
    Folders containing recorded files are shown in the tree view.
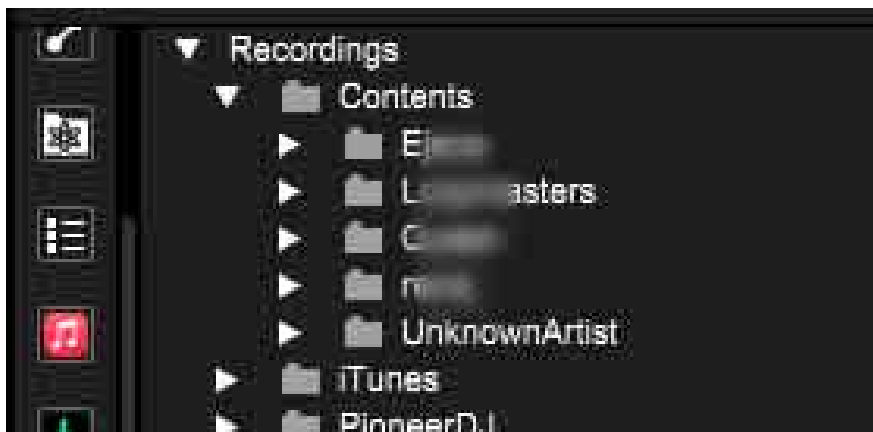
2   Select a file in the track list, and then drag and drop it to the player.
    To start playback, click ► in the operation panel.

Hint

- If you have input tag information, the file is shown in [Album] in [Artist] under [Recordings]. If you have not input tag information, click [Recordings] to display the recorded files in the track list.
- To delete unwanted recorded files, right-click the file and select [Remove Recorded File].

Note

- Folders in [Recordings] cannot be edited in the tree view. To edit the name of a folder, etc., use the rename facility in Finder or Windows Explorer.

Other settings for recordings

See "[Recordings] (EXPORT mode)" (page 240).

PERFORMANCE mode

Depending on your subscription plan, some functions may not be available. For details on subscription plan, refer to the rekordbox website.

rekordbox.com/en/plan/

🔒: Invalid function on your subscription plan

About the PERFORMANCE mode screen
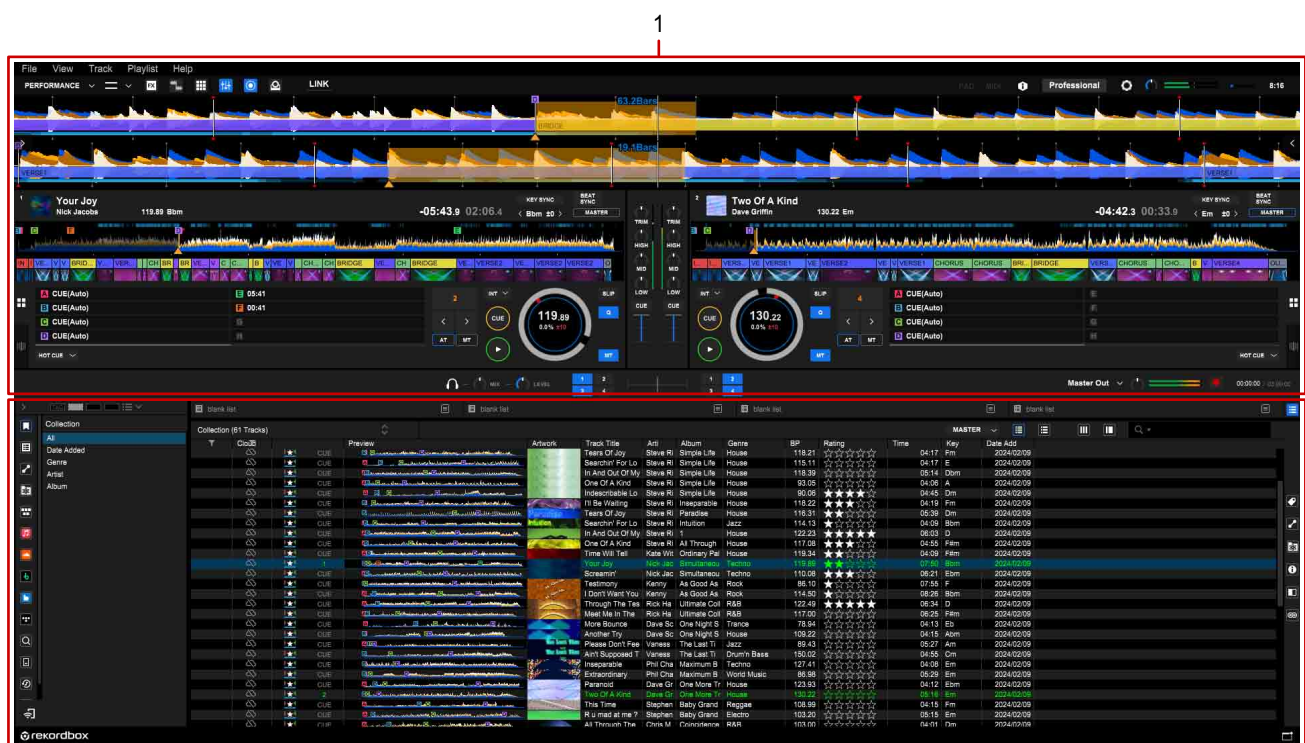
1. Player panel (page 122)

2. Browser panel (page 143)

Player panel
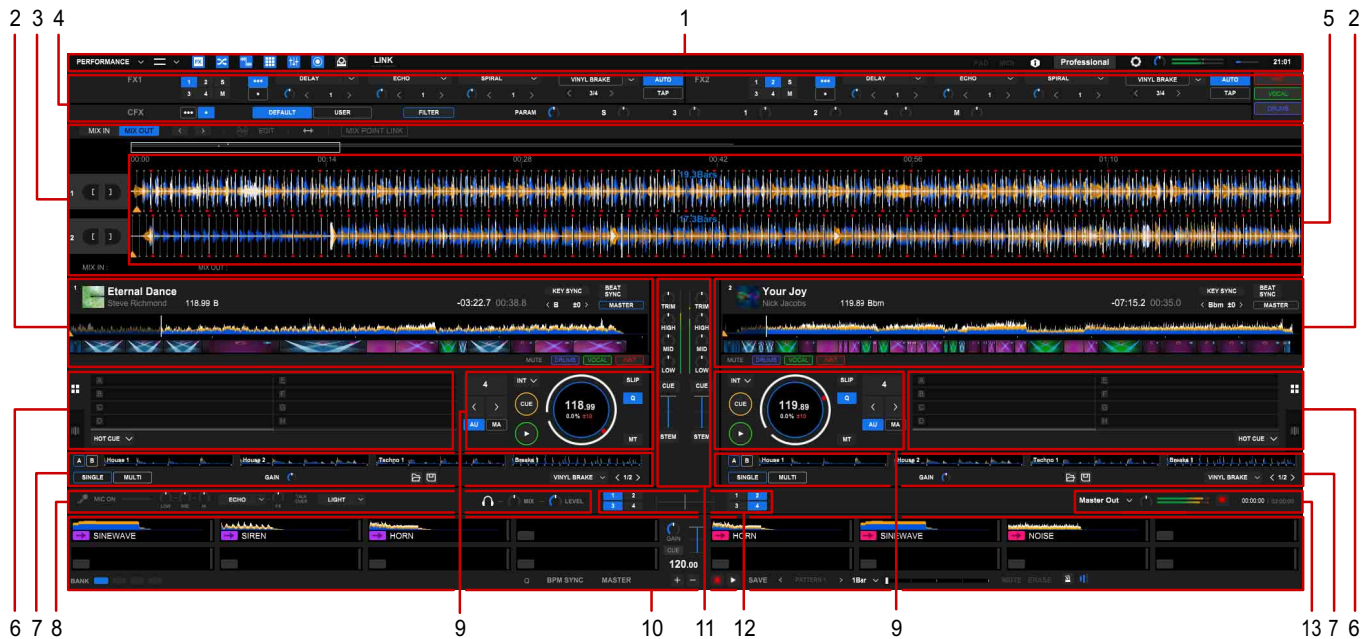
1. Global section (page 123)

2. Track information panel (page 124)

3. MIX POINT panel (page 217)

4. Effect panel (page 136)

5. Enlarged waveform panel (page 142)

6. Performance pads (page 127)

7. GROOVE CIRCUIT panel (page 138)

8. Microphone panel (page 169)

9. JOG panel (page 125)

10. Sampler deck (page 139)

11. Mixer panel (page 141)

12. Headphone panel (page 141)

13. Recording panel (page 142)

122

▌Global section

PERFORMANCE ∨ ≡ ∨ ⚏ FX ⤫ ⌕ ⊞ ⊪ ◉ 🎥   LINK   PAD MIDI ❶ Professional ⚙ 🎧 ▬▬▬ ▬ 100% ▬ 10:44

1 2   3   4   5 6 7   8   9 10 11   12   13   14

1. Select the PERFORMANCE mode.

2. Change the layout of the deck and waveform (2 deck/4 deck, horizontal/vertical or browse screen) (page 172).

3. Display the effect panel ⌷FX⌷ (page 136), GROOVE CIRCUIT panel ⤫*1 (page 138), MIX POINT LINK panel ⌕ (page 217), sampler deck ⊞ (page 139), mixer panel ⊪ (page 141), recording panel ◉ (page 142), video panel ▤*2, and LIGHTING panel 🎥*2.

   *1 To display the GROOVE CIRCUIT panel, open the [Preferences] window > [Extensions] category > [STEMS] tab, and turn on the following two functions.
      • [Enable the STEMS Function]
      • [Enable the GROOVE CIRCUIT Function]
   *2 Click each tab on the [Preferences] window, and click the [Enable XXX Function] checkbox in the upper-left of the screen.

4. Turn on to enable Ableton Link. (page 148)

5. Open the PAD EDITOR window.
   Connect to DJ equipment supporting Pad Editor.
   For details on operating Pad Editor, refer to "PAD EDITOR Operation Guide" on the rekordbox website.

6. Open the setting window to use MIDI Learn. ([MIDI setting] window)
   Connect to equipment which has the MIDI control function.
   For details on operating MIDI Learn, refer to "MIDI LEARN Operation Guide" on the rekordbox website.

7. Display the [INFO] window.

8. Activate the computer and display your subscription plan applied to rekordbox.

9. Display the [Preferences] window.

10. Adjust the volume level from MASTER OUT.

    When connecting to DJ equipment compatible with this feature, 🔲 is shown for setting PC MASTER OUT on or off.

    • [ON]: MASTER OUT sound outputs from both the connected DJ equipment and computer's internal speaker.

    • [OFF]: MASTER OUT sound outputs from the connected DJ equipment only.

    For compatible DJ equipment, refer to FAQ on the rekordbox website.

11. The volume level from MASTER OUT is indicated.

12. The audio dropout meter (audio dropouts that have reached 100%) is displayed.

13. When the computer is unplugged from the mains power supply, the remaining battery life of the computer is displayed.

14. The current time is displayed.

▌Track information panel
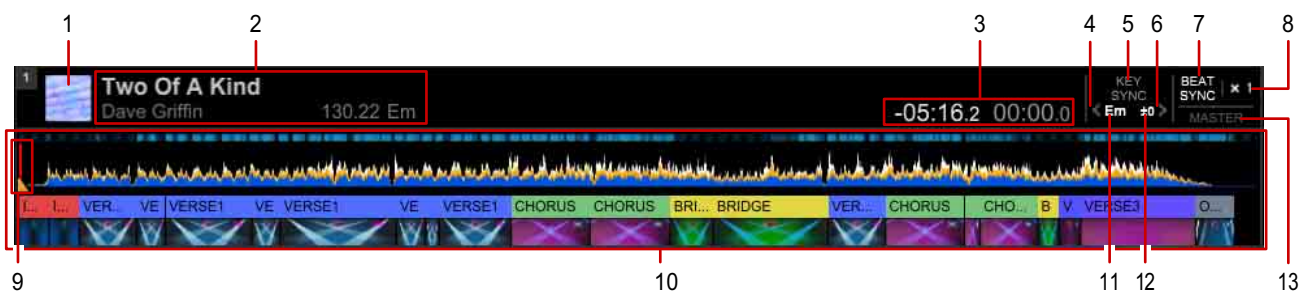
1. The track's artwork image is displayed.

    Point on the artwork image with the mouse cursor to display ⏏, and then click ⏏ to unload the track.

2. The track name, artist name, original BPM and key are displayed.

3. Remaining time ([-]) and elapsed time are displayed.

4. Turn down the key by a semitone. (Semitone Down)

5. Turn on/off the Key Sync function.

6. Turn up the key by a semitone. (Semitone Up)

7. Turn on/off the Beat Sync function (page 162).

8. Set the BPM to the original, double, or half of the sync master BPM. (SYNC RATE)

124

9. Display the current cue position.

10. The full waveform, cue point, memory cue point, hot cue point, phrase, and Lighting scenes are displayed.
Click to shift the playback position to the position you clicked.
The waveform color can be changed on the [Preferences] window. (page 89)

11. The key sync function or the current key of the track is displayed.
Double-click to reset the key if you have changed it using semitone up/down function.
To change the key display format, click the [Preferences] window > [View] category > [Display Type] tab > [Key display format].
When the master tempo is off, the key display will also change if the tempo (BPM) is changed using the Beat Sync function, etc.

12. The difference from the original key is displayed.

13. Set the deck as a Master Player for the Beat Sync function.

JOG panel

Click ▦ to display the performance pad and the JOG panel if the [GRID EDIT] panel is displayed.
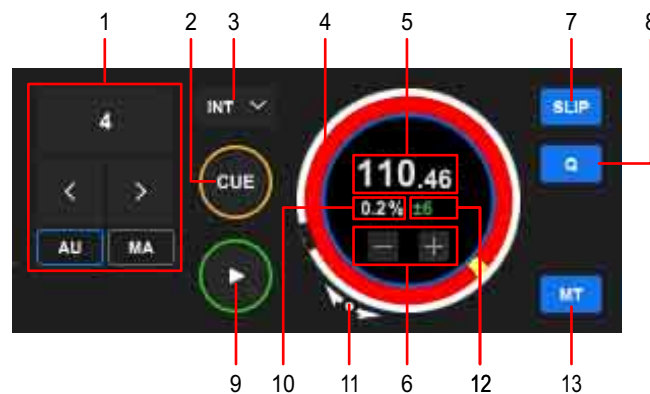
1. Click [AU] or [MA] to switch the buttons.

: Set the loop length by the specified number of beats. (Auto Beat Loop)

125
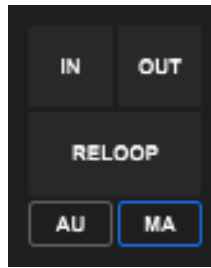
: Set real-time cues and loop in/out points, and cancel/resume a loop playback. (Manual Loop) (page 157)

2. When playback is paused, a cue point is set to the current position. Click and hold to continue playback. (page 155)

3. Select the DVS mode.

4. You can set information associated with the platter on the [Preferences] window > [View] category > [Display Type] tab > [Switch JOG Display].
   - [Current CUE / SLIP]: A red marker indicates the position of the Cue point. When [SLIP] is on, the inner ring turns red, and a yellow marker indicates the position of the Cue point.
   - [HOT CUE COUNTDOWN]: The distance to Hot Cue within 5 laps is indicated. It changes the platter displaying according to the distance to the Hot Cue.

5. Display the current BPM.

6. Adjust the playback speed. The playback speed can be changed by clicking [+]/[-]. (page 150)

7. Perform without breaking the rhythm of the track. (slip mode) (page 161)

8. Set a loop in point, loop out point, Hot Cue, and Cue automatically according to the beat position. (quantize function) (page 154)

9. Start or pause playback. (page 150)

10. Display the playback speed changed rate (%).

11. Keep clicking it for pitch bend during the playback.

12. The adjustable range for playing speed is displayed. (TEMPO RANGE)

13. Adjust the playback speed without changing the pitch. (Master Tempo) (page 150)
    When you shift the key on a track information panel, the display here is changed to [KEY RESET]. Click to reset the key.

Performance pads

If the [GRID EDIT] panel is displayed, click ⊞ to switch to the performance pad. By switching the pad, you can use various functions.

In the PAD mode, click the function name displayed in the lower side of the pad. This allows you to select various functions to be assigned to the performance pad.

[HOT CUE] (page 127) / [PAD FX] (page 128) / [SLICER] (page 129) / [BEAT JUMP] (page 130) / [BEAT LOOP] (page 130) / [KEYBOARD] (page 131) / [KEY SHIFT] (page 131) / [SEQ. CALL] (page 132) / [ACT. CENSR] (page 133) / [MEMORY CUE] (page 134)

[HOT CUE] mode

After saving Hot Cues, you can call the specific playback position quickly and mark on the full waveform or enlarged waveform.

For details on how to operate, see "Using a Hot Cue" (page 159).

1. Hot Cues are displayed.

    If you click an empty pad, the current playback position is saved as a Hot Cue. If you click a pad with a Hot Cue, the playback position jumps to the Hot Cue position.
    Right-click the Hot Cue pad to enter comments and change the color.

2. Shows when a loop point is saved. (HOT CUE LOOP)

    Click it to set to an active loop. Its color then changes to red.

3. Scroll the display.

4. Point at the pad with the mouse cursor, and then click [X] to delete the Hot Cue from the pad.

[PAD FX] mode

For details on how to operate, see "Using PAD FX" (page 182).
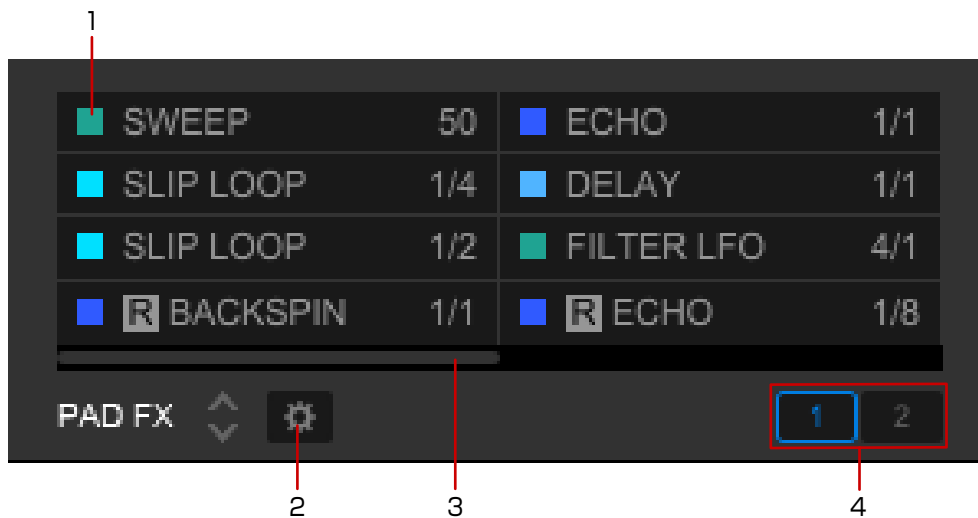
1. While holding the click, the effect is applied.

   For the Release FX, turn on or off by clicking.

2. Change the FXs and FX parameters assigned to each performance pad.
   - There are 4 parameters; [BEAT FX], [SOUND COLOR FX], [SCENE FX], and [RELEASE FX].
   In a parameter [BEAT FX], you can change the beat of the FX.
   - In the Release FX pad, set [HOLD ON/OFF] to [ON] to turn on by holding, or set [HOLD ON/OFF] to [OFF] to turn on/off by clicking.

3. Scroll the display.

4. Switch the bank.

   You can save effect settings on two banks.

128

[SLICER] mode

For details on how to operate, see "Using a slicer" (page 197).

1. While clicking, roll playback of a sliced and assigned section occurs. (Playback of the section is repeated only while clicking the pad.)

2. The same sliced section is played.

3. The range of the slicer is shifted and moved.

4. Change the length of the slice.

5. Change the length of the roll.

129

[BEAT JUMP] mode

For details on how to operate, see "Using the beat jump function" (page 163).

1. The playback position jumps to the displayed length (beat or bar) and direction. During the loop play, the loop position moves.

2. Scroll the display.

[BEAT LOOP] mode

1. Specify a beat length for a loop play from the current playback position. Click again to cancel the specifying.

2. Scroll the display.

130

[KEYBOARD] mode

For details on how to operate, see "To use [KEYBOARD]" (page 165).

1. Shift the key by a semitone when using a HOT CUE.

2. Scroll the display.

3. Switch to the HOT CUE screen to select a HOT CUE.

4. Select a HOT CUE.

[KEY SHIFT] mode

For details on how to operate, see "To use [KEY SHIFT]" (page 165).
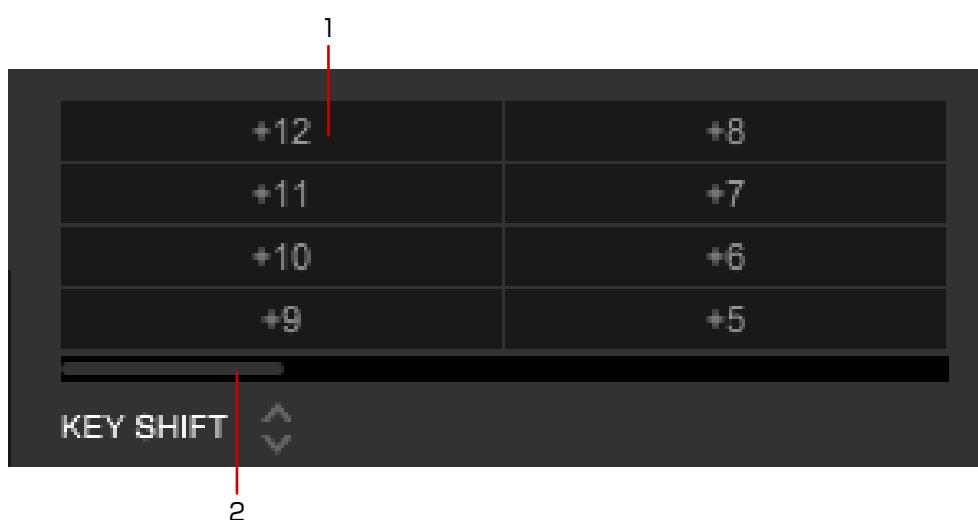
1. Shift the key by a semitone.

2. Scroll the display.

[SEQ. CALL] (SEQUENCE CALL) mode

For details on how to operate, see "Loading a sequence to a deck (SEQUENCE LOAD) " (page 196).

1. Play the saved sequence.

[ACT. CENSR] (ACTIVE CENSOR) mode

You can apply an effect to specified sections of a track. When the playback position reaches a specified section, the effect is automatically applied.

• You can specify multiple sections of a track.

• During reverse playback, the effect is not applied.

For details on how to operate, see "Using ACTIVE CENSOR" (page 203).

1. Select an effect.

2. Set the beginning point for the effect to be applied. ▼ is shown on the enlarged waveform.
    When the playback position is in the specified range, [IN ADJ] is displayed and you can change the beginning point.

3. Set the ending point at which the effect will no longer be applied.
    When the playback position is in the specified range, [OUT ADJ] is displayed and you can change the ending point.

4. Clear the specified section. You can click when the playback position reaches to the specified section.

5. Jump to the beginning of the specified section (IN point).

6. When selecting [TRANS] or [V.BRAKE], change the beat parameter.

7. Turn on/off the active censor mode.

[MEMORY CUE] mode

For details on how to operate, see "To save a cue point" (page 156) or "To save the loop" (page 158).

1. Change the color of the Cue marker.

2. Display the saved cue or loop.
   Left-click the time to jump to the point. Playback pauses.
   Right-click the time to enter a comment.

3. Shows when a loop point is saved. (MEMORY LOOP)
   Click it to set to an active loop. Its color then changes to red.

4. Save a cue or loop.

5. Point at the pad with the mouse cursor, and then click [X] to delete the saved Cue or loop.

134

[GRID/PHRASE EDIT] panel

After selecting a deck, click 🎚 to switch to the [GRID/PHRASE EDIT] panel.
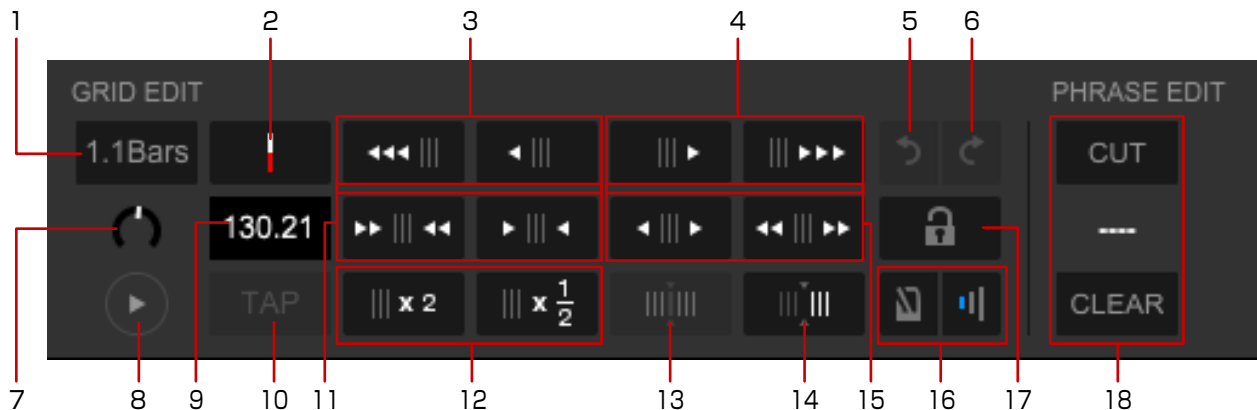
1. Set the nearest grid position to [1.1Bars].

2. Shift the playback position (a red vertical line at the center of the waveform) to the first beat of bar. (page 154)

3. Move the beat grid to the left by 1 msec / 3 msec.

4. Move the beat grid to the right by 1 msec / 3 msec.

5. Undo your last action in the [GRID EDIT] panel.

6. Redo the action which you undid in the [GRID EDIT] panel.

7. Display and change the Auto Gain value detected by track analysis. (Auto Gain) When the [Preferences] window > [Controller] category > [Mixer] tab > [Auto Gain] is set to [Enable], this value is displayed.

8. Start or pause playback.

9. Display the distance of beat grid at the playback position (a red vertical line at the center of the waveform) as BPM. You can also enter BPM manually to change the distance of beat grid.

10. Change the beat grid according to BPM determined by the click interval of [TAP].

11. Narrow the beat grid distance by 1 msec / 3 msec when 🎚 is turned on.

12. Double/halve the BPM. The length of each beat grid distance is halved/doubled.

135

13. Select the whole track as an adjustment range of the beat grid.

    When switching to the [GRID EDIT] panel, the whole track is already selected and this button is not available. The adjustment range is changed to the whole track when ▥ is turned on and the range is set to the current position or later.

14. Re-set the beat grid from the current position (a red vertical line at the center of the waveform) according to the BPM determined.

15. Widen the beat grid distance by 1 msec / 3 msec when ▥ is turned on.

16. Turn the metronome sound on/off and change its volume to one of three levels. Metronome sound starts with the playback track, synchronized with the beat grid.

17. Enable/Disable Track Analysis, Key Analysis, and Beatgrid Adjustment. (page 153)

    If you set it to disable, 🔒 is displayed on the track list.

18. Edit each phrase which is displayed in the track information panel by loading the track analyzed with [Phrase].

    • After you click [CUT] to light up, click on the phrase to be divided.
    • To change the phrase type, click ↕.
    • To delete all phrases, click [CLEAR].
    • To adjust the position of the phrase, click the phrase and drag the divided position (white line).
    • To display the phrase, open the [Preferences] window > [View] category > [Layout] tab, and select [Phrase (Full Waveform)] (page 223).
    • For details about [PHRASE EDIT] panel, refer to "PHRASE EDIT operation guide" on the rekordbox website.

▌Effect panel

Click ▨ in the global section (page 123). The following screens are about [BEAT FX]. For details on how to operate, see "Using effect features" (page 176).

• Single mode: Apply one effect.
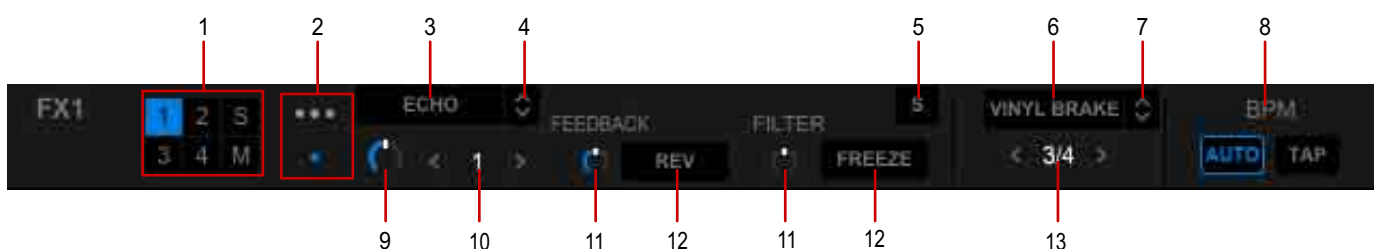
- Multiple mode: Apply multiple effects at the same time.

1. Select a deck to be applied with an effect.
   - [1] through [4]: Apply the effect to decks 1 through 4.
   - [S]: Apply the effect to the sampler.
   - [M]: Apply the effect to MASTER OUT.

2. Switch between the single mode and multiple mode.

3. Turn on/off the effect.

4. Select an effect.

5. Save multiple parameter settings that are adjusted in the single mode.
   You can call the saved parameter settings when you select the effect.
   The position of FX LEVEL/DEPTH is not saved.

6. Turn on/off the Release FX.

7. Select a Release FX.

8. Set BPM.

9. Adjust the volume balance between the original sound and the sound with effects. (FX LEVEL/DEPTH)

10. Change the number of beats of the effect.

11. Adjust the parameter for each effect.

12. Turn on/off the parameter for the effect.

13. Change the number of beats of the Release FX.

GROOVE CIRCUIT panel
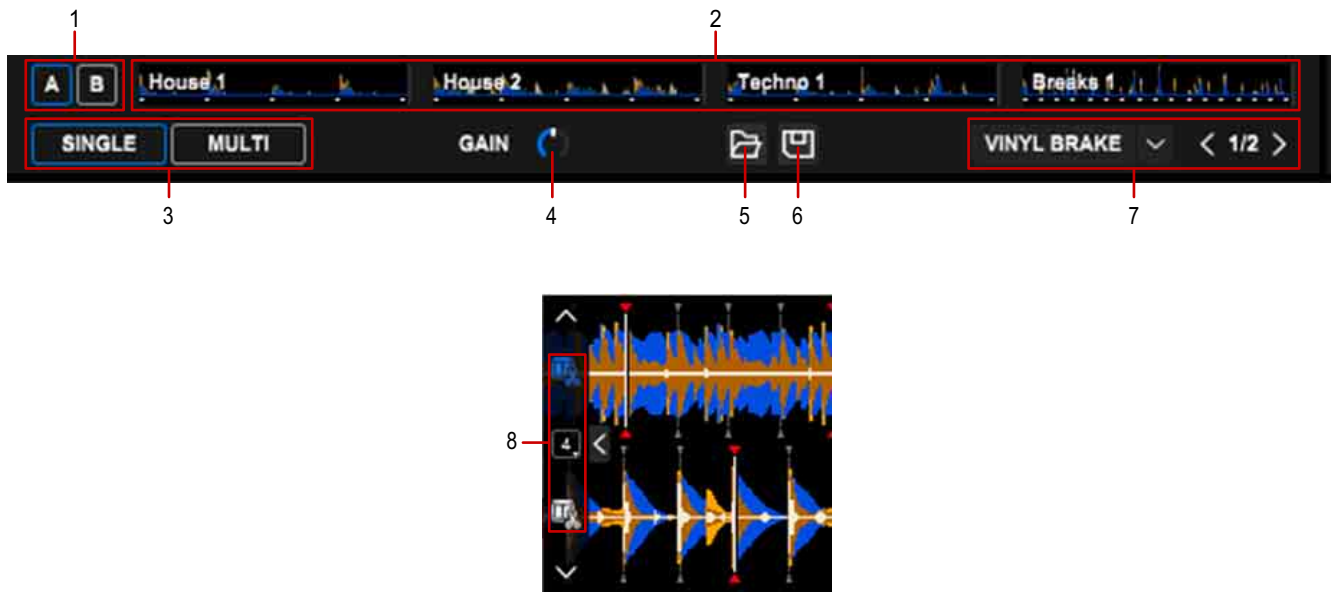
1. **DRUM LOOP BANK**

   Switch between BANK A/B for 4 DRUM SWAP SLOTs.

2. **DRUM SWAP SLOT**

   Play/stop the drum loop audio source. The dots displayed below the waveform indicate the positions of the grid.

3. **Playback mode of DRUM SWAP**

   • DRUM SWAP SINGLE MODE (SINGLE)
     Select this option when replacing the drums of a track loaded on the deck with the drum loop audio source of the DRUM SWAP SLOT.

   • DRUM SWAP MULTI MODE (MULTI)
     Select this option when adding drum loop audio sources for individual instruments such as bass drum, snare, and hihat to a track loaded on the deck.

4. **DRUM SWAP GAIN**

   Adjust the volume of 8 DRUM SWAP SLOTs in DRUM LOOP BANK A/B.

5. **Loading Drum Preset**

   You can replace all DRUM SWAP SLOTs in DRUM LOOP BANK A/B with different drum loop audio sources at once.

6. **Saving Drum Preset**

   You can save the loaded drum loop audio sources of DRUM LOOP BANK A/B at once.

138

7. DRUM RELEASE FX

Apply the RELEASE FX to the DRUMS Stem of a track loaded on the deck or to the drum loop audio source of the DRUM SWAP SLOT playing in DRUM SWAP SINGLE MODE.

8. DRUM CAPTURE

Extract the DRUMS Stem of a track loaded on the deck and use it for DRUM SWAP SLOT.

Sampler deck

Click in the global section (page 123).
For details on operation, see "Using the sampler deck" (page 188).

1. Play the sampler.
   To stop playback, click this with pressing the [Shift] key on the computer keyboard.

2. Output the sampler deck to your headphones.

3. Adjust the volume of the whole sampler deck.

4. Adjust the output level of the whole sampler deck.

5. Sets of samplers are saved in four banks. (Sampler bank)

6. Select an output channel for the sampler deck during the external mixer mode.

7. Set the quantize to on / off. (Sampler quantize)

8. Set SYNC to the sampler deck.

9. Set the sampler deck as the master in the sync mode.

10. Switch between the sampler and OSC sampler.

139

11. Adjust BPM for playback of the sampler.

   Click [-]/[+] to change the BPM.

Sequencer panel

When displaying the sampler deck, the sequencer panel is also displayed.

For details on operation, see "Using a sequencer" (page 193).

1. Record the sampler sequence.

2. Play the sampler sequence.

3. Save the recorded sampler sequence.

4. Indicate how the sequence is saved. (Sequence slot)

   A sequence name in white indicates that the sequence is saved. A grayed out sequence name indicates that the sequence is not saved. A grayed out sequence name with a red circle indicates that the sequence is temporarily recorded.

   Up to eight sequences can be saved.

5. Change the sequence length.

6. Indicates sequence length and beats. (Beat Counter)

   During recording or playback of a sequence, a marker moves to indicate the playback position.

7. Mute the sampler sequence per sampler slot. ([Sequence MUTE mode])

8. Delete the sampler sequence per sampler slot. ([Sequence ERASE mode])

9. Turn the metronome sound on/off.

   Metronome sound starts with the playback track, synchronized with the beat grid.

10. Change the metronome volume to one of three levels.

▌Mixer panel

Click 🎚 in the global section (page 123).

For details on operation, see "Using the mixer function" (page 167).
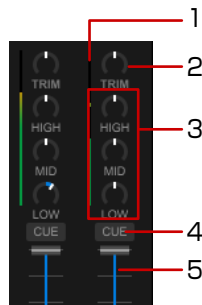
1. The sound of the respective channels before passing through the channel faders is indicated. (Channel level indicator)

2. Adjust the audio input level for each channel.
   Click to change the controller.

3. Adjust the volume of each frequency band.
   Click to change the value to [0].

4. Monitor the clicked channel through your headphones.

5. Adjusts the audio level for each channel. (Channel fader)
   The audio is output according to the characteristics of the curve selected on the [Preferences] window > [Controller] category > [Mixer] tab > [CROSSFADER Curve].
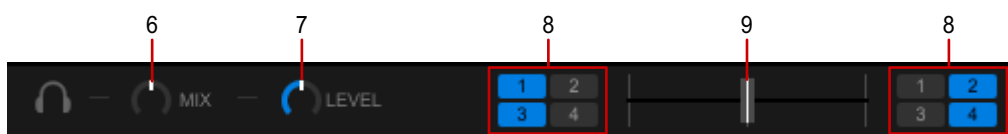
6. Adjust the monitor volume of the channel for which the [CUE] button is clicked, and the sound of the [MASTER] channel.

7. Adjust the volume level of the headphones.

8. Assign the channel output to either the left or right of the crossfader. (Crossfader assign)

9. Audio is output from the crossfader according to the characteristics of the curve selected on the [Preferences] window > [Controller] category > [Mixer] tab > [CROSSFADER Curve]. (Crossfader)

▌Recording panel

Click ◎ in the global section (page 123).

Depending on your subscription plan and DJ equipment connected to your computer, this function may not be available.

For details on operation, see "Recording" (page 173).
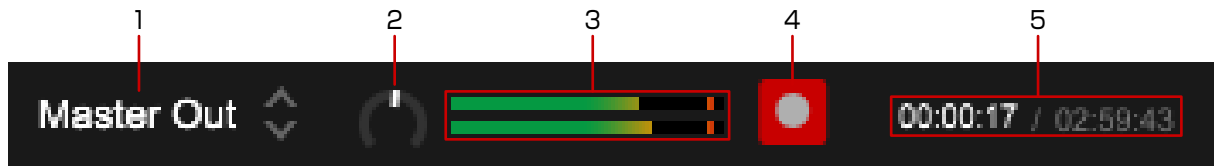
1. Select a recording source.

2. Adjust the recording level.

3. The recording level is indicated.

4. Start/Stop recording.

5. The recording elapsed time and remaining time for continuous recording are displayed.

▌Enlarged waveform panel

When selecting [2 Deck Horizontal] in the global section.
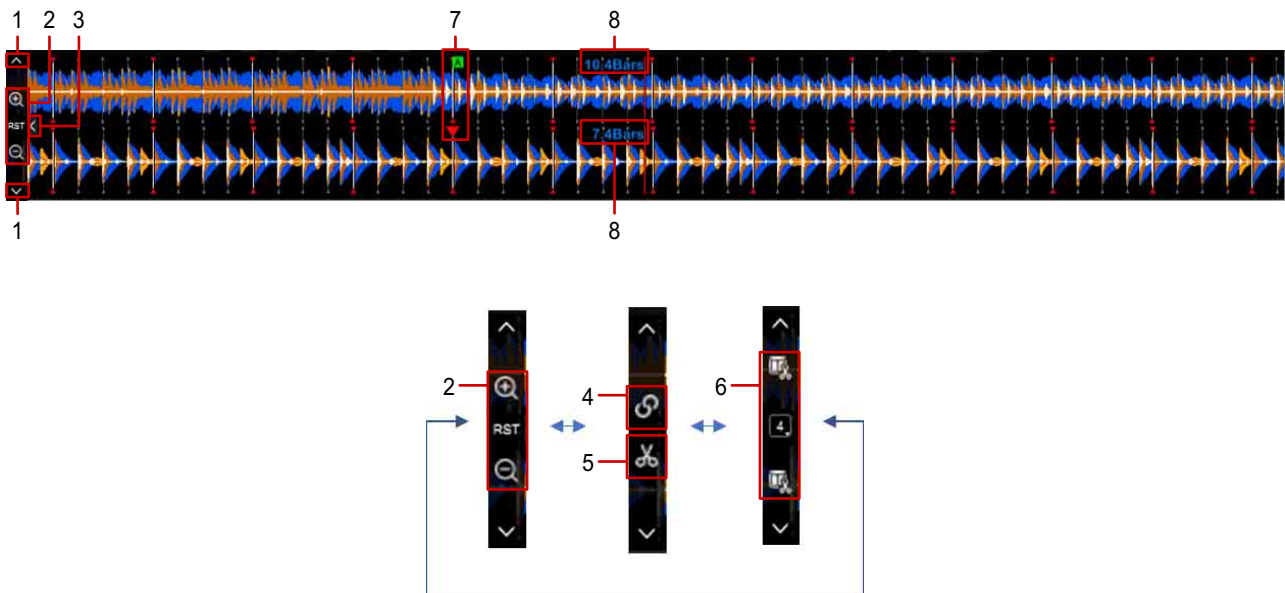
1. Switch the icon.

2. Change a zoom ratio of the enlarged waveform.
   - [RST]: Reset the zoom ratio.

142

3. Hide the icons.

4. Set two tracks in Players 1 and 2 as a good match combination.

5. Extract a section of a track. (CAPTURE) (page 200)

6. Extract the DRUMS Stem from a section of a track. (DRUM CAPTURE) (page 214)

7. When a memory cue or Hot Cue is set, a marker at each point is displayed.

8. The current playback position and beats to the memory cue are displayed. (Beat count)

   Open the [Preferences] window > [View] category > [Display Type] tab > [Beat Count Display], and select [Current Position (Bars)], [Count to the next MEMORY CUE (Bars)], or [Count to the next MEMORY CUE (Beats)].

Browser panel

See "Browser panel" (page 79)of "EXPORT mode".

Split screen

Click ![icon] at the bottom right of the screen. Another browser panel is displayed. More tracks can be displayed in the list, which helps with your DJ performance.
- Click ![icon] at the bottom right of the screen to switch the active window.
- Select a track in the split screen, and click a deck at the top of the screen. The track then is loaded to the deck.

Preparing for DJ performance

Use rekordbox to prepare for your DJ performance.

1   Add tracks to [Collection] of rekordbox and analyze them.
    Analyze the beat, tempo (BPM), phrase, etc. of tracks.
    • "Adding a track" (page 13)

2   Prepare a track list (playlists) for your DJ performance.
    • "Using a Playlist" (page 39)

3   Set point information (for cue, loop, Hot Cue).
    • "Using cue points" (page 155)
    • "Starting loop play" (page 157)
    • "Using a Hot Cue" (page 159)

4   Play the DJ equipment.
    Enjoy your DJ performance on DJ equipment using point information and
    playlists prepared on rekordbox.
    • "Using with DJ equipment" (page 145)

Using with DJ equipment

Connect the computer to the DJ equipment (DJ controller or DJ player) with a USB cable to control rekordbox on the DJ equipment. Refer to the Instruction Manual of connecting DJ equipment.

Be sure to read "Safety Precautions" and "Connections" in the Instruction Manual for the DJ equipment before connecting the equipment to your computer.

The latest information on DJ equipment supporting rekordbox is available on the rekordbox website and pioneerdj.com.

Note

- When a DJ player is connected via LAN with PRO DJ LINK, use EXPORT mode. For more details, see "Using the LAN connection" (page 109).
- You may be unable to properly operate the device depending on the USB connection status. This could be due to the bandwidth of the USB port and the USB hub on your computer. Changing the USB hub or port may solve the problem.
- For details, refer to the Instruction Manual for the DJ equipment. pioneerdj.com/en/support/documents/

Using rekordbox with a DJ controller

Standard connection with a DJ controller

Controlling four decks by adding DJ players

146

Using rekordbox with DJ players

For information on the connection for each piece of DJ equipment, refer to "Connection Guide for PERFORMANCE mode (CDJ/XDJ/DJM)" on the rekordbox website.

Operating rekordbox with DJ players

Note

• A DJ mixer must be connected to the DJ players via audio cables.

Standard connection of a computer, 4 DJ players, and a DJ mixer

Note

• You do not have to connect the DJ players to a DJ mixer via audio cables.

Using Ableton Link

Even when there is no direct connection between DJ equipment via cables, BPM can be synchronized with the supported equipment and applications on the same local network. This allows you to make compositions and music sessions easily. You can also use the MIDI LEARN function. For details on the MIDI LEARN function, see the "MIDI LEARN Operating Guide" on the rekordbox website.

Click [LINK] in the global section to enable Ableton Link.

To sync the BPM of Ableton link to the track loaded on the deck, turn on [LINK] in the track information panel.

Open the [Preferences] window > [Controller] category > [Others] tab > [Ableton Link], and click the [Show the Ableton Link subscreen when Ableton Link is enabled.] button. The following display will be shown when [LINK] in the global section is on. You can also display the following screen by right-clicking on [LINK] in the global section and selecting [Show Ableton Link window].

148
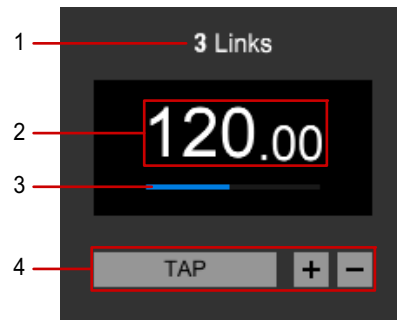
1. The number of connected equipment and computers installed with applications

2. Current BPM

   To change the beat, drag up and down, or double-click the number.

3. Beat position

4. Change BPM.

Hint

- To disable Ableton link, click [LINK] in the global section again.
- While using Ableton Link, [BEAT SYNC] in the track information panel and [MASTER] on the sampler deck will be changed to [LINK].
- Open the [Preferences] window > [Controller] category > [Others] tab > [Ableton Link], and click the [Enable Start Stop Sync.] checkbox to start/stop connected equipment at the same time.

Note

- Ableton Link cannot be enabled during Automix.
- For decks set to [RELATIVE] or [ABSOLUTE] for the DVS mode, Ableton Link cannot be enabled.

149

Playing tracks

Use the player panel to play tracks.

Hint

- For the JOG panel, see "JOG panel" (page 125).
- For the browser panel, see "Browser panel" (page 143).

1 Drag and drop a track to a deck of the player panel from the track list of the browser panel.

2 Click ► in the JOG panel of the deck.
   Playback starts.

■ To adjust the playback speed (tempo control)

The tempo increases when you click [+] and decreases when you click [-] on the platter during playback.

Hint

- The changed rate (%) is indicated on the platter.
- Double-click the rate (%) to reset the tempo. (tempo reset)

Note

- When [-100%] is set, playback stops.

■ To change the range of the playback speed

Click [Tempo Range] in the platter to change the playback speed by 0.02% at [±6] / 0.04% at [±10] and [±16] / 0.5% at [WIDE].

■ To adjust playback speed without changing the pitch (Master Tempo)

Click [MT] on the platter which is being played. The [MT] lights up in red. The pitch of the track does not change even when you change the playback speed with [+]/[-] on the platter.

Note

- The sound quality may change because the sound is digitally reprocessed.

■**To listen to tracks easily using the browser panel**

See "To listen to tracks easily using the browser panel" (page 87) in "EXPORT mode".

Checking the beat (beat grid)

1   Drag and drop a track from the track list of the browser panel to the player panel.

2   Click ▶ in the JOG panel.
Playback starts.

   • The BPM display shows the tempo measured when the track is added.

   • The enlarged waveform display shows the beat grid as a white line which is generated when the track is added (beat grid).

   • On the enlarged waveform display, the beats are indicated on the beat grid as a red line every four beats, from the start to the end of the track.

Hint

• [?] may appear for tracks analyzed by older versions of rekordbox. This means information of the track is insufficient or old. Right-click the track, and then select [Add New Analysis Data] to update the information. [?] then disappears.

To adjust the beat grid

The enlarged waveform displays the beat grid with white lines. The beat grid can be adjusted by the following procedure.
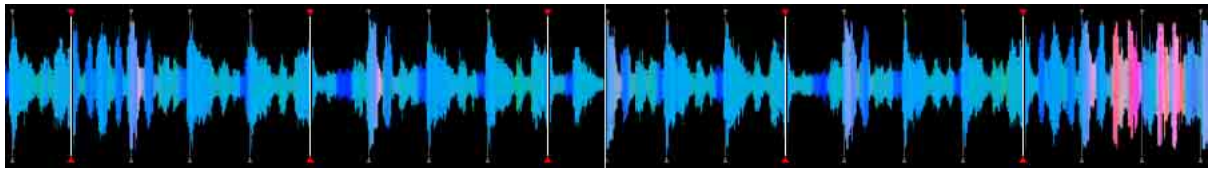
1   Click **II** in the JOG panel during playback.

Playback pauses.

2   Drag the enlarged waveform display to the left or right.

Adjust the beat to match the vertical white line at the center of the enlarged waveform display.

3   Click ▦ to display the [GRID EDIT] panel.

The beat grids changed are shown as blue lines instead of white, and can be edited.

4   Click ▐.

The entire beat grid is slid based on the white vertical line which is placed on the center of the enlarged waveform. The center beat is changed to the beginning of a bar, and is displayed as a red line.

To slide the beat grid beyond a specific point, click ▦. Beat grid points, passing through the white center vertical line, are locked, and only beat grid points, coming to the white center vertical line, are slid.

Hint

• For icons displayed in the [GRID EDIT] panel, see "[GRID/PHRASE EDIT] panel" (page 135).

Re-analyzing tracks to detect beat positions and BPM

See "Re-analyzing tracks to detect beat positions and BPM" (page 91) of "EXPORT mode".

152

Setting the Analysis Lock

You can set a track to ignore re-analysis and editing of the beat grid. It prevents grid-adjusted tracks from being mistakenly overwritten.

In the Analysis Lock mode, the following operations are not active.

- Track Analysis (BPM/Grid, key, phrase, and vocal)
- Grid editing operations in the [GRID EDIT] panel

When tracks (including tracks with the Analysis Lock mode) are selected to be analyzed in a track list, analysis is skipped on tracks with the Analysis Lock mode.

1   Click 🔲 to display the [GRID EDIT] panel (page 135) if the performance pad is displayed on the deck where the track to be analysis locked is loaded.

2   Click 🔒.

🔒 is changed to 🔒 and the Analysis Lock is turned on.

Hint

- Right-click the track in the track list, and then set [Analysis lock] to [On]. When [Analysis lock] is set, 🔒 is shown on the status column.
- You can also set [Analysis Lock] from the [Track] menu on the upper screen.

▌To turn off Analysis Lock

Click 🔒 to change to 🔒. The Analysis Lock is turned off.

Using beat grids (quantize)

When setting cues and loops in the player panel, the cue and loop points can easily be set on beat. The quantize can be set independently on decks.

1 Click [Q] in the JOG panel for each deck.
[Q] lights up in red.

2 Set the cue or loop points.
For instructions on setting, see "Using cue points" (page 155) and "Starting loop play" (page 157).

Hint

- When the beat setting of the quantize is set to a fraction (1/16, 1/8, 1/4, 1/2), [BEAT SYNC] of tracks is disabled.
- When the fraction loop (1/32 to 1/2) is set, [BEAT SYNC] of tracks is disabled.
- To set the quantize for the sampler deck, click [Q] on the sampler deck. [Q] lights up in red.
- When turning on [BEAT SYNC] (page 162) and the quantize, you can keep the rhythm with the beat position synchronized even when you play Hot Cues and loop.
- When turning on the quantize, you can set the quantize on all decks to be turned on automatically. Open the [Preferences] window > [Controller] category > [Others] tab > [Setting], and select [All Decks].

Selecting a track for analyzing

See "Selecting a track for analyzing" (page 93) of "EXPORT mode".

Using cue points

A cue point can be set for each player deck.

1 During playback, click ❚❚ in the JOG panel.
Playback pauses.

2 Click [CUE] in the JOG panel.
The paused position is set as the cue point, and the cue mark (in orange) is shown on the enlarged waveform display.

3 Click ▶.
Playback starts from the cue point.

Hint

- When a new cue point is set, any previous cue point is deleted.
- When a different track is loaded, the previous cue point is canceled.
- You can save cue points as memory cues or Hot Cues.

Note

- When the quantize is turned on, the cue point may be set at a slightly different position from the point you manually set. For details, see "Using beat grids (quantize)" (page 154).
- The headphones cue is a different function from cue point function. For details, see "Using the microphone feature" (page 169).

To return to the cue point (Back Cue)

During playback, click [CUE] to return the playback position to the cue point immediately. Playback pauses.
To resume playback from the cue point, click ▶.

To check a cue point (Cue Point Sampler)

After returning to the cue point, click and hold (holding the left click button of the mouse) [CUE] to start playback from the cue point.
Playback continues while holding [CUE]. When released, playback returns to the cue point, and pauses.

▌To set a cue point during playback (Real-Time Cue)

During playback, click [IN] in the JOG panel at the point to be set as a cue point.

Hint

- When the quantize is turned on, click [IN] to set the cue point to the nearest beat grid. (page 154)
- For the JOG panel, see "JOG panel" (page 125).

▌To save a cue point

After setting a cue point, select [MEMORY CUE] on the performance pad, and click [MEMORY] in the [MEMORY CUE] panel to save the cue point. 10 cue points can be saved for a track.

Hint

- You can use the saved cue points for your DJ performance on the DJ player.
- For the [MEMORY CUE] panel, see "[MEMORY CUE] mode" (page 134).

Using saved cue points

1   Load the track with the saved cue point to the player panel.

2   Select [MEMORY CUE] on the performance pad.
    The cue point time (minute/second/millisecond) is shown in the [MEMORY CUE] panel.

3   Select a cue point to be used.
    The playback position jumps to the cue point, and pauses.

4   Click ▶.
    Playback starts.

Starting loop play

You can start a loop in two ways. For the manual loop, set its start position and end position. For the auto beat loop, set its start position and the length of the loop in number of beats.

Note

• When a supported DJ controller is connected, you cannot operate the loop play on rekordbox. In this case, operate the loop play on the DJ controller.

To set the auto beat loop

1   Click [AU] in the JOG panel to display as following.

2   Click [<]/[>] to select the length of loop (beat).

3   During playback, click the auto beat loop (beat count) in the JOG panel at the point to start the auto loop. [AUTO LOOP] lights up.
The loop play starts.

4   To cancel the loop play, click the auto beat loop (beat count) again.

157

To set the manual loop

1   Click [MA] in the JOG panel to display as following.
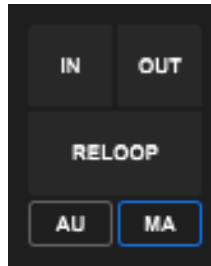
2   During playback, click [IN] at the point to start loop playback (Loop In Point). The cue point is also set.

3   During playback, click [OUT] at the point to end loop playback (Loop Out Point). [IN] and [OUT] light up, and the loop playback starts from the Loop In Point. [RELOOP] changes to [EXIT].

4   To cancel the loop play, click [EXIT].
     During playback, click [RELOOP] to call the last setting loop to start the loop play.

Hint

- When a loop point is set, the previous loop point is deleted.
- When a different track is loaded, the previous loop point is canceled. You can save loop points.
- When the quantize is turned on, set a loop point to be matched close to the beat grid on playback.

To save the loop

During the loop play, select [MEMORY CUE] on the performance pad, and click [MEMORY] in the [MEMORY CUE] panel to save the loop point. 10 loop points can be saved for a track.

Hint

- You can use the saved loop points for your DJ performance on the DJ player.
- For the [MEMORY CUE] panel, see "[MEMORY CUE] mode" (page 134).

158

Using saved loop points

1   Load the track with the saved loop point to the player panel.

2   Select [MEMORY CUE] on the performance pad.
    The cue point time (minute/second/millisecond) is shown in the [MEMORY CUE] panel.

3   Select a loop point to be used.
    The playback position jumps to the loop point, and pauses.

4   Click ►.
    Playback starts.

Setting a saved loop as the active loop

When a loop point is saved, (in orange) is displayed on the right side of loop point of [MEMORY CUE] panel.
To set the loop as an active loop, click . The loop is set as an active loop, and the icon is changed to (in red).

Hint
• For instructions on active loops, refer to the Instruction Manual for the DJ equipment.

Using a Hot Cue

When using a Hot Cue, you can start playback from the cue and loop points quickly. You can choose up to 16 Hot Cues per track.

Hint
• For the JOG panel, see "JOG panel" (page 125).
• For the [HOT CUE] panel, see "[HOT CUE] mode" (page 127).

▌To save a Hot Cue

1   Select [HOT CUE] on the performance pad.
    The [HOT CUE] panel is displayed.

2   During playback, click [A] - [P] performance pads at the point to be set as a Hot Cue.
    The point is saved as a Hot Cue.

Hint

• When a Hot Cue point is clicked during a loop play, the currently playing loop point is stored as a Hot Cue. (HOT CUE LOOP)
• When the quantize is turned on, set a Hot Cue. When you click the Hot Cue point, it is set to the nearest beat grid. (page 154)

Note

• You cannot save a Hot Cue at a performance pad which has already had one saved.

▌To play a Hot Cue

1   Select [HOT CUE] on the performance pad.
    The [HOT CUE] panel is displayed.

2   Click the performance pad with a saved Hot Cue.

Hint

• During the Hot Cue playback, you can cancel the loop play and adjust the length of the loop.

▌To delete a Hot Cue

1   Select [HOT CUE] on the performance pad.
    The [HOT CUE] panel is displayed.

2   Click [X] on the performance pad with the saved Hot Cue to be deleted.

▌To convert memory cues to Hot Cues

Right-click a track and select [Convert Memory Cues to Hot Cues] to orderly convert saved cue points (memory cues) to unset Hot Cues.

- When Hot Cues are fully set, conversion is not available.
- When there are more saved cue points (memory cues) than unset Hot Cues, the same number of memory cues as unset Hot Cues will be converted.

Hint

- A memory loop is converted to a hot loop.
- You can also use [Convert Memory Cues to Hot Cues] in the EXPORT mode.

Checking the play histories

See "Checking the play histories" (page 102) in "EXPORT mode".

Using the slip mode

Even when you change the playback position, such as by scratching, playback continues in the background.

When you finish your performance in the slip mode, the track resumes to play in the foreground. You can perform without losing track rhythm and breaking the flow of tracks.

- The slip mode can be set for each deck.
- While playback continues in the background, the red ring of the platter rotates. The playback position of the background playback is displayed on the waveform as a line.

The slip mode is corresponded with following features.

- Hot Cue: By holding a pad or holding a performance pad on the DJ controller, playback starts from the registered Hot Cue position. (slip Hot Cue)
- Scratch (only if the JOG operation is available on the connected DJ equipment): While you touch the top of the JOG on the DJ controller. (slip scratch)
- Pause: When you click ❚❚ after starting playback.
- Auto loop / manual loop: During a loop play. (slip auto loop / slip manual loop)
- Reverse playback: After turning on REVERSE on the DJ controller, playback is in the opposite direction for 8 beats and the background playback continues. (slip reverse)

161

1   Click [SLIP] in the JOG panel.
    [SLIP] lights in red, and the slip mode is turned on.

2   Operate a feature.
    When operating a feature, playback continues in the background.

3   Cancel operation of the feature.
    Playback continues from the point which is being played in the background.

4   Click [SLIP] again, and then the slip mode is turned off.

Using the beat sync function

The BPM and beat positions of the track playing can automatically be in sync with a track playing on the sync master deck.
Before using the beat sync function, you need to analyze music files to obtain beat grid information. (page 151)

1   Click [MASTER] in the track information panel of the deck which you wish to use as sync master.

2   Start playback of a track on the deck to be synchronized.

3   Click [BEAT SYNC] in the track information panel of the deck to be synchronized.
    The BPM and beat positions of the track playing is in sync with a track playing on the sync master.

4   To cancel the beat sync function, click [BEAT SYNC] again.

Hint
• For the track information panel, see "Track information panel" (page 124).
• If you click [MASTER] on the other deck, the sync master is switched to the deck.
• To sync with sample audio source on the sampler deck, see "Using the sampler deck" (page 188) and "SYNC sampler deck with other decks " (page 192).
• When changing or unloading a track on the deck of the sync master the sync master is switched to the other deck.

Synchronizing at doubled or halved BPM

When [BEAT SYNC] is on, the BPM can be changed to equal, double, or half of the sync master BPM.

1   Turn on the Beat Sync function.

2   Click [x 1], [x 2] or [x 1/2] in the track information panel of the deck which you wish to change.

Hint

- The BPM switches in the order of [x 1] → [x 2] → [x 1/2]. If the tempo exceeds +100% when doubled, [x 2] will be skipped.
- The display for this function in the track information panel can be turned on/off in the [Preferences] window (page 223).
- The display for this function in the track information panel is hidden on the deck of the sync master.

Using the Instant Doubles function

When you call up the Instant Doubles function on a DJ controller, a track on a deck is loaded to another deck on which the LOAD button is pressed. At this time, the playback status (the playback position, loop play, etc.) and the deck setting (pads, slip mode, etc.) are copied, and playback starts.
How to call up the Instant Doubles function depends on the DJ controller (such as pressing the LOAD button twice). Refer to the Instruction Manual of each DJ controller.

Hint

- You can also load a track by dragging and dropping a title part of a track loaded on a deck to another deck.

Using the beat jump function

You can instantly jump backward or forward from the current playback position by a predetermined number of beats.

Hint

- For the screen, see "[BEAT JUMP] mode" (page 130).

1   Select [BEAT JUMP] on the performance pad.
The [BEAT JUMP] panel is displayed.

2   Switch the display with a scroll bar.

3   Click a performance pad.
The playback position jumps in the direction designated by the selected number of beats.
Select from [FINE] (= 5 ms), [1/8] beat, [1/4] beat, [1/2] beat, [1] beat, [2] beats, [4] beats, [8] beats, [16] beats, [32] beats, [64] beats, and [128] beats.

Using the key shift function

rekordbox has a key shift function; key sync to automatically sync the key among tracks on other decks, and semitone up/down to manually shift the key of a track. Also, you can use two Pad modes with the key shift function; [KEY SHIFT] mode and [KEYBOARD] mode.
The key sync function enables you to shift the key of a track, and sync the key among tracks loaded to a deck. This allows you to mix tracks with different keys without any discordance.
The [KEYBOARD] mode on the Pad mode enables you to shift the key of a track, and start a playback from the selected Hot Cue point. This allows you to improvise with any sound from tracks, like using a musical instrument keyboard. In the [KEY SHIFT] mode you can specify a value for the key change.

To use [KEY SYNC]

You can shift the key of a track, and sync the key among tracks loaded to decks. This allows you to mix tracks with different keys without any discordance.

Hint

• Before using [KEY SYNC], it needs to have already been analyzed. (page 14).

1   Click [KEY SYNC] in the track information panel of the deck of which the key is used for synchronizing.
The key is automatically shifted to sync tracks on other decks.

2   Click [KEY SYNC] again to cancel the key sync.
After cancelling the key sync, the synced key remains.
To reset the key, click [KEY RESET].

■ To use [KEY SHIFT]

Using the [KEY SHIFT] mode on the Pad mode, you can specify a value for the key change. In addition, you can operate the key sync, semitone up/down, and key reset.

1   Select [KEY SHIFT] on the performance pad.
    Values for the key change ([-12] to [+12]), [KEY SYNC], [SEMITONE UP]/[SEMITONE DOWN], and [KEY RESET] are displayed in the list or on the pad.

2   Click the pad.
    The key on a deck you selected is shifted.

■ To use [KEYBOARD]

Using the [KEYBOARD] mode on the Pad mode, you can shift the key of a track, and start a playback from the selected Hot Cue point. This allows you to improvise with any sound from tracks, like using a musical instrument keyboard.

1   Select [KEYBOARD] on the performance pad.

2   Click 🔅 on the performance pad.
    The setting status of Hot Cues is displayed in the list or on the pad.

3   Select the Hot Cue of which you want to shift the key.
    If no Hot Cue is set, click the pad or list to set it.

4   Click [-12] to [+12] on the pad.
    The Hot Cue with the key shifted by the selected value starts playing back.

5   Click [KEY RESET] to reset the key.

Hint

• If you click 🔅, Hot Cues are displayed in the list, and you can select a Hot Cue of which you want to shift the key.

165

Using Automix playlists

Select a playlist to be used as an Automix playlist.

1 Click 🔘.

The [Automix] window is displayed.

2 Drag & drop a playlist from the tree view into the [Automix] window.

Tracks in the playlist are added into the [Automix] window.
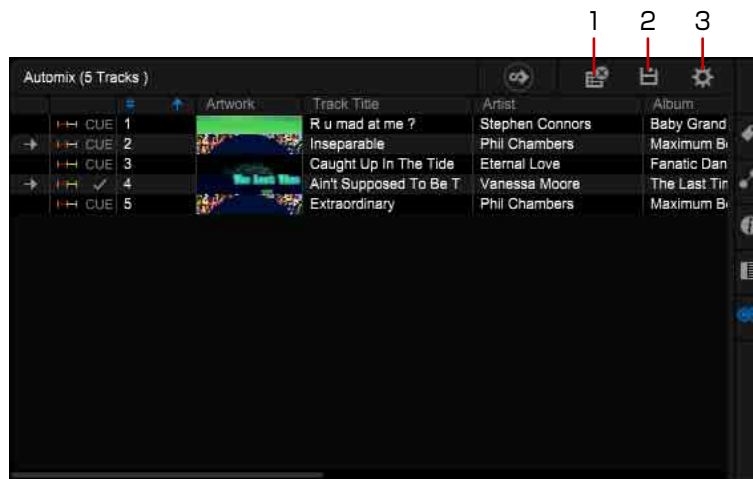
1. Clear the display of tracks on the current Automix playlist from the [Automix] window. You can also storage as a new playlist.

2. Storage the Automix playlist displayed on the [Automix] window as a new playlist.

3. Set [Repeat playback], [Random playback], or the method to load to a deck ([Automix settings]).

3 Click 🔘.

The track of the Automix playlist is loaded onto the deck 1 or deck 2 automatically, and Automix starts.

4 To finish Automix, click 🔘 again.

Automix stops, and the current playing track continues until the end of the track. When unloading the loaded track, Automix also stops.

Using the mixer function

Click ⊞ in the global section to display the mixer panel.

Hint

- For the mixer panel, see "Mixer panel" (page 141).
- When you connect your computer to a DJ controller, the mixer panel is automatically hidden.

To adjust the audio tone level

Turn the [HIGH], [MID], or [LOW] control in the mixer panel during playback.

To switch the function of [EQ/ISO (HI, MID, LOW)] controls

Open the [Preferences] window > [Controller] category > [Mixer] tab > [EQ], and set [EQ/ISOLATOR].

- [EQ]: Use as the equalizer mode.
- [ISOLATOR]: Use as the isolator mode.

When [EQ] is selected, set [EQ Type].

- [DJM-900NXS]: Set to the same EQ characteristics of DJM-900NXS.
- [DJM-900NXS2]: Set to the same EQ characteristics of DJM-900NXS2.

Hint

- When you click words of [HIGH]/[MID]/[LOW] to light up, the band is turned off. While they light up, each controller is not activated.

Monitoring audio

Use headphones to monitor audio.

Hint

• For the mixer panel and headphones panel, see "Mixer panel" (page 141).

1　Click ▦ in the global section.

2　Turn [MIX] in the headphones panel to the middle position.
The audio volume balance of [MASTER] (master volume) and [CUE] (headphones volume) are the same on playback.

3　Turn [LEVEL] in the headphones panel all the way to the left.
The audio is not output.

4　Click [CUE] in the mixer panel which corresponds with the deck for monitoring.
[CUE] lights up and monitoring is available.

5　Adjust the volume with [LEVEL] in the headphones panel.

Using the microphone feature

When compatible DJ equipment is connected, open the microphone panel to use the microphone feature.

For compatible DJ equipment, refer to FAQ on the rekordbox website (rekordbox.com).

Microphone panel

Click ⁺ᵢᵗ in the global section to display the microphone panel. Depending on the DJ equipment connected, the display may differ.
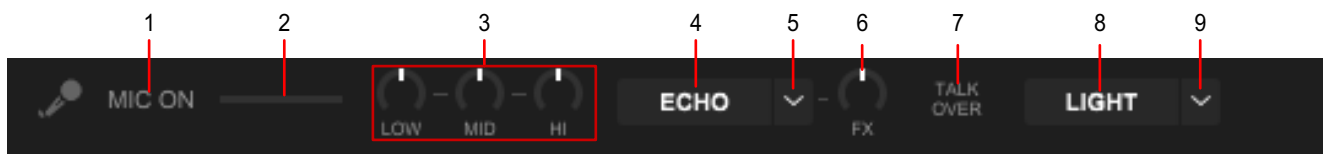
1. Turn on/off the microphone.

2. Display the microphone volume level.

3. Adjust the microphone equalizer.

4. Turn on/off the microphone effect.

5. Select a microphone effect.

6. Adjust the microphone effect level.

7. Turn on/off TALKOVER. (page 170)

8. Turn on/off FEEDBACK REDUCER. (page 171)

9. Select the FEEDBACK REDUCER type. (page 171)

▌To turn on MIC TALKOVER

When you change the microphone sound volume above the set value, the sound from other channels attenuates automatically.

1   Open the [Preferences] window > [Controller] category > [Mixer] tab > [Microphone Input], and set [Talkover Mode] to [Advanced] or [Normal].
  • [Advanced]: Only the mid-range sound of channels, other than the MIC channel, is attenuated according to the set value of the talkover level.
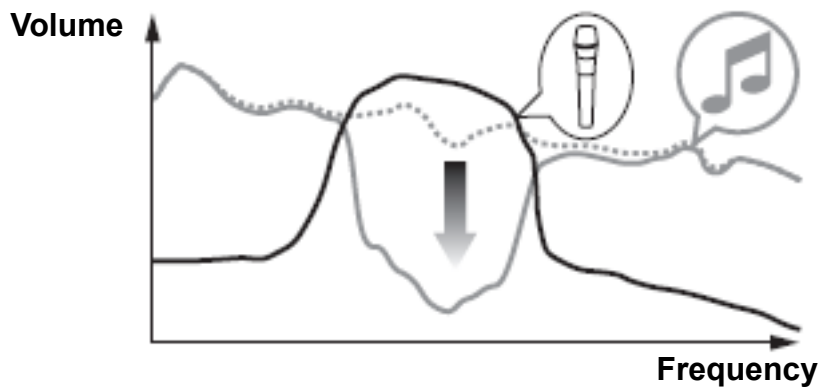
  • [Normal]: The sound of channels, other than the MIC channel, is attenuated according to the set value of the talkover level.
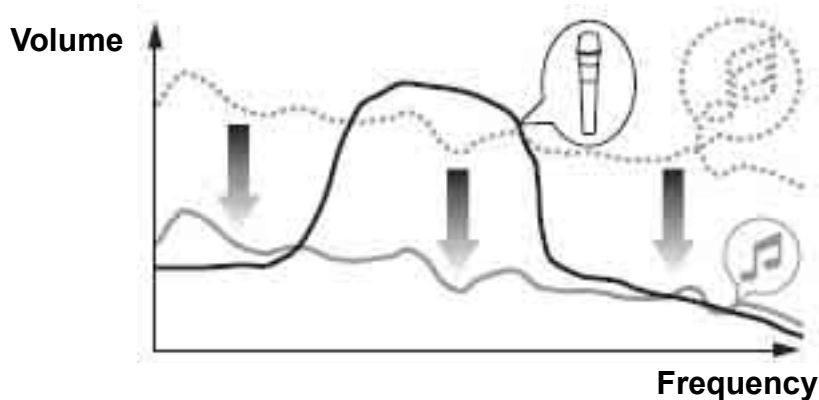
2   Click [TALKOVER] in the microphone panel.
     [TALKOVER] lights up and MIC TALKOVER is turned on.

170

To reduce microphone Feedback (FEEDBACK REDUCER)

When microphone feedback occurs, the frequency is detected, and a filter is inserted to cut only the detected frequency band. This reduces the howling sound of the feedback with minimum effect on sound quality.

1   Click FEEDBACK REDUCER to turn it on.
When FEEDBACK REDUCER is turned on, it lights up.

2   Click ⬍ to select a type.
 • [LIGHT -FEEDBACK REDUCER]:
   The cutting frequency band is narrow. Select this type when you want to prioritize sound quality, such as for singing or rap performances.
 • [HEAVY -FEEDBACK REDUCER]:
   The cutting frequency band is wide. Select this type when you want to prioritize feedback reduction, such as for speeches or MCing.

171

Changing the screen layout

At the global section or from [View] menu on the upper screen, you can customize the screen according to your DJ performance style.

• You can change the number of decks, the horizontal / vertical display of enlarged waveform, and size of browser.

• You can display the effect, sampler deck, mixer, recording, video, lyric, or LIGHTING panel.

Using 2 decks on DJ performance

• Global section: Select [2Deck Horizontal] or [2Deck Vertical].

• [View] menu: Select [2Deck Horizontal] or [2Deck Vertical].

Using 4 decks on DJ performance

• Global section: Select [4Deck Horizontal] or [4Deck Vertical].

• [View] menu: Select [4Deck Horizontal] or [4Deck Vertical].

Hint

• When selecting [2Deck Horizontal] or [4Deck Horizontal], the enlarged waveform is displayed in the full width of the layout screen. This makes it easy for mixing.

• When selecting [2Deck Vertical] or [4Deck Vertical], the enlarged waveform is displayed in the full height of the layout screen. This makes it easy for scratching.

• Select [Browse] to enlarge the browser panel to make the selection easier.

• For the global section, see "Global section" (page 123).

Recording

You can record analog sound of your DJ performance or input through connected hardware.

Recordings are created as WAV files.

Hint

- For the screen, see "Recording panel" (page 142).

Note

- Depending on your subscription plan or the DJ equipment connected to your computer, you may not be able to record. For details on subscription plan, refer to the rekordbox website.

To start recording

1 Click ⏺ in the global section.

The recording panel is displayed.

2 Select a recording source.

To record with the internal mixer mode, select [Master Out].

Depending on the recording sources and the connected hardware, settings of the connected hardware may be necessary. For details, refer to the operating instructions of the connected hardware.

3 Turn the recording level knob to adjust the recording level.

Start playback of some tracks on the connected hardware, check the recording level indicator, and adjust the recording level accordingly.

- If the level is too low, recorded files will contain noise and the volume will be low.
- If the level is too high, clipping will occur and the sound will be distorted.

The best recording quality can be obtained by increasing the maximum recording level to the point where not all the indicators hit the red zone.

4 Click ⏺.

⏺ flashes and rekordbox is in the recording standby mode.

5 Play a track to be recorded on the connected hardware.

Recording starts when audio input is received. ⏺ changes to ⏺, and the elapsed time and remaining time for recording are shown.

6 Click ▣ .

Recording stops.

When no sound continues more than 20 seconds, recording stops automatically.

7 Enter information about the recorded file.

8 Click [OK].

Click 🎤 of [Media Browser] to save the recorded file on [Recordings] in the tree view.

Hint

- To avoid automatic start/stop recording, open the [Preferences] window > [Controller] category > [Recordings] tab > [Recording starts when:] and [Recording ends when:], and set to [Pressing the REC button.]. Recording starts when you click ● , and recording stops when you click ▣ .

▌To upload the recoding file to social media

For Mixcloud and YouTube, you can upload recorded music files.
Before operating, check that your computer is connected to the internet.

1 Display the recorded file, and select it.

2 Click ⬀ SHARE .

The [Share Mix] window is displayed.
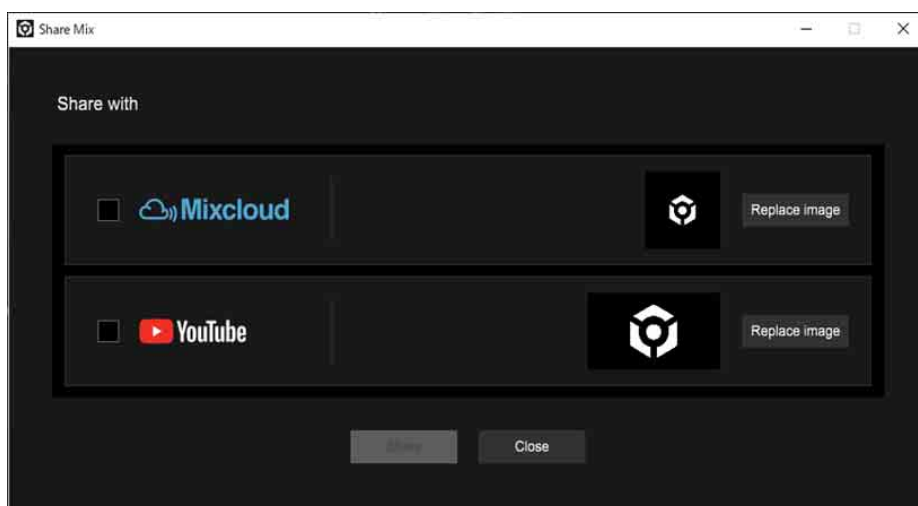
3 Click the checkbox of uploading application.

If not logged in, the login window is displayed.

4 Click [Replace image] to change the image.

174

5 Click [Share].

Uploading starts.

When uploading is completed, the uploaded URL and the editing window of each social media are displayed.

6 Click [Close].

Uploaded recording file is displayed with the social media icon on the [Share] column of the track list.

   : Mixcloud

   : YouTube

Changing to another social media account

After step 3, change the account as follows.

- Mixcloud: Click   > [Change your account] > [Go to mixcloud.com] to display the Mixcloud website. Log out of the account, and then log in with another account as described in step 3.
- YouTube: Click   > [Change your account], and then log in another account.

Hint

- You can also display the [Share Mix] window as follows.
    - Select a recorded file, right-click it, and then select [Share Mix].
- The recorded file is uploaded by converting the file format as follows.
    - Bit depth: 16 bit
    - Sampling frequency: 44.1 kHz
    - Bit rate: 192 kbps
    - File extension: .M4A (Mixcloud), .MP4 (YouTube)

Note

- For terms of use or operation methods on the website, refer to the website.

To operate for other recordings

See the following pages of "EXPORT mode".

- "To separate the recorded file automatically" (page 119)
- "To display recorded files" (page 120)
- "Other settings for recordings" (page 120)

Using effect features

There are four effect modes in rekordbox; BEAT FX, SOUND COLOR FX, Release FX, and MERGE FX. The PAD FX feature enables you to operate these effects with the pads.

Popular effects in our DJ mixer (DJM series, etc.) and remix station (RMX series, etc.) are pre-installed in rekordbox, opening the door to a wide variety of DJ performances.

For controlling effects using a DJ controller, refer to the Instruction Manual of each DJ controller.

Hint

For the screen, see "Effect panel" (page 136).

Note

- Depending on your subscription plan and DJ equipment connected to your computer, this function may not be available. For details on subscription plan, refer to the rekordbox website.

Displaying the effect panel

Click ⬚ in the global section to display or hide the effect panel.

To switch an effect panel, open the [Preferences] window > [View] category > [Layout] tab, and set [Effect Panel] in advance.

Selecting decks for the effects

When using BEAT FX and Release FX, select decks on which to apply effects in the effect panel.

- Decks 1 to 4: Click [1] to [4].
- Sampler deck: Click [S].
- Master out: Click [M]. When the master out is selected for effects, you cannot assign effects to any other deck or the sampler deck. If you assign effects to the master out when any of decks 1 to 4 or sampler deck have effects already assigned, those assignments are disabled.

Using BEAT FX

You can use various effects to match the tempo (BPM) of a track loaded to the deck. Furthermore, you can control two effect units, [FX1] and [FX2], allowing you to assign a deck for each unit.
BEAT FX has two effect modes.

To use Beat FX multi-mode

You can use up to three effects at the same time for each effect unit. Before using this mode, select the deck on which to apply the effects.

1. Switch to Beat FX multi-mode.

2. Turn on effects.

3. Select an effect.

4. Adjust the balance of the original sound and effect sound. (FX LEVEL/DEPTH)
    For example, when you select [ECHO], you can use the knob to coordinate how much echo is mixed on the original track.
    The original sound is output when the knob is turned fully counterclockwise.
    The sound with the effect is output when the knob is turned fully clockwise.

5. Select the number of beats to apply to effects in sync with the BPM.

Hint

• For some effects, including [REVERB], a parameter value is set instead of beats.
• If you select a beat-based effect and a parameter-based effect, and turn them on at the same time, both the beat and parameter values are displayed.

To use Beat FX single-mode

You can select one effect per effect unit. Before using this mode, select a deck on which to apply the effect.
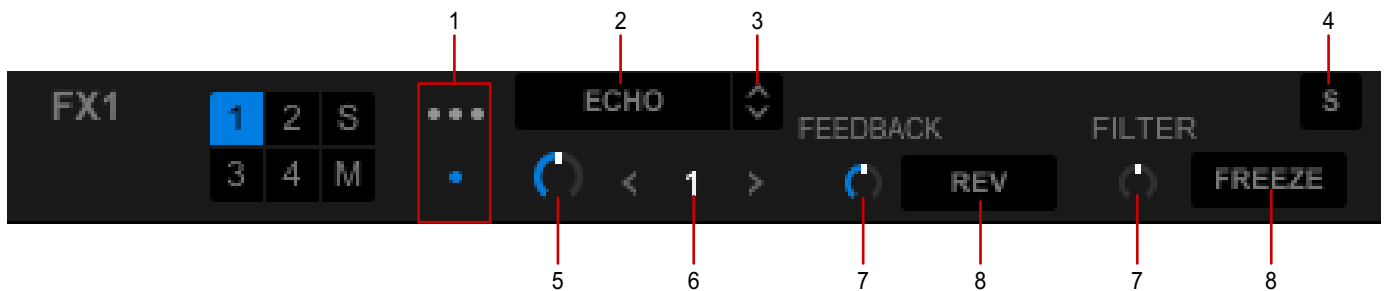
1. Switch to Beat FX single-mode.

2. Turn on the effect.

3. Select an effect.

4. Save multiple parameter settings that are adjusted in the single-mode. (SNAPSHOT)
   You can call the saved parameter settings when you select the effect.
   The position of FX LEVEL/DEPTH is not saved.

5. Adjust the balance of the original sound and effect sound. (FX LEVEL/DEPTH)
   For example, when you select [ECHO], you can use the knob to coordinate how much echo is mixed on the original track.
   The original sound is output when the knob is turned fully counterclockwise.
   The sound with the effect is output when the knob is turned fully clockwise.

6. Select the number of beats to apply effects in sync with the BPM.
   For some effects, a parameter value is set instead of beats, or these buttons are not enabled.

7. Adjust the effect level.
   The parameter differs for each effect.

8. Turn on the parameter to light up in blue, and you can change the effect level.
   The parameter differs for each effect.

178

To set the BPM of effects

There are two modes for setting BPM; [AUTO] and [TAP]. Click [TAP] or [AUTO] to select the mode. The [AUTO] mode is set by default.

- [AUTO] mode: The BPM of a track loaded to a deck is the benchmark BPM for the effect. You can apply the effect in sync with the BPM of the track for each deck.
- [TAP] mode: Click [TAP] several times in rhythm to set the BPM as the base value for the effect.

Using Release FX

Release FX is a function to apply effects, to cancel BEAT FX, and to enable smooth transition of the currently playing track and the effect sound.
You can also set to turn off SOUND COLOR FX.

1 Click ⬍ in Release FX in the effect panel to select an effect.

```
VINYL BRAKE ⬍
   ‹ 3/4 ›
```
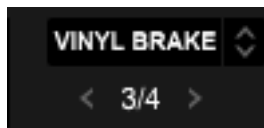
2 Click ◀ / ▶ to select a beat.
Set the length of the Release FX.

3 Click and hold the effect to be applied.
The effect name lights in blue while the effect is applied.

4 Release holding to turn off the effect.
The effect name is displayed in white at the same time.

179

Using SOUND COLOR FX

SOUND COLOR FX enables you to change the intensity of various effects according to the position of its [COLOR] knob. You can easily arrange tracks by selecting an effect and turning the knobs.
SOUND COLOR FX has two effect modes.

Hint
- The number of knobs displayed on the screen depends on the connected DJ products.
- If no DJ product is connected, [COLOR] knobs and parameter knobs for [CH 1] to [CH 4] are displayed.

To use SOUND COLOR FX single-mode

[DEFAULT] mode
SOUND COLOR FX on the connected DJ controller is displayed.
When connecting the DDJ-RZX, the screen displays as follows.
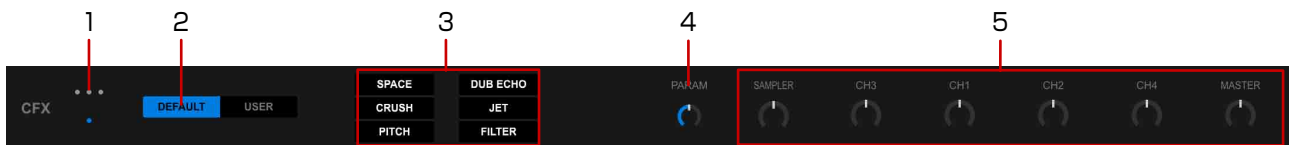
1. Switch to the single-mode.

2. Switch to the [DEFAULT] mode.

3. Turn on an effect.
    - Effects on the connected DJ controller are displayed.
    - [FILTER] is displayed when a DJ controller is not connected.

4. Adjust the effect level.

5. The effect is applied to the channel of which you turned the knob.
   If the knob is in the center position, the effect is not applied.
   The effect level differs according to the clockwise or counterclockwise turn of the knob.

180

[USER] mode

You can select favorite effects from 9 types of effect and save them.

1. Switch to the single-mode.

2. Switch to the [USER] mode.

3. Turn on/off the effect.
   The same effect is applied to [CH1] to [CH4].

4. Select an effect.

5. Adjust the effect level.

6. The effect is applied to the channel of which you turned the knob.
   If the knob is in the center position, the effect is not applied.
   The effect level differs according to the clockwise or counterclockwise turn of the knob.

To use SOUND COLOR FX multi-mode

You can apply a different effect to each channel. For example, you can apply [DUB ECHO] to a rhythm track and mix it with a cappella [FILTER]. You can apply [NOISE] to a specific channel.

1. Switch to the multi-mode.

2. Adjust the effect level.

3. Turn on/off the effect.

4. Select an effect.

5. The effect is applied to the channel of which you turned the knob.
   If the knob is in the center position, the effect is not applied.
   The effect level differs according to the clockwise or counterclockwise turn of the knob.

181

To turn off both Release FX and SOUND COLOR FX

Open the [Preferences] window > [Controller] category > [Effect] tab > [RELEASE FX], and select [Apply RELEASE FX on CFX]. You can then turn off Release FX and SOUND COLOR FX at the same time.

Using PAD FX

PAD FX enables a wide range of performance effects just by clicking and releasing a performance pad.
For the screen, see "[PAD FX] mode" (page 128).

1   Select [PAD FX] on the performance pad.
Preset effects for each pad are displayed.

2   Select a bank on the bank button [1] and [2].
PAD FX has 2 banks, and 16 preset effects can be set to each bank.

Hint

• Preset effects can be replaced with other effects.

To use PAD FX (operation with a mouse)

1   Click and hold the pad to light it up.
The effect is applied while lit.

2   Release the click to turn the light off.

Note

• When using a mouse, you can control only some of the operations.

▌To use PAD FX (operation with a DJ controller)

1 Press and hold a performance pad of the DJ controller to light it up.
The effect is applied while lit.

2 Release pressing the performance pad to turn the light off.

Hint
- When you press more than one performance pad (different effects), all the effects are turned on at the same time.
- If an effect has different beats, only the last performance pad you pressed turns on.

To use Release FX in PAD FX

1 Press and hold a performance pad of a DJ controller of which Release FX is not set, to light it up.
The effect is applied while lit.

2 Press the performance pad which is set with Release FX.
Other effects in PAD FX are turned off.

3 Release pressing the performance pad to turn the light off.
The sound returns to the original sound.

To change beats temporarily by PAD FX
You can temporarily change the beats while pressing a performance pad.

1 Press and hold the performance pad which is set with the required effect, to light it up.

2 Press [<]/[>] while pressing the performance pad.
The beats of PAD FX changes according to the button.

183

To use the edit mode of PAD FX

You can customize the type of effect, beats, and parameter for each bank.

1   Click ⚙ on the performance pad to switch to the edit mode.
⚙ lights up in blue.

2   Click the effect to be selected.

3   Click ⬍ to select the beats and parameter values.
You can input parameter values with the computer keyboard.
For Release FX, you can set [HOLD ON/OFF].
   • [ON]: Click the performance pad to turn on/off the effect.
   • [OFF]: Click and hold the performance pad to turn on, and release the click to turn off.

4   Click ⚙ to exit the edit mode.
⚙ lights off.

Using MERGE FX

MERGE FX can give the best effect to mix between the previous track and next track in conjunction with the MERGE FX parameter knob.

Note

- Depending on your subscription plan and DJ equipment connected to your computer, this function may not be available. For details on subscription plan, refer to the rekordbox website.
- The external mixer mode is not supported.
  (Depending on the connected DJ equipment and utility settings, some effects can be output.)

Open the [Preferences] window > [Controller] category > [Effect] tab and select [Enable MERGE FX]. MERGE FX settings are available, and the [MFX] panel is displayed in the effect panel.

1. Select a deck on which to apply MERGE FX.

2. Turn on/off MERGE FX. (MERGE FX On/Off button)
   When MERGE FX is turned on, the effect is applied to the current playing track. Sample sound/oscillator sound starts playback at the same time.
   Depending on the effect, it starts to be applied when turning the knob.
   When MERGE FX is turned off, the Release FX is applied to the track, effect sound, and sample sound/oscillator sound. After a while, the other sample sound is played.

3. Select a MERGE FX type.

4. Change the effect of MERGE FX. (MERGE FX parameter knob)
   When you turn the parameter knob, applying the effect and sample sound/ oscillator sound is changed.

5. Adjust the volume of the sample sound/oscillator sound.

6. Change the MERGE FX settings.

Hint

- When the [Preferences] window > [Controller] category > [Effect] tab > [MERGE FX] > [Stop playing the operating deck after MERGE FX finishes] is selected, the playback stops when MERGE FX is turned off.

185

- When MERGE FX is turned off, the MERGE FX parameter knob is automatically turned back to the center.
- Depending on the settings, the effect may differ to be applied.
- To cancel MERGE FX after turning on MERGE FX, click the MERGE FX On/Off button while holding the [Shift] key on the computer keyboard.
- If you operate a Hot Cue after turning off MERGE FX, starting sample sound playback or stopping the deck is canceled, and then the playback position is jumped to the Hot Cue point to continue playback. (If the sample sound is already started playback, it is not canceled.)

Changing the MERGE FX settings

Change the settings of each [MERGE FX1] through [MERGE FX4].

1   Click ⚙ in the [MFX] panel.

[MERGE FX Settings] window is displayed.
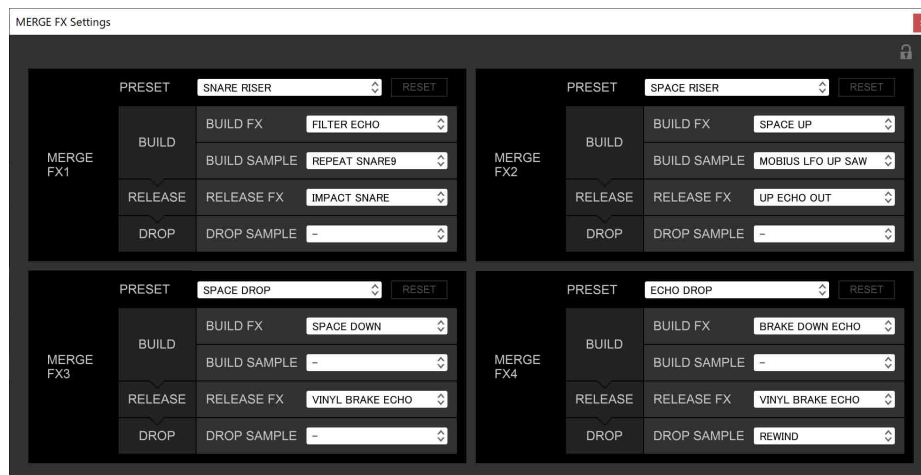
2   Change the settings.
- Select [PRESET], and then change items.
  - [BUILD FX]: Change the effect type when MERGE FX is turned on.
  - [BUILD SAMPLE]: Change the sample sound/oscillator sound type to be played at the same time of the track playback when MERGE FX is turned on.
  - [RELEASE FX]: Change the Release FX type when MERGE FX is turned off.
  - [DROP SAMPLE]: Change the sample sound type to be played after the Release FX when MERGE FX is turned off.
- If you change the settings as below, click [?] to set a sample sound. It is necessary to load the sample sound onto the sampler slot in advance (page 188).
  - [BUILD SAMPLE] > [REPEAT SAMPLE]
  - [BUILD SAMPLE] > [REPEAT UP SAMPLE]

186

– [DROP SAMPLE] > [SAMPLER]

3 Click [🔓].

Settings are protected (locked). Lock/unlock is switched each time you click.

4 Click [X].

[MERGE FX Settings] window is closed.

Hint

- To reset settings of [PRESET] to the default, click [RESET].
- To control from the hardware which does not have dedicated operation buttons and knobs, assign buttons and knobs in MIDI Learn before using.
  Click [MIDI] to open the [MIDI Settings] window, and then set followings under the [FX] tab.
  [MFX1] (for using the deck 1 or 3)
  – [MFX1 Parameter]: Adjust the MERGE FX parameter knob.
  – [MFX1 On]: Turn on/off MERGE FX.
  – [MFX1 AssignDeck1]: Use MERGE FX on the deck 1.
  – [MFX1 AssignDeck3]: Use MERGE FX on the deck 3.
  – [MFX1 Select Next]: Select the MERGE FX type.
  – [MFX1 Select Back]: Select the MERGE FX type.
  – [MFX1 Cancel]: Cancel MERGE FX.
  [MFX2] (for using the deck 2 or 4)
  – [MFX2 Parameter]: Adjust the MERGE FX parameter knob.
  – [MFX2 On]: Turn on/off MERGE FX.
  – [MFX2 AssignDeck2]: Use MERGE FX on the deck 2.
  – [MFX2 AssignDeck4]: Use MERGE FX on the deck 4.
  – [MFX2 Select Next]: Select the MERGE FX type.
  – [MFX2 Select Back]: Select the MERGE FX type.
  – [MFX2 Cancel]: Cancel MERGE FX.
  [MFX Sample Volume]: Adjust the volume of sample sound/oscillator sound of MERGE FX.
  For [MFX1 Parameter], [MFX2 Parameter], and [MFX Sample Volume], assign the function to the rotary encoder of the DJ equipment.

Using the sampler deck

rekordbox has a sampler deck which can play 16 (20 including OSC samplers) audio tracks at the same time. In this manual, each player is called "sampler slot" (or "slot").

You can use the sample audio in various ways, from the basic Oneshot mode to the SYNC mode, with a track on the deck.

Hint

- For the screen, see "Sampler deck" (page 139).
- You can extract a section of a track on the deck and load it to a sampler slot with the CAPTURE function. For the operation of CAPTURE, see "Extracting a section from a track (CAPTURE)" (page 200).
- You can also use sampler audio files. For details on downloading, see "Download and install sample pack" of "rekordbox Introduction" on the rekordbox website.

To load sample audio to a sampler slot

1 Click ▦ in the global section.
A sampler deck is displayed.

2 Click [BANK] to switch a bank.
The sampler deck has four banks, each of which has 16 slots.

3 Drag and drop a track from a track list to a sampler slot.
The play mode is set to [Oneshot].
The track is stored after quitting/exiting rekordbox.

Deleting a track from a sampler slot (Unload)

Position the mouse cursor to the track's title and click ⏏. The track loaded to the sampler slot is deleted.

To play a sampler slot

Click [→] ([Play mode (Oneshot)] or [↺] ([Play mode (Loop)]) to light it up and start playing.

- While holding the [Shift] key on the computer keyboard, click [→] or [↺] to stop playing.
- If you position the mouse cursor to the track's title and click [🔇], the audio is muted.
- When [Gate mode] (page 191) is on, the display changes to [⇢] or [↻].

To play a sampler slot while switching banks

If you click [BANK] to switch banks while playing a sampler slot, the playback does not stop. However, when you play a sampler slot in the same slot position of the previous bank, that sampler slot stops and the sampler slot in the currently displayed bank starts.
The following displays an example of this:

1   Click [→] or [↺].
    Playback of a sampler slot starts.

2   Click [BANK] to switch banks.
    When a sampler slot is played in another bank, the level meter (gray) is running. It displays the status of a sampler slot playing in the background.

3   Click [→] or [↺].
    When playing the sampler slot in the current bank, the playback of the sampler slot of the previous bank is stopped.

To use Quantize

Click [Q] (Quantize) on the sampler deck to light it up and turn on Quantize.
For setting the Quantize beat, open the [Preferences] window > [Controller] category > [Others] tab > [Type] > [QUANTIZE], set [LOOP SAMPLER(LOOP)] to [Enable], and then select the value.

Note

- The Quantize function is only enabled in sampler slots which are set to [Play mode (Loop)].

▌To adjust the volume of the sampler deck

1   Turn [GAIN] in the sampler deck.
    Adjust the volume of the entire sampler deck.
    When mixing, the volume level can be adjusted if the volumes of the sampler deck and other decks differ.

2   Click 🎛 in the global section.
    The mixer panel is displayed.
    When both the sampler deck and mixer panel are already displayed, the sampler volume slider and sampler monitor [CUE] are displayed.
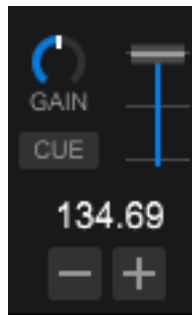
3   Move the sampler volume slider.
    Adjust the volume of the entire sampler deck.

Hint

• Before outputting to MASTER OUT, set the sampler volume slider to the minimum, click the sample monitor [CUE] to turn on, and then check the volume level with headphones.

▌To customize the color setting of sampler slots

You can customize colors of playback buttons for tracks loaded to each sampler slot.

1   Open the [Preferences] window > [View] category > [Color] tab > [SAMPLER color] and set [Sync with Frequency].
    The color of playback buttons changes in sync with the frequency color of a track.

Hint

• You can select the color by right-clicking ➡ or ↩.

190

Editing the sampler slot (Edit mode)

For each sampler slot, you can switch the play mode, adjust volume, etc.
Each setting is saved.
Position the mouse cursor to the track's title in the sampler slot and click the [EDIT] button. The button will light up and enable edit mode.

1. Switch the play mode.

   - [Play mode (Oneshot)]: Play the audio file till the end, and then stop it. During playback, you can click to restart playback from the beginning of the audio file.

   - [Play mode (Loop)]: Start the loop play. During playback, you can click to start the loop playback from the beginning.

   The play mode can be switched by right-clicking the track in the track list and selecting [Track Type].

2. The playback continues only when you click and hold [➔] or [↻]. When released, the playback pauses. ([Gate mode])

3. The loop play starts without the altering pitch even when the track is played in a tempo different from the original tempo (BPM). (Master Tempo)

4. The loop play starts in sync with the BPM of the sampler deck. (Slot SYNC)

5. If the volume varies widely from the sampler slot, you can adjust it to level the volume. (Slot Gain)

6. Fine-tune playback position. ([Play mode (Oneshot)] only)

7. Halve/double the BPM.

8. Display the BPM value.

191

SYNC sampler deck with other decks

You can playback a sampler slot set in the [Play mode (Loop)] in sync with other decks. To use the SYNC play with a sampler deck, you need to set a player deck as the SYNC MASTER in advance. (page 162)
The following displays an example of this:

1 Position the mouse cursor to the track's title in the sampler slot which you want to sync, and click the [EDIT] button to enable edit mode.

2 Click 🔁 and [SYNC] on the edit screen to light up.

3 Click [BPM SYNC] on the sampler deck to light up.

4 Click 🔁 on the left of the title of the sampler slot.
Playback starts with the BPM of the track on the master deck.
The BPM value of MASTER for SYNC is displayed on the BPM of the sampler deck.
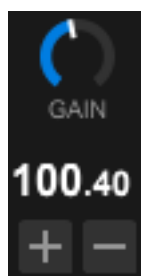
Hint

• To adjust the BPM of the sampler deck, use [+]/[-] in the sampler deck to change the value. Click the BPM display and enter the value to change the BPM. When you click [MASTER] on a sampler deck, the deck is set as the sync master.

Using a sequencer

rekordbox has a sequencer function which allows you to record, play, and store the sequences you play at the sampler deck. Enjoy various DJ performances with this sequencer. You can create original rhythm loops or vocal loops in advance to overlap the playback track, use the overdubbing function to add samplers such as improvised finger drums, or use the mute function to remove particular sounds.

Hint
* For the screen, see "Sequencer panel" (page 140).

▌To record the sequence (Overdub recording)

Note
* Depending on your subscription plan and DJ equipment connected to your computer, this function may not be available. For details on subscription plan, refer to the rekordbox website.

1 Click ▦ in the global section.
The sampler deck is displayed.

2 Click the BPM display in the sampler deck and enter the BPM value.

3 Select [BANK] on the sampler slot you wish to play.

4 Click [1Bar] in the sequencer panel to select the length of sequence recording.

5 Click ⬤ (Sequence Rec).
The button starts blinking and sequence recording turns to the standby mode.

6 Click ➡ in the sampler deck.
Overdub recording of the sequence starts.

7 Click ⬛ (Sequence Rec) to stop recording.

8 Click [SAVE].
The sequence is saved.

Hint

- During overdub recording, the sequence of the playback is recorded temporarily.
- The temporarily recorded sequence is displayed with a red circle in the sequence slot.
- Recording a sequence is only possible for sampler slots in [Play mode (Oneshot)].
- Once [Q] (Quantize) in the sampler deck is turned on, quantized sequencer panel is recorded and played back. (page 189)
- You can also record the sequence by clicking the ▶ of the sequence in the standby mode.
- If you have not saved the temporarily recorded sequence, it is deleted when you restart recording or when you quit/exit rekordbox.
- The name of the saved sequence is highlighted in the sequence slot.
- Up to 8 sequences can be saved.

To call a saved sequence for playback (Sequence playback)

1   Click [<]/[>] of the sequence slot in the sequencer panel to select the sequence.

2   Click ▶.
     The sequence is played.

Hint

- The bank automatically switches to the bank of the sampler deck of the saved sequence.
- Click ▶ again to stop the sequence.
- Click ⬤ (Sequence Rec) during the playback of the sequence to enable overdubbing.
- Sampler slots which play before being called are stopped.

To delete a saved sequence

Point the mouse cursor to the sequence slot, and then click [X] to delete the sequence.

194

▌To use [Sequence Mute mode]

[Sequence MUTE mode] enables/disables mute for each sampler slot during playback of a sequence or overdub recording.
You can arrange the rhythm loop you made with the sequence recording by cutting/adding a particular sound for each sound source, such as kick and snare.

1 Play a sequence.

2 Click [MUTE] in the sequencer panel to light it up.

3 Click 🔲 of the sampler slot you wish to set to [Sequence Mute mode].
🔲 or 🔲 in the sampler slot lights up in white.

4 Click [MUTE] again to cancel [Sequence Mute mode].

▌To use [Sequence Erase mode]

You can erase a sequence for a sampler slot during playback of a sequence or overdub recording.

1 Play a sequence.

2 Click [ERASE] in the sequencer panel to light it up.

3 Click [X] of the sampler slot from which you wish to erase the sequence.
The sequence is erased.

4 Click [ERASE] again to cancel [Sequence Erase mode].

▌To use Metronome

1 Click 🔲 to light it up in the sequencer panel.
The metronome sound starts.

2 Click 🔲 to adjust the metronome volume.
The metronome volume can be adjusted to one of 3 levels.

Loading a sequence to a deck (SEQUENCE LOAD)

Drag and drop the display of a sequencer panel to a player panel deck. The sequence is loaded to the deck with a track name of "PATTERN *(*)".

Hint

- To start loop playback of the whole sequence after loading, open the [Preferences] window > [Controller] category > [Sampler] tab > [SEQUENCER] > [Sequence Load], and select [Load the sequence and automatically play].
- The sequence track is created when the marker on the sequence beat counter reaches the right edge. If the recorded sequence is not correctly loaded, play the sequence until the marker reaches the right edge, and then drag and drop again.

Calling a sequence with pads (SEQUENCE CALL)

You can call and play up to 8 sequences directly with pads.

1   Select [SEQ. CALL] on the performance pad.
The [SEQ. CALL] panel is displayed.

2   Click the pad.
The sequence is played.

Hint

- For the screen, see "[SEQ. CALL] (SEQUENCE CALL) mode" (page 132).
- Click the same pad again to start playback of the sequence from the beginning.
- When the pad is clicked while pressing a SHIFT key, the sequence playback pauses.

Using a slicer

The specified range is divided into 8 sections, which are assigned to the respective performance pads. If you click and hold a performance pad, the sound divided for the section and assigned to that pad plays as a loop.
During the loop play of the pad, the normal playback with the original rhythm continues in the background. When the pad is released and loop playback ends, playback resumes from the position reached at that point.

Hint

- For the screen, see "[SLICER] mode" (page 129).
- The slicer function can be used with tracks for which beat grid is set. For setting beat grids, see "Checking the beat (beat grid)" (page 151).

1   Load a track to a deck.

2   Shift the playback position to a point where you wish to set a slicer, and pause.

3   Select [SLICER] on the performance pad.
    Click [icon] to switch to the slicer loop mode.
    Use [icon]/[icon] to shift the start position.

4   Click or to select the slicer range.

The range selected is divided equally into 8 sliced sections, which are assigned to each pad as displayed below.

SLICER LENGTH
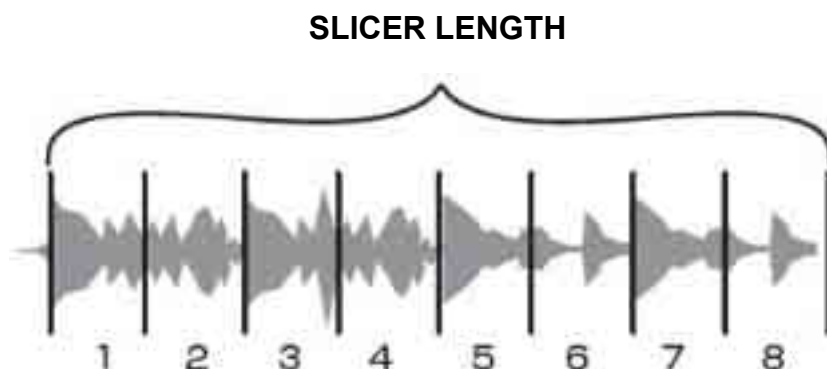
Sliced sections 1 through 8

Section 1	Section 2	Section 3	Section 4
Section 5	Section 6	Section 7	Section 8
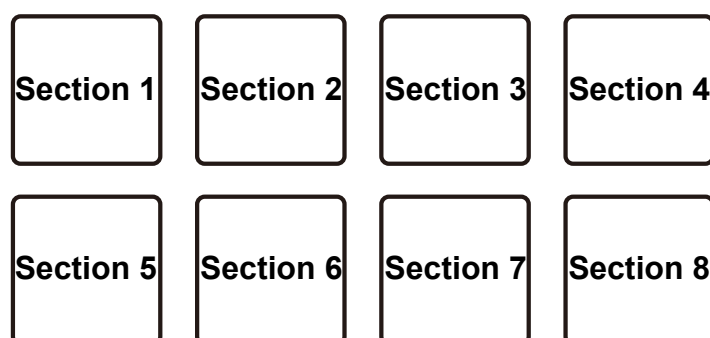
5   Click to ▶ in the JOG panel.

6   Click and hold the pad.

While the pad is held, the assigned section plays in a loop.

The length of the loop play differs according to the setting at the loop playback length (ROLL).

The loop playback length (ROLL) can be set in the range from 1/64 to 1/8 of the value of slicer range (LENGTH).

7   Release the click.

The track returns to the position that has been playing in the background.

8   Click /.

The range of the slicer is moved.

The change depends on the value of slicer range (LENGTH).

9   Select any function other than [SLICER] on the performance pad to cancel slicer mode and slicer loop mode.

Slicer mode and slicer loop mode

• Slicer mode:

When the playback position reaches the end of a slicing range that has been divided into 8 sections, the range displayed on the screen changes to the next slicing range that is to be divided in 8 sections. These sliced sections are assigned to the respective pads, replacing the previously assigned sections.
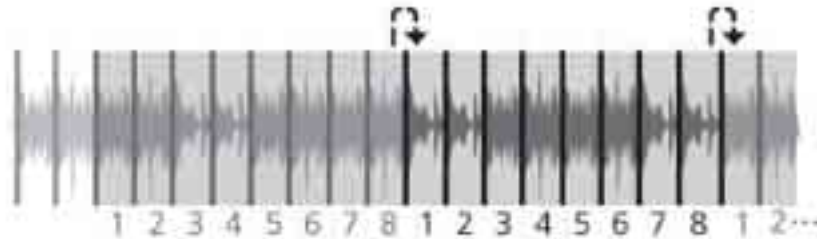
• Slicer loop mode:

When the playback position reaches the end of a slicing range, the playback position returns to the beginning of the same range.

199

Extracting a section from a track (CAPTURE)

You can extract a section from the loop play and slicer, and use it as a sampler. For the sampler, see "Using the sampler deck" (page 188).

To extract a section from loop playback (LOOP CAPTURE)

For the loop play, see "Starting loop play" (page 157).

1 Start the loop play from which you wish to extract a section.
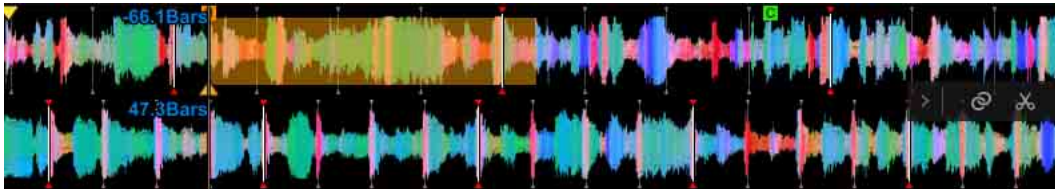
2 Click [<] on the right side of the enlarged waveform, and then click ✂.
The color of the loop range changes.
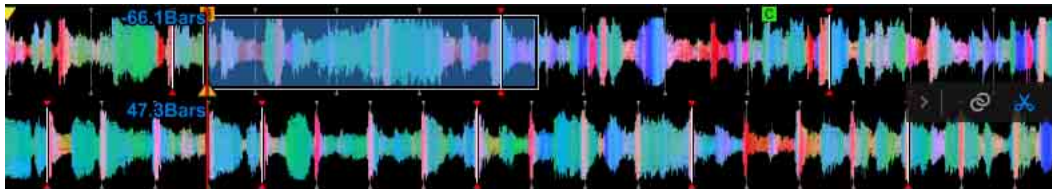
3 Drag and drop the loop range to the slot of the sampler deck.

The range is ready to be used as a sampler.
The sampler is stored at [Capture] in [Sampler] of [Media Browser].

Note
- When the [Preferences] window > [Controller] category > [Sampler] tab > [SLOT] > [Do not overwrite the loaded Slot] is selected, you cannot drag and drop to a slot already loaded.

To extract a section from slicer (SLICER CAPTURE)

You can extract the whole range of the slicer or one of the 8 sections.
For the slicer, see "Using a slicer" (page 197).

Extracting the whole slicing range

1   Select [SLICER] on the performance pad.
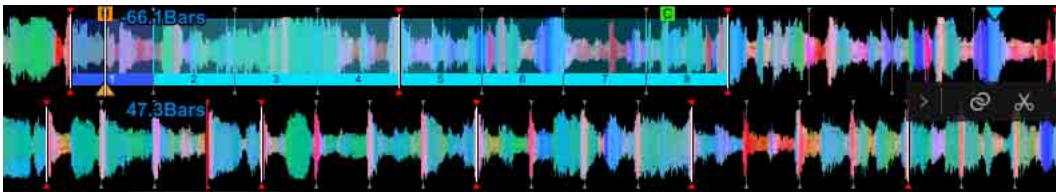
2   Click [<] on the right side of the enlarged waveform, and then click ⚒.
     The color of the slicer changes.
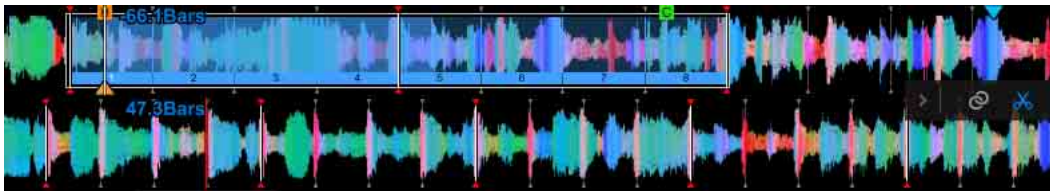
3   Drag and drop the waveform part of the slicing range to the 8 slots in either the
     right or left section of the sampler.

The audio divided into 8 is loaded to eight sampler slots respectively, and ready
to be used as a sampler.
The sampler is stored at [Capture] of [Sampler] in [Media Browser].

Note

- When the [Preferences] window > [Controller] category > [Sampler] tab > [SLOT] > [Do not
  overwrite the loaded Slot] is selected, you cannot drag and drop to a slot already loaded.

Extracting one of the 8 divided slicer sections

1   Select [SLICER] on the performance pad.
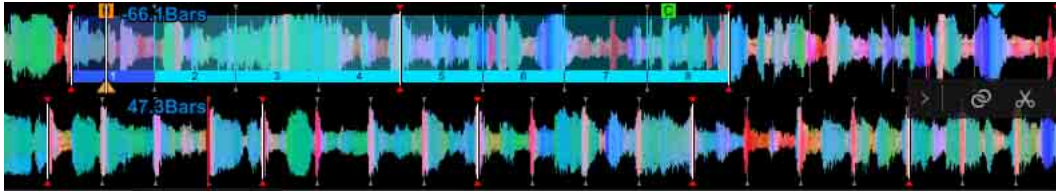
2   Click [<] on the right side of the enlarged waveform, and then click ✂. The color of the slicer changes.
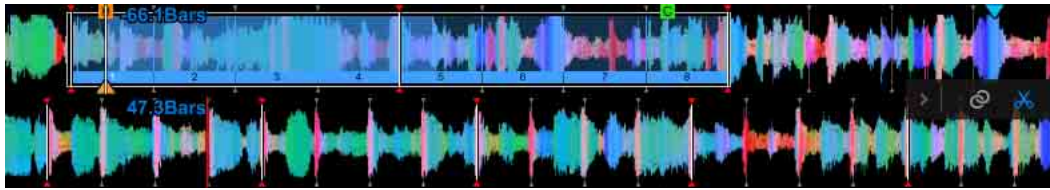
3   Drag and drop the number part of the slicer section below the waveform to the slot of the sampler.

     Ready to be used as a sampler.
     The sampler is stored at [Capture] of [Sampler] in [Media Browser].

Note

* When the [Preferences] window > [Controller] category > [Sampler] tab > [SLOT] > [Do not overwrite the loaded Slot] is selected, you cannot drag and drop to a slot already loaded.

Using ACTIVE CENSOR

You can apply effects automatically to specified sections of a track in advance. For example, you can specify an expletive that should not be output. Turn on the ACTIVE CENSOR and play a track, replacing the expletive with an effect. Turn off the ACTIVE CENSOR for the track to be output as original.
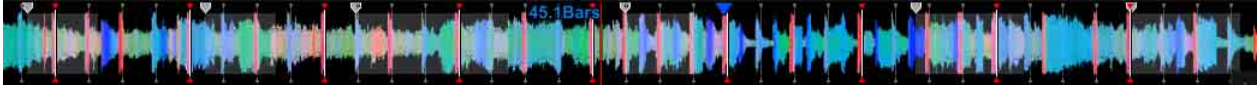
Hint

- For the screen, see "[ACT. CENSR] (ACTIVE CENSOR) mode" (page 133).

1   Select [ACT. CENSR] on the performance pad.

2   Click [IN] at the position of the IN point (beginning) of the section you wish to specify.

3   Click [OUT] at the position of the OUT point (ending) of the section you wish to specify.
      [OUT] switches to [OUT ADJ]. [IN] switches to [IN ADJ].
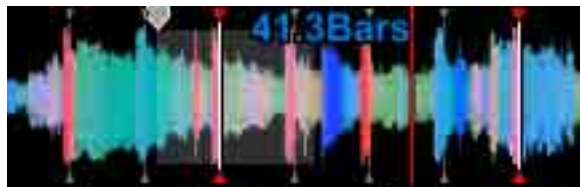
Hint

- You can specify multiple sections in one track.
- ▢ appears on the track list in the browser panel.

▌To turn on the ACTIVE CENSOR to apply an effect

1   Click [ON/OFF].

The enlarged waveform marker and the specified section are displayed in yellow.
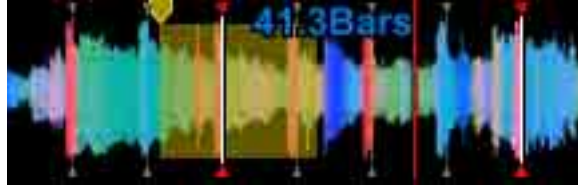
2   Select an effect from [REV ROLL], [TRANS 1/8] (or [TRANS 1/4]), [ECHO], and [V.BRAKE 1/16 - 32].

3   Play the track.

The effect is applied when playback position reaches the IN point marker. The effect is turned off when the playback position reaches the OUT point marker.

Hint

- in the track list of the browser panel turns yellow.
- When [TRANS] or [V.BRAKE] is selected, you can change the beat parameter by clicking [<]/[>].
- You can set a different beat parameter for each specified section.

To fine-tune an ACTIVE CENSOR section

When the playback position is within the specified section, the [IN] and [OUT] points are displayed as [IN ADJ] and [OUT ADJ] respectively. You can then adjust the IN point and OUT point.

Change the IN point

1   Click [IN ADJ].
    The playback position moves to the IN point.

2   Move the IN point, and then click [IN ADJ].
    The IN point changes.

Change the OUT point

1   Click [OUT ADJ].
    The playback position moves to the OUT point.

2   Move the OUT point and click [OUT ADJ].
    The OUT point changes.

205

Using SAMPLE SCRATCH

Load the track in the sampler slot to the deck.

Hint

• To use SAMPLE SCRATCH, assign to the hardware on MIDI Learn or use keyboard shortcut.
  Set the followings from the [MIDI settings] window > [PAD] tab > [SampleScratch].
  – [SampleScratchMode]
  – [SampleScratch Pad1-8]
  Set the followings from the [Preferences] window > [Keyboard] category > [Deck 1] through [Deck 4].
  – [Pad mode – Sample Scratch]
  – [Pad A] through [Pad H]
  For details on how to operate MIDI Learn, refer to "MIDI LEARN Operation Guide" on the rekordbox website.
  For details on how to operate keyboard shortcuts, refer to "Default Keyboard shortcut references" on the rekordbox website.

Using SAMPLE SCRATCH on DJ controller

1 Select [SAMPLE SCRATCH] from the Pad mode.

2 Press a performance pad.
  The sound in the sampler slot assigned to the pad is loaded to the deck, and then DJ performance such as scratching is available.
  • If ➡ [Play mode (Oneshot)] is set on the sampler slot, playback starts when the sound is loaded to the deck.
  • If ↩ [Play mode (Loop)] is set on the sampler slot, manual loop is set on the deck and playback starts when the sound is loaded to the deck.
  • If [Gate mode] is set on the sampler slot, the sound plays as Cue Point Sampler while holding the pad when the sound is loaded to the deck.

Using the STEMS function

A track can be divided into the VOCAL, DRUMS and INST Stems, to be output.
To enable the STEMS function, open the [Preferences] window > [Extensions] category > [STEMS] tab, and select [Enable the STEMS Function].
When the STEMS function is enabled, the buttons for the function are displayed on the deck, effect panel, and mixer panel.

Note
- For controlling the TRACK SEPARATION function using a DJ controller, refer to the operation manual of each DJ controller.

Using ACTIVE STEM

1. Display [MUTE] or [SOLO].

2. Output the DRUMS Stem when turned on, and mute it when turned off.

3. Output the VOCAL Stem when turned on, and mute it when turned off.

4. Output the INST Stem when turned on, and mute it when turned off.

Hint

- Open the [Preferences] window > [Extensions] category > [STEMS] tab > [ACTIVE STEM Setting], and then select [MUTE] or [SOLO].
- With the [MUTE] setting, the output/mute of each Stem can be selected. With the [SOLO] setting, select all Stems or one Stem to be output.

Using STEM ISO
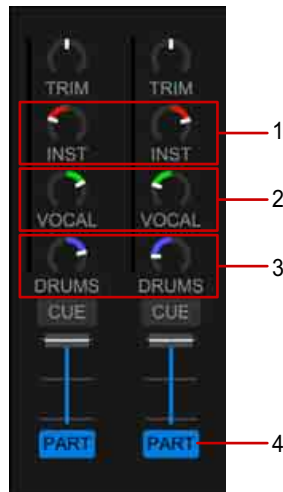
1. Adjust the volume of the INST Stem.

2. Adjust the volume of the VOCAL Stem.

3. Adjust the volume of the DRUMS Stem.

4. Turn on/off the STEM ISO mode. When the STEM ISO mode is on, the volume of each Stem can be adjusted. When the mode is off, the EQ mode is enabled and the volume of each frequency band (HIGH/MID/LOW) can be adjusted.

Using STEM FX
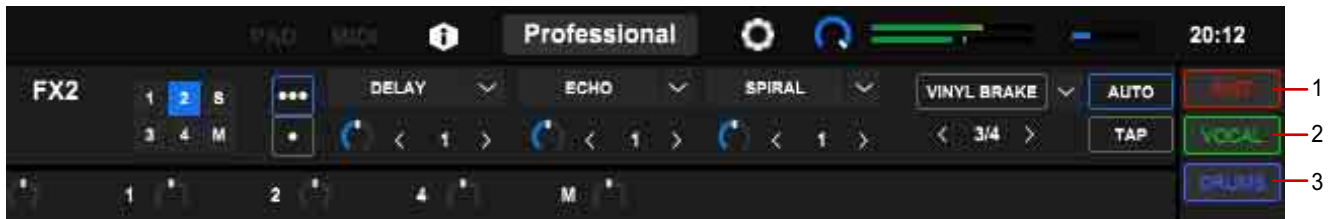
1. Apply the effect to the INST Stem.

2. Apply the effect to the VOCAL Stem.

3. Apply the effect to the DRUMS Stem.

Hint

- All effects such as BEAT FX, SOUND COLOR FX, PAD FX, and MERGE FX can be applied.
- While Release FX is applied with MERGE FX, the effects automatically apply to all Stems.
- While the ACTIVE CENSOR is on, the effects automatically apply to all Stems.

Displaying the waveform of the selected Stem

Open the [Preferences] window > [Extensions] category > [STEMS] tab, and enable [STEM Waveform Display] to display the Stem that outputs audio. When disabling it, the original waveform is always displayed.

Using the GROOVE CIRCUIT function

You can replace the DRUMS Stem of a track with the drum loop audio source, extract the DRUMS Stem,
or apply FX only to the DRUMS Stem.
To enable the GROOVE CIRCUIT function, open the [Preferences] window > [Extensions] category > [STEMS] tab, and check both the [Enable the STEMS Function] and [Enable the GROOVE CIRCUIT Function] checkboxes.

Note

- Depending on your subscription plan or DJ equipment connected to your computer, this function may not be available. For details on subscription plan, refer to the rekordbox website.
- For controlling the GROOVE CIRCUIT function using a DJ controller, refer to the operation manual of each DJ controller.

Loading drum loop audio sources to DRUM SWAP SLOT

You can replace all DRUM SWAP SLOTs in DRUM LOOP BANK A/B with different drum loop audio sources at once.

Click ⬚ and select the Drum Preset from either [Factory Presets] or [User Presets].

[Factory presets]: You can select from 5 types of Drum Preset categorized by genre and BPM. For Drum Preset with the download button ⬚, click ⬚ to download all Drum Preset. After downloading, open the [File] menu > [Additional Contents] > [GROOVE CIRCUIT FACTORY SAMPLES PACK] and click [Import] to select and use the downloaded files.

[User presets]: You can select your saved Drum Preset and load them into all DRUM SWAP SLOTs of DRUM LOOP BANK A and B.

Hint

- You can also load tracks into DRUM SWAP SLOT using the following methods:
  - Drag and drop a track (drum loop audio source) from the track list to DRUM SWAP SLOT.
  - Use the DRUM CAPTURE function to extract the DRUMS Stem from the track currently loaded on the deck. For more details, see "Using DRUM CAPTURE" (page 214).

Using DRUM SWAP

You can replace or add the DRUMS Stem of a track loaded on the deck with the drum loop audio source.

1. **DRUM LOOP BANK**

   You can switch between BANK A/B of the DRUM SWAP.

2. **DRUM SWAP SLOT**

   By switching the DRUM LOOP BANK, you can load drum loop audio sources into a total of 8 DRUM SWAP SLOTs across each deck. For details on how to load drum loop audio sources, refer to "Loading drum loop audio sources to DRUM SWAP SLOT" (page 210).
   When you point the cursor to each DRUM SWAP SLOT, the [Play] button, [Unload] button, [DRUM SWAP SLOT GAIN] knob, BPM, and LOOP beats are displayed.

   Click the [Play] button to sync with the beat position and BPM of the deck and start loop playback from the beginning. When you click the button during playback, the playback stops.
   - The length of the track playable in the DRUM SWAP SLOT is up to 32 beats. When a track with longer than 33 beats is loaded into the DRUM SWAP SLOT, it loops from the beginning of the track by 32 beats.
   - The same DRUM SWAP SLOT cannot be played simultaneously on BANK A/B.

211

- DRUM SWAP automatically stops when the deck playback stops or when BEAT SYNC to the deck cannot be maintained.
  Examples when the deck playback stops:
  – Click the [PLAY/PAUSE] button on the playing deck to pause playback.
  – Click the [CUE] button on the playing deck to perform a Back Cue.
  – The end of the track is reached on the playing deck.
  Examples when BEAT SYNC to the deck cannot be maintained:
  – Perform a MANUAL LOOP with quantize turned off on the deck.
  – Perform reverse playback on the deck.

3. Playback mode for DRUM SWAP
   - DRUM SWAP SINGLE MODE (SINGLE)
   Select this mode when replacing the drums of the track loaded in the deck with the drum loop audio source in the DRUM SWAP SLOT.
     – When playing DRUM SWAP SLOT, the ACTIVE STEM (DRUMS) of the deck turns off.
     – When DRUM SWAP SLOT stops, the ACTIVE STEM (DRUMS) of the deck turns back on.
     – Only one DRUM SWAP SLOT can be played at a time. Multiple DRUM SWAP SLOTs cannot be played simultaneously.
   - DRUM SWAP MULTI MODE (MULTI)
   Select this mode when adding drum loop audio sources of individual instruments such as kick, snare, and hi-hat to the track loaded in the deck.
     – DRUM SWAP SLOT is played. The ACTIVE STEM (DRUMS) remain on.
     – Multiple DRUM SWAP SLOTs can be played simultaneously.

4. DRUM SWAP GAIN
   Adjust the volume of 8 DRUM SWAP SLOTs in DRUM LOOP BANK A/B.

Saving drum loop audio sources in DRUM SWAP SLOT

You can save the loaded drum loop audio sources of DRUM LOOP BANK A/B at once.

1   Click ⬚ and select [Save as New Preset].

2   Enter the Drum Preset name and click [OK].
    The currently loaded drum loop audio sources of all DRUM SWAP SLOTs in DRUM LOOP BANK A/B are saved as Drum Presets.

Hint

• The saved Drum Presets can also be selected and loaded from [User Preset] on another deck.

Using DRUM RELEASE FX

You can apply RELEASE FX to the DRUMS Stem of a track loaded on the deck, or to the DRUM SWAP SLOT currently playing in DRUM SWAP SINGLE MODE.
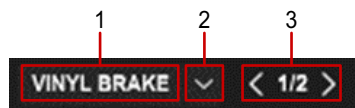
1. Turning DRUM RELEASE FX on/off
    While holding the effect name, the selected effect will be applied.
    When releasing the effect name, the selected effect will be deactivated.

2. Selecting DRUM RELEASE FX
    Click ⬇ of DRUM RELEASE FX to select an effect.

3. Beat down/up for DRUM RELEASE FX
    Click ◀ or ▶ to set the beat for DRUM RELEASE FX.

Hint

• While DRUM RELEASE FX is on, [VOCAL] and [INST] of STEM FX are turned off, and [DRUMS] of STEM FX is turned on.

213

Using DRUM CAPTURE

You can extract the DRUMS Stem of a track loaded on the deck and use it for DRUM SWAP.
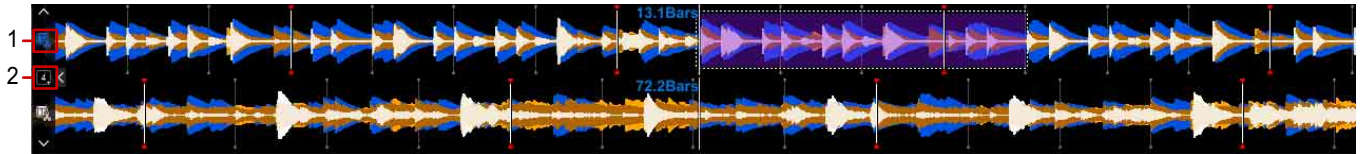
1. DRUM CAPTURE

   Click to display the extraction range from the current position on the waveform, and a white frame will appear on all DRUM SWAP SLOTs for all decks.
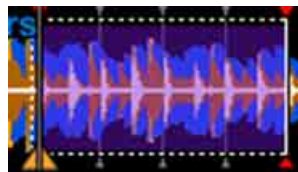
   When you click the DRUM SWAP SLOT displayed with the white frame, the DRUMS Stem of the extraction range is loaded into the clicked DRUM SWAP SLOT.

2. Display/change DRUM CAPTURE range

   Each time you click , the extraction range will be changed to 4 beats → 8 beats → 16 beats → 32 beats → 4 beats →...

Hint

- When you click during a loop play, the extraction range is set from the loop in point.
- On the [Preferences] window > [Extensions] category > [STEMS] tab > [DRUM CAPTURE], you can select [DRUMS Stem] or [Original track].
  When you select [Original track], the entire audio of the original track is extracted instead of the DRUMS Stem.
- You can specify the location for saving the extracted files on the [Preferences] window > [Extensions] category > [STEMS] tab > [DRUM CAPTURE].

Note

- Files with the extension ".rbsc" extracted from the DRUMS Stem can be used in the PERFORMANCE mode or LIGHTING mode of rekordbox for Mac/Windows under the account from which the DRUMS Stem was extracted.
  Extracted files cannot be used in the following:
  – EXPORT mode and EDIT mode
  – USB Export function
  – LINK Export function
  – CloudDirectPlay function
  – rekordbox for iOS/Android

215

Using the MIX POINT LINK function

By setting MIX POINT (MIX IN and MIX OUT) and MIX POINT LINK, a track can be set to start playing automatically to match the timing at a specific mix point.
To enable the MIX POINT LINK function, open the [Preferences] window > [Controller] category > [MIX POINT LINK] tab and select [Enable MIX POINT LINK Function].
The MIX POINT LINK function is enabled, and the buttons for the function are displayed in the global section.

Hint

• For the screen, see "Displaying the MIX POINT LINK panel" (page 217).

Note
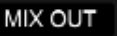
• Depending on your subscription plan and DJ equipment connected to your computer, this function may not be available. For details on subscription plan, refer to the rekordbox website.
• For controlling the MIX POINT LINK function using a DJ controller, refer to the operation manual of each DJ controller.

Displaying the MIX POINT LINK panel

You can display/hide the MIX POINT LINK panel by clicking ▦ in the global section.

- The MIX POINT LINK panel is available only when using [2 Deck Horizontal] or [4 Deck Horizontal].
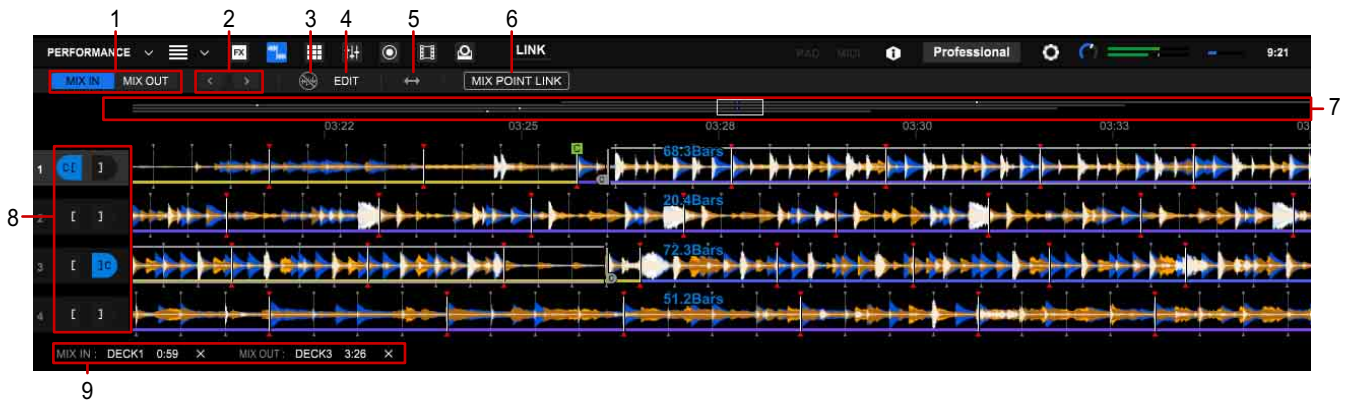
1. Switch between the MIX IN selection mode and the MIX OUT selection mode.
    - **MIX IN** MIX OUT : In the MIX IN selection mode, you can specify the MIX IN deck and select the MIX POINT position (mixing start point) from Hot Cues/ memory cues.
    - MIX IN **MIX OUT** : In the MIX OUT selection mode, you can specify the MIX OUT deck and select the MIX POINT position (mixing end point) from Hot Cues/memory cues.

2. Select Hot Cues/memory cues in order as MIX POINT. Select a current cue when the track has no Hot Cue/memory cue. (MIX POINT SELECT)

3. Mute from the beginning of the track on the MIX IN deck to the Silent end position. (SILENT on/off)

4. Change the Silent end position. You can change between the beginning of the track and the MIX POINT position. (SILENT EDIT on/off)

5. Drag the waveform.

6. Set automatic playback (MIX POINT LINK) when clicking after setting MIX POINT. If MIX POINT is deviated after automatic playback starts, click again to correct the deviation.
    - MIX POINT LINK : MIX POINT is not set.
    - MIX POINT LINK : MIX POINT is set.
    - MIX POINT LINK : MIX POINT is set and automatic playback is set.

217

7. Indicate the track length with the line length according to the track time of each deck. You can move the waveform display position by dragging the white frame right and left. You can zoom in and out by pointing the mouse cursor to this area and performing wheel operations or by swiping up and down while clicking on the trackpad.

8. Display the selection status of the MIX IN deck/MIX OUT deck, and whether MIX POINT and automatic playback (MIX POINT LINK) is set. When you click the button with MIX POINT set, MIX POINT is cleared.

   - : Highlighted in blue when selected as the MIX IN deck or MIX OUT deck.
   - : MIX POINT (MIX IN or MIX OUT) is not set.
   - : MIX POINT (MIX OUT) is set. (Automatic playback is not set.)
   - : MIX POINT (MIX IN) is set. (Automatic playback is not set.)
   - : MIX POINT (MIX OUT) is set and automatic playback is set.
   - : MIX POINT (MIX IN) is set and automatic playback is set.

   Hint
   - MIX POINT LINK A to D are displayed according to the MIX OUT deck number.
     – When the MIX OUT deck is deck 1: MIX POINT LINK A
     – When the MIX OUT deck is deck 2: MIX POINT LINK B
     – When the MIX OUT deck is deck 3: MIX POINT LINK C
     – When the MIX OUT deck is deck 4: MIX POINT LINK D

9. Display the MIX POINT information of the MIX IN/MIX OUT deck. When you click [X], MIX POINT is cleared.

218

Setting MIX POINT LINK from Hot Cues/ memory cues

Set Hot Cues or memory cues at the MIX POINT positions of the track in advance.
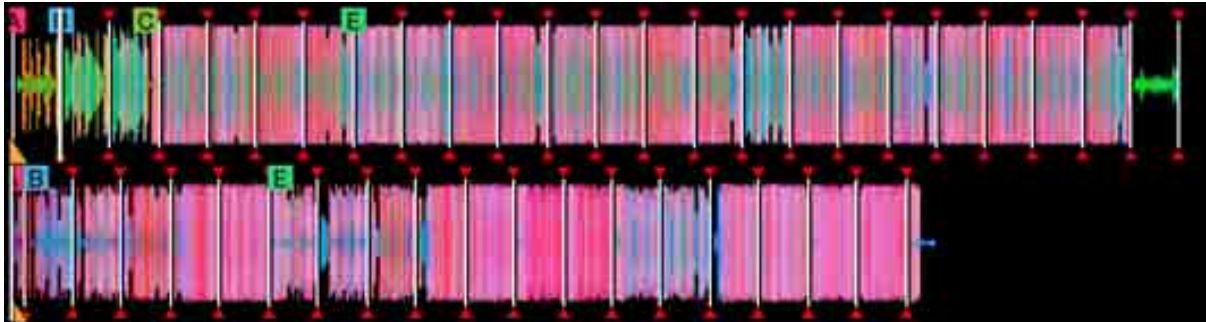
1   Select MIX IN MIX OUT . (MIX OUT selection mode)

2   Click on the enlarged waveform that is loaded to select the MIX OUT deck.
   • The MIX OUT deck to end mixing can be selected from the currently playing deck or the decks with MIX IN automatic playback set.

3   Click ◁ ▷ to set MIX POINT of the MIX OUT deck.
   When MIX OUT is set, a marker and blue frame are displayed on the enlarged waveform.
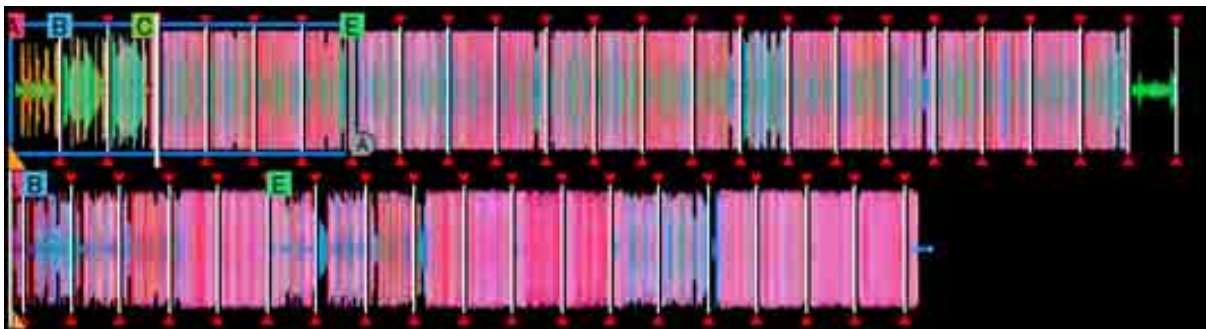
   • MIX POINT can be set by clicking the Hot Cue/memory cue markers displayed on the enlarged waveform.

4   Select MIX IN MIX OUT . (MIX IN selection mode)
   • To set MIX POINT by clicking the Hot Cue/memory cue markers or any positions displayed on the enlarged waveform, open the [Preferences] window > [Controller] category > [MIX POINT LINK] tab > [MIX IN/MIX OUT] and select [Automatically switches between MIX IN/MIX OUT]. If you do so, MIX IN/MIX OUT switches automatically and you do not need to switch manually.

219

5 Click on the enlarged waveform that is loaded to select the MIX IN deck.

- The MIX IN deck to start mixing can be selected from stopped decks.

6 Click [◁ ▷] to set MIX POINT of the MIX IN deck.
When MIX IN is set, the positions of MIX IN and MIX OUT are displayed together, and a marker and blue frame are displayed on the enlarged waveform.
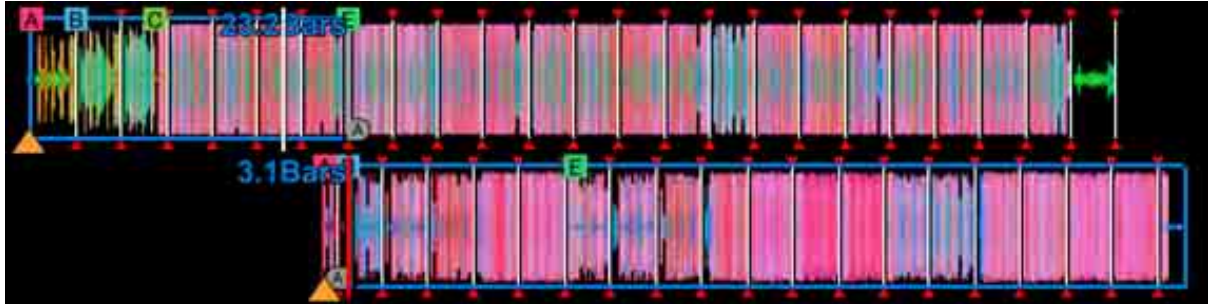
- MIX POINT can be set by clicking the Hot Cue/memory cue markers displayed on the enlarged waveform.

7 Click [MIX POINT LINK] to set MIX POINT LINK.
The button changes to [MIX POINT LINK].
When MIX POINT LINK is set, the marker on the enlarged waveform is displayed in blue.
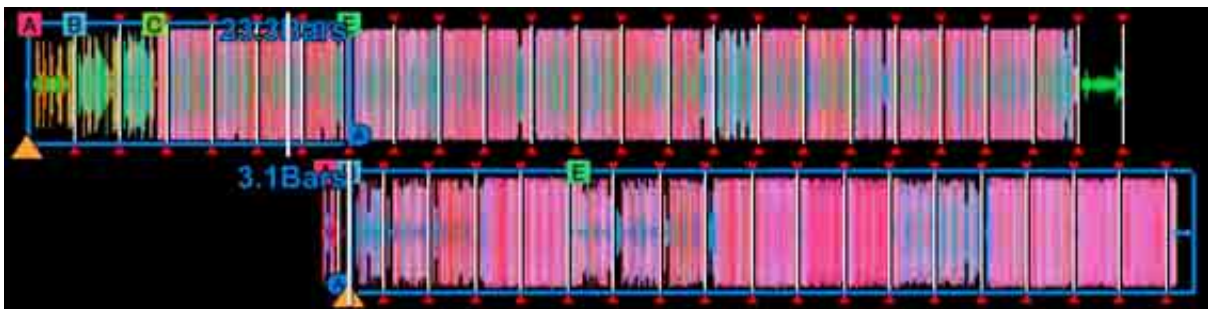
When the playback bar of the MIX OUT deck reaches the beginning of the MIX IN deck, automatic playback will start on the MIX IN deck.

Hint

- To use the sync function, set [BEAT SYNC] to on in advance.
- To turn on Silent, after step 6 or 7, select the MIX IN deck in the MIX IN selection mode and then set the [SILENT on/off] button to on.

Note

- This may not work properly with tracks whose tempo (BPM) changes significantly in the middle.

220

Setting MIX POINT LINK from the waveform

1 Select MIX IN MIX OUT . (MIX OUT selection mode)

2 Click on the enlarged waveform that is loaded to select the MIX OUT deck.
   - The MIX OUT deck to end mixing can be selected from the currently playing deck or the decks with MIX IN automatic playback set.

3 Click the position you want to set for MIX POINT on the enlarged waveform of the MIX OUT deck.

4 Select MIX IN MIX OUT . (MIX IN selection mode)
   - When you open the [Preferences] window > [Controller] category > [MIX POINT LINK] tab > [MIX IN/MIX OUT] and select [Automatically switches between MIX IN/MIX OUT], MIX IN/MIX OUT switches automatically when clicking the position on the enlarged waveform and you do not need to switch manually.

5 Click on the enlarged waveform that is loaded to select the MIX IN deck.
   - The MIX IN deck to start mixing can be selected from stopped decks.

6 Click the position you want to set for MIX POINT on the enlarged waveform of the MIX IN deck.

7 Click MIX POINT LINK to set MIX POINT LINK.
   The button changes to MIX POINT LINK .
   When the playback bar of the MIX OUT deck reaches the beginning of the MIX IN deck, automatic playback will start on the MIX IN deck.

Hint
   - The order of the MIX IN selection/MIX OUT selection can be reverse.
   - To change the default settings for MIX IN selection/MIX OUT selection, open the [Preferences] window > [Controller] category > [MIX POINT LINK] tab > [MIX IN/MIX OUT] > [Default MIX POINT Setting].

Others

[INFO] window

Click ⓘ in the upper-right corner of the screen to display the [INFO] window. The user account name will be displayed in the upper-right corner of the screen. You can change the account.
For details, refer to "rekordbox Introduction" on the rekordbox website.

[INFORMATION]

Display information from the rekordbox website.

[NOTIFICATION]

Display notifications in rekordbox.

[Preferences] window

To change the settings, click ⬤ on the upper-right of the screen, or select [Preferences] from the [File] menu on the upper screen to display the [Preferences] window.
Depending on your rekordbox version and subscription plan, some items may not be displayed.

▌[PLAN]

[Current Plan]	[Activate this computer]	Activate the computer.
	[Expiration Date]	You can check the expiration date of the current plan.
	[Next Fee Payment date]	You can check the next fee payment date.
[Plan History]	You can check subscription plan histories.	

▌[CLOUD]

The user account name is displayed in the upper-right corner of the screen. You can change the account.

[LIBRARY SYNC]

[Cloud Library Sync]	[Sync library to another device]	Synchronize the library to another device.
[Sync of music files]	[Cloud Storage service]	Display the Dropbox or Google account you are logged into.

223

	[Default Cloud Storage]	You can select the cloud storage from [Dropbox] or [Google Drive] to synchronize. You can upload tracks to the cloud storage service set in [Default Cloud Storage] only. You can set this when [Sync library to another device] is enabled.
	[Synchronization method]	You can select a method to synchronize tracks with Dropbox.
	[Collection Auto Upload]	All tracks imported to the [Collection] will be automatically uploaded to the cloud storage.
	[Operation for uploading tracks]	Select copy or move music files when uploading them to the cloud storage.
	[Cloud Library Sync]	Displays the location of music files imported from the cloud storage service.
	[Mobile Library Sync]	Display the location of music files imported from the mobile device when selecting [Transfer to this computer]
[Device Library]	[Backup]	[Set backup destination to cloud storage]

- For the Cloud Library Sync function, refer to "Cloud Library Sync Operation Guide" on the rekordbox website.
- For the device library backup operation, refer to "Device library backup Operation Guide" on the rekordbox website.

[DJ equipment linkage]

[Cloud function to use DJ equipment]	[Cloud Analysis / rekordbox CloudDirectPlay]	[Using device authentication]
		[Use rekordbox CloudDirectPlay.]
		[How to use Cloud Analysis with DJ equipment]: Click the URL link to go to FAQ.
	[If you've lost an authenticated device]	Click the URL link to go to the website to deauthorize the device.

- To use Cloud Analysis with DJ equipment, enable [Using device authentication].
- To use rekordbox CloudDirectPlay with DJ equipment, enable [Using device authentication] and [Use rekordbox CloudDirectPlay].
- Click the [Auth] button to the right of the device name in the tree view to authenticate the device, insert the device into your DJ equipment, and use the cloud function.
- For the rekordbox CloudDirectPlay function, refer to "rekordbox CloudDirectPlay Operation Guide" on the rekordbox website.

[VIEW]

[Display Type]

[Language]	Select a language.	
[Tooltips]	Display tooltips.	
[Browse]	[FontSize]	Set the character size and the character style to normal/bold.
	[Line Space]	Set the line spacing for track lists.
	[Show the selected track to the center]	When scrolling, the cursor selecting a track remains at the center of the track list.

225

	[Coloring of played tracks]	After playing the track, the color of the track information in the track list is changed. You can set to reset the color when quitting/exiting rekordbox. To reset the color immediately, click [RESET], and then click [OK].
[Key display format]	Select a key display format from [Classic] (key name) or [Alphanumeric] (such as 1A and 2A). When selecting [Display key information on the database], key is displayed as recorded on the track.	
[Waveform]	[Waveform Drawing Rate]	Set the drawing rate of the waveform. A higher speed makes a better quality waveform. However, CPU load increases.
	[Full/Preview Waveform]	Select full or half display of the waveform overview and preview.
[Beat Count Display]	Set the count display to the current position or to the next memory cue.	
[Click on the waveform for PLAY and CUE] (PERFORMANCE mode)	Set play/pause, current cue by clicking the enlarged waveform. Left-click: play/pause Right-click: current cue settings, starting playback from the cue point	
[Switch JOG Display] (PERFORMANCE mode)	Switch information on the platter. [CURRENT CUE / SLIP]: The cue point and SLIP status when SLIP is turned on are displayed. [HOT CUE COUNTDOWN]: The distance to Hot Cue within 5 laps is displayed.	
[Traffic Light]	The range of keys to be highlighted can be set with the Traffic Light feature.	

226

[Layout]

[Layout]	[Media Browser]	Display [Related Tracks], [Hot Cue Bank List] (EXPORT mode), [iTunes], [Inflyte], [SoundCloud] (PERFORMANCE mode), [Beatport] (PERFORMANCE mode), [Beatsource] (PERFORMANCE mode), [TIDAL] (PERFORMANCE mode), [Apple Music], [Track Suggestion], [rekordbox xml], [Explorer], and [SEARCH MOBILE button] in the [Media Browser] window.
	[Browser panel]	[CUE Analysis Playlist]: Display the playlists for CUE analysis [Playlist Palette]: Display the playlist palette. [Display Cue Markers on Preview]: Display memory and Hot Cues in the waveform in the preview column. [Display All Tracks in the Playlists]: Display [All Tracks] at the top of the tree view of the playlist category.
	[Deck]	[Display SYNC RATE]: Display SYNC RATE when the Beat Sync function is on.
	[Phrases]	[Phrase (Enlarged Waveform)]: Display the phrase on the enlarged waveform. [Phrase (Full Waveform)]: Display the phrase on the full waveform.

		[Always Show types of phrases]: You can also set whether to always display types of phrases or to display them when mouse over.
	[Vocal]	[Vocal (Enlarged Waveform)]: Display vocal parts on the enlarged waveform. [Vocal (Full Waveform): Display vocal parts on the full waveform.
[Effect Panel] (PERFORMANCE mode)	Switch the display of the effect panel.	
[Enlarged Waveform] (PERFORMANCE mode)	Set the order of the waveforms for the 4 decks mode.	
[PAD Mode] (PERFORMANCE mode)	Set how to display the pad. [Auto]: Switch to the PAD Display automatically when connecting to a DJ controller.	

[Color]

[Skin]	Set the base color of the display. [Dark]: The conventional black tone design. [Light]: White tone design for outdoor use.
[Waveform color]	Set the color of the enlarged/full waveform as [BLUE], [RGB], or [3Band].
[HOT CUE color]	Set the color of HOT CUE. [CDJ]: Display Hot Cues in green and Hot Loop in amber. [COLD1]: Display in blue and green. [COLD2]: Display in blue gradation. [COLORFUL]: Display in multicolor.
[PAD FX color] (PERFORMANCE mode)	Set the color of PAD FX.
[SAMPLER color] (PERFORMANCE mode)	Select the sampler color to correspond with that of the frequency of the sampler sound, or a fixed color (purple). Note that the color set manually for samplers is shown regardless of the color selected here.

228

[Audio]

[Configuration]

[Audio]	Set the audio device to output sound.
[Sample Rate]	Set the sampling frequency of audio data sent to an audio device. A higher sampling rate brings the playback quality closer to the original sound. However, as the amount of audio data increases, the loading on the computer or audio device also increases, and audio skipping may occur.
[Buffer size]	Set the number of samples each time to be sent to an audio device. A larger buffer size reduces audio skipping. However, the transmission delay (latency) increases, and the scratching is delayed.
[Metronome]	Set the tone and volume of the metronome while you are monitoring beat grids of music files.
[Preview Volume] (PERFORMANCE mode)	Set the preview audio volume level.
[Control Device Information] (PERFORMANCE mode)	Display information about the connected HID/MIDI controller.

[Input/Output]

[Mixer Mode] (PERFORMANCE mode)	[Internal]: Use the mixer function on rekordbox. [External]: Use an external DJ mixer/DJ controller. This gives a six-way output: track decks 1 through 4, sampler deck, and preview.
[Input channels]	Set the audio input channel. The input audio you set is the source for the recording. Click [Setting Utility] to start the utility settings for the audio device. You can make the input settings on the computer.
[Output channels]	EXPORT mode: Set the audio output channel when there are multiple outputs from the audio device. PERFORMANCE mode: Set the audio output channel.

229

	• When [Mixer Mode] is set to [Internal], set the output channels of [Master Output], [Headphones Output], and [Booth Output]. • When [Mixer Mode] is set to [External], set to 6 output channels: such as track decks 1 through 4, sampler deck, and preview.

▌[Analysis]

[Track Analysis]

[Track Analysis]	[Use high precision BeatGrid analysis]	Higher accuracy analysis results can be obtained compared to conventional analysis.
	[Track Analysis Mode]	Set the mode for analyzing the track's waveform information. [Normal]: Suitable for analyzing tracks which have a relatively consistent tempo. [Dynamic]: Suitable for analyzing tracks which contain significant tempo changes. [Auto]: Available only when [Use high precision BeatGrid analysis] is on. [BPM Range]: Set BPM range obtained by normal analysis.
	[Track Analysis Setting]	Set items to be analyzed when analyzing tracks.
	[Auto Analysis]	Set to enable/disable the auto analysis of imported tracks.

230

	[Cloud Analysis]	The use of track analysis data stored in the cloud speeds up the analysis process.
	[Radar Analysis]	Uploads Collection Radar/ Streaming Radar analysis data to the server.
[Key Analysis]	[Write the value to the ID3 tag]	Store the detected key in the ID3 tag.
[Analysis Process]	Set concurrent process mode. If [Performance] is selected, analysis progresses at high speed. However, CPU load increases. If [Power saving] is selected, CPU load is the lowest.	

[CUE Analysis]

[Intelligent Cue Creation]	[Set CUE during analysis]	Set CUE analysis when analyzing tracks. Select [Auto] or [Manual] as the CUE analysis mode.
	[CUE Type]	Select whether to set Hot Cues or memory cues, and how many of each.
	[CUE Setting]	[Set to 1.1 Bars]: Set a cue at 1.1Bars.
		[Repeat CUE settings per setting value of bars form 1.1 Bats]: CUE can be set at each bar setting value from 1.1Bars. This can be selected when the [Set CUE during analysis] is [Manual] mode.
		[Prohibit overwriting CUEs]: Prohibit overwriting of CUE already set.
		[Add a comment to CUE]: Add comments to CUE.

▌[DJ System] (EXPORT mode)

For details on settings and using on a DJ player, refer to the Instruction Manual of the DJ player.

[General]

Select the color of waveform, display style of the overview waveform and key display format on the DJ player.

[Category]*

Set the category items to be used with the DJ player and the order of items to be displayed.

[Sort]*

Set the sorting items to be used with the DJ player and the order of items to be displayed.

[Column]*

Select a category to be displayed on the right of titles when browsing music files on the DJ player's display.

* These settings are commonly applied with more than one DJ player which is displayed in the link status panel. Also, they are applied with the default settings for [Device]. The settings can be changed for each USB storage device.

[My Settings]

Select the settings to be used on the DJ player. These settings can be made for the DJ player using USB storage devices, mobile device, or PRO DJ LINK. When you change the settings on the DJ player, the changed settings are updated to rekordbox.

[Device]

[Delete Tracks]	When a playlist is deleted from the USB storage device or SD card, tracks in the playlist are deleted. Tracks can be deleted only if they are not contained on another playlist.
[History]	[Import the play history automatically]: When the device is connected to a DJ player, the history of tracks played on the DJ player is added to [Histories]. [Delete from the device after importing the play history]: When importing the play history from the device, the history is deleted from the device.

[Others]

[Hot Cue Auto Load]	[Prepare Hot Cue Auto Load setting for CDJ/XDJ use (on import)]: When adding a music file to [Collection], the [Allow to auto load HotCue on CDJ/XDJ] checkbox on the [Info] screen has a check mark automatically. When music files with this setting are loaded into the DJ player, the Hot Cue points saved on the DJ player are replaced with points saved in the loaded music files.
[LINK MONITOR]	Set to monitor rekordbox music files over the headphones of the DJ mixer connected by PRO DJ LINK.

[Controller] (PERFORMANCE mode)

[Deck]

[Eject/Load Lock]	Select [Lock] to prevent music files from being loaded to the deck while a track is playing.
[Needle Lock]	Select [Lock] to disable needle search while a track is playing.
[Memory Cue Call Look]	Select [Lock] to prevent Memory Cue from being used while a track is playing.
[Load]	[Load Setting]: Playback starts at Memory/Hot Cue nearest to the beginning to the track.
	[Load Method]: Press the [LOAD] button or push [Rotary Selector] on the DJ controller to load music files (only when DDJ-RZ is connected).

233

[Auto Cue]	When all decks are set to [Enable], a cue point is set at the beginning of the track (the position of the first audio input) according to the selected [Auto Cue Level]. The [Auto Cue Level] setting is common to all decks. When [Load Setting] is set, a cue point is set to a memory cue or hot cue nearest to the beginning of a track preferentially.
[Vinyl Speed Adjust]	[Touch/Brake]: Adjust the speed of the pause when operating the top of Jog Dial or pressing the ►/❙❙ button.
	[Release/Start]: Adjust the speed of starting playback when releasing fingers from the top of Jog Dial or pushing ►/❙❙ button.
[JOG]	[JOG Rotation Speed]: Select the rotation speed of playback on the platter.
	[After turning on the cue button and spinning the jog, the track returns to the cue point and pause.]
[Continuous Playing]	[Automatically load tracks in a list and have them play continuously one after another.]
[BEAT/BPM SYNC]	[Sync Type]: Select [BEAT SYNC] or [BPM SYNC]. [Allow BEAT/BPM SYNC with double/half BPM.]: When the gap of BPM between the master deck and other decks is doubled/halved, the synced BPM is half/double of the original track. In this case, turn on this setting to sync in the BPM which is close to the original track.
[HOT CUE]	[During Pause, GATE playback is applied.]: Playback starts from the Hot Cue position while pressing and holding Hot Cue on the DJ controller. When Hot Cue is released, the playback position returns to the Hot Cue position, and then playback pauses. However, playback cannot start when CUE is turned on and [AUTO BEAT LOOP] is set.
[AUTO BEAT LOOP]	Set Loop length when Auto Beat Loop button or controller is pressed on the connected DJ equipment (DDJ/XDJ series, etc.).

[Mixer]

[Auto Gain]	Select [Enable] to automatically adjust the audio volume of the track loaded to a deck. You can also adjust it manually using the [Auto Gain] knob on the [GRID EDIT].
[EQ]	Select [EQ] or [ISOLATOR]. When [EQ] is selected, you can set [EQ Type].
[Channel Fader Curve]	Set the Channel fader curve.
[CROSSFADER Curve]	Set the crossfader curve.
[Output Level]	Adjust the output level of decks. Select from the following values (for all decks). When [Audio] category > [Input/Output] tab > [Mixer Mode] is set to [Internal]: -21 dB/-18 dB/-15 dB/-12 dB/-9 dB/-6 dB/-3 dB/NONE When [Audio] category > [Input/Output] tab > [Mixer Mode] is set to [External]: -12 dB/-9 dB/-6 dB/-3 dB/NONE/+3 dB/+6 dB/+9 dB If the level is too high, clipping is likely to occur when applying FX or mixing. Clipping will enable the limiter to prevent distortion, but at the same time it will spoil the attack of a sound.

[Effect]

[RELEASE FX]	Set the number of units for Release FX. When [Audio] category > [Input/Output] tab > [Mixer Mode] is set to [Internal], Release FX is applied to the Master output if [Unit Number] is set to [1].
	To set this to turn off [SOUND COLOR FX] at the same time when turning on Release FX, select [Apply RELEASE FX on CFX].
[MERGE FX]	Select [Enable MERGE FX] to use MERGE FX. If [Stop playing the operating deck after MERGE FX finishes] is selected, playback stops when MERGE FX is turned off.

[Sampler]

[SLOT]	Select the number of samplers. Also, you can set not to be overwritten.
[Capture]	[Location of Files]: Set the location to store the captured audio.
	[Location of a Bank for Slicer Capture]: Select the number of the bank to store the slicer captured audio.
[Capture the loop in an empty slot]	Capture the loop in an empty slot by pressing the performance pad during loop playback.
[Auto Panel Mode]	Display the sampler deck when pressing the [SAMPLER] button on a DJ controller compatible with rekordbox.
[Sequence Load]	After loading, the full length of the track is set as a loop, and then automatically starts in loop playback.

[Recordings]

[Location of Files]	Set the location for saving recorded files.
[Silence Level Threshold]	Set the level of sound to be considered silent.
[Recording starts when:]	Set to [Pressing the REC button.] or [Detecting audio input.].
[Recording ends when:]	Set to [Pressing the REC button.] or [Detecting 20 sec. of silence.].
[Automatically separate files when silence continues.]	Set to automatically split recorded files when silence continues.
[Automatically optimize audio level of a recorded file.]	Set to automatically adjust the volume of recorded files.
[Automatically import a recorded file.]	Set to automatically import recorded files.
[Automatically display tag information window of a recorded file.]	Set to automatically display the tag information window after recording.

[MIX POINT LINK]

Click the [Enable MIX POINT LINK Function] checkbox to enable the MIX POINT LINK function.

See "Using the MIX POINT LINK function" (page 216).

[MIX IN/MIX OUT]	[Default MIX POINT Setting]	When [MIX IN] is selected, you can select MIX POINT of [MIX IN]. When [MIX OUT] is selected, you can select MIX POINT of [MIX OUT].
	[Automatically switches between MIX IN/MIX OUT]	Switch [MIX IN/MIX OUT] automatically when MIX POINT is set.
[Time scale]	[Display time]	Display the time on the MIX POINT LINK panel.
[Grids display]	[Display grids]	Display the beat grid on the MIX POINT LINK panel.
	[Display only when waveform is enlarged]	Display the beat grid on the MIX POINT LINK panel only when the waveform is enlarged.
[Automatic BEAT/BPM SYNC Setting]	[Automatically changes the BEAT/BPM SYNC setting]	When using the Beat Sync function, for the track with inconsistent BPM, the Sync setting automatically change from Beat Sync to BPM Sync to perform the MIX POINT LINK function. When unchecked, the MIX POINT LINK synchronization may be released for the track with inconsistent BPM.
[Zoom range]	[Automatically limits the zoom out range]	Automatically limit the zoom out range to display on the MIX POINT LINK panel.

237

[Others]

Make settings for the quantize and Ableton Link.

[Mode]		If [Type] > [QUANTIZE] > [HOT CUE] and [LOOP SAMPLE(LOOP)] are set to [Enable], you can set how to adjust the beat when calling Hot Cue, Loop, or Sampler Loop during playback. When this is checked, these functions are called immediately. (The playback position after being called is adjusted so that the beat is not shifted.) When this is unchecked, these functions are called after playing to the next beat. * This function is enabled only when [Q] on the deck is turned on.
[Type]	[SNAP]	Adjust the position where Hot Cue is set or Auto Beat Loop is started, to the beat which is close to the current position. Also, you can select the length of the beat. * This function is enabled only when [Q] on the deck is turned on.
	[QUANTIZE]	[HOT CUE], [LOOP/SAMPLER(LOOP)], [REVERSE]: Adjust the beat not to be shifted even when using these functions during playback. Select how to adjust [HOT CUE] and [LOOP/SAMPLER(LOOP)] on [Mode]. [SEQUENCER]: Adjust the timing to operate for recording the sequence. * This function is enabled only when [Q] on the deck is turned on.
[Setting]		Select whether to turn on/off all decks at once or not, when clicking [Q] on each deck to turn on/off the quantize.
[Ableton Link]		Allow to start/stop connected equipment at the same time, or switch between showing/hiding the [Ableton Link] window when [LINK] is on.

▌[Keyboard]

Assign keyboard shortcuts to each button. Refer to "Default keyboard shortcut references" on the rekordbox website.

[Advanced]

[Database]

[iTunes]	[iTunes Library File]	Specify the xml file of the iTunes library to browse in [iTunes].
	[Convert iTunes "Grouping" to rekordbox "Label"]	When importing music file information from the iTunes library to [Collection], iTunes group information will be saved as rekordbox label information.
[rekordbox xml]	[Export BeatGrid information]	When exporting music file information as an xml file, beatgrid information can be output to the xml file.
	[Imported Library]	Specify the playlist library (the location of the xml file) to browse on [rekordbox xml].
[Auto Relocate Search Folders]	Automatically find files of tracks or videos in [Collection] which cannot be played because they have been deleted, moved, etc., and relocate them.	
[Auto Export] (EXPORT mode)	Music files imported from an external device are automatically exported.	
[Database management]	Select the master database for use. The master database can be transferred to an external device. When the master database is transferred, analyzed files are also transferred. By transferring a master database to an external drive storing music files, you can manage them on different computers.	

[Browse]

[My Tag]	When adding My Tag information to the track, it is also added to the comment column in the track list.
[Color]	You can edit comments when you classify music files with eight color codes on the DJ player. For more instruction on using the library browse function of a DJ player, refer to the Instruction Manual of the DJ player.
	* This setting is commonly applied with more than one DJ player which is displayed in the link status panel. Also, they are applied with the default settings for [Device]. The settings can be changed for each device.

239

[Display speed]	The speed to display the iTunes library will be improved if you select a track list in the tree view. Do not check the mark if your computer memory is insufficient.
[Drop-down menu]	A drop-down menu is displayed when clicking and holding the track for one second.
[Tag List]	Delete the track from the tag list when loading it to a deck from the tag list. Also, you can delete all tracks from the tag list when quitting/exiting rekordbox.
[Library Protection]	Avoid accidentally editing or deleting the track information and the list displayed in the track list or tree view.
[Edit Library]	Edit the names and track information by double-clicking the playlist name, folder name, or any item in the track list.
[Playback time setting] (PERFORMANCE mode)	Set the length of played back time before tracks are displayed in color between 1 second and 60 seconds.

[Recordings] (EXPORT mode)

[Location of Files]	Specify the location for the recorded files.
[Silence Level Threshold]	Set the level for silence of sound to be considered silent.
[Recording starts when:]	Set to [Pressing the REC button.] or [Detecting audio input.].
[Recording ends when:]	Set to [Pressing the REC button.] or [Detecting 20 sec. of silence.].
[Automatically separate files when silence continues.]	Set to automatically split recorded files when silence continues.
[Automatically optimize audio level of a recorded file.]	Set for adjusting the audio level of a recorded file automatically.
[Automatically import a recorded file.]	Set for importing a recorded file automatically.
[Automatically display tag information window of a recorded file.]	Display the tag information window after recording.

[Others] (EXPORT mode)

[Computer Name]	Set the name of the computer to be displayed on the DJ player.
[Quantize Beat Value]	Set the value for the quantize on the player.
[BEAT/BPM SYNC]	[Sync Type]: Select [BEAT SYNC] or [BPM SYNC]. [Allow Beat/BPM Sync with double/half BPM.]: When the gap of BPM between the master deck and other deck is doubled/halved, the synced BPM is half/double of the original track. In this case, turn on this setting to sync in the BPM which is close to the original track.
[HOT CUE]	[During Pause, GATE playback is applied.]: Playback starts from the Hot Cue position while clicking and holding Hot Cue. When Hot Cue is released, the playback position returns to the Hot Cue position, and then playback pauses. However, playback cannot start when CUE is turned on and [Auto Beat Loop] is set.
[Export Loop As Wav]	Select the sampling frequency when exporting a loop.
[Tribe XR]	Set up the XML file for use with Tribe XR.
[Inflyte]	Select the location where files downloaded from Inflyte will be saved.
[Apple Music]	Choose whether to allow playback of tracks marked as Explicit.
[Beatport]	Select the audio format for the downloading file from Beatport.
[TIDAL]	Select the audio format for the downloading file from TIDAL.
Automatic removal of auditioned tracks	Streaming music files that have been loaded onto the deck and auditioned only are deleted from [Collection] when rekordbox is closed.
[Track Information]	The information of the tracks played on CDJ/XDJ can be hidden on the app connected with Pro DJ Link.

[Others] (PERFORMANCE mode)

[Tribe XR]	Set up the XML file for use with Tribe XR.
[Inflyte]	Select the location where files downloaded from Inflyte will be saved.

241

[Apple Music]	Choose whether to allow playback of tracks marked as Explicit.
[SoundCloud]	Select the audio format for the downloading file from SoundCloud.
[Beatport]	Select the audio format for the downloading file from Beatport.
[Beatsource]	Select the audio format for the downloading file from Beatsource.
[TIDAL]	Select the audio format for the downloading file from TIDAL.
Automatic removal of auditioned tracks	Streaming music files that have been loaded onto the deck and auditioned only are deleted from [Collection] when rekordbox is closed.
[Track Information]	The information of the tracks played on CDJ/XDJ can be hidden on the app connected with Pro DJ Link.

▌[DVS] (PERFORMANCE mode)

Click the [Enable DVS Function] checkbox to enable the DVS function.
Please refer to "rekordbox DVS setup guide" on the rekordbox website.

▌[Extensions] (PERFORMANCE mode)

[STEMS]

Click the [Enable the STEMS Function] checkbox to enable the STEMS function.
See "Using the STEMS function" (page 207).

[STEMS Analysis Process]	You can choose to prioritize either the sound quality or the analysis time of the STEMS function. [Prioritize sound quality]: Improve the sound quality of the STEMS function. [Prioritize speed]: Shorten the analysis time for the STEMS function.
[Layout]	Select the layout for ACTIVE STEM/STEM ISO/STEM FX. [Auto Layout]: Display suitable for your device [Custom Layout]: You can select from the 6 displays. [Do not display]: Hide the display.

[STEM Waveform Display]	When enabled, the Stem that outputs audio is displayed. When disabled, the original waveform is always displayed.
[ACTIVE STEM Setting]	[MUTE]: Select to output or mute for each part. [SOLO]: Select all part or just one part to output.
	When [Reset the MUTE/SOLO state while loading] is selected, the MUTE/SOLO state is reset while loading.
[STEM Instant Doubles]	Set the deck for the Instant Doubles function.
[Memory]	When [Increase the memory size of the analysis process] is selected, you can change the limit of the track length added from streaming.
[Multi-thread]	When [Apply multi-thread to the analysis process] is not selected, the processing load is expected to be reduced because it is processed with a single thread, but the time for the analysis processing becomes longer.

Click the checkboxes of both [Enable the STEMS Function] and [Enable the GROOVE CIRCUIT Function] to enable the GROOVE CIRCUIT function.
See "Using the GROOVE CIRCUIT function" (page 210).

[DRUM SWAP]	[Eject/Load Lock] When [Lock] is set, you cannot load into a DRUM SWAP SLOT that is currently playing.
	When [Display track titles on DRUM SWAP SLOT] is turned on, the track title is displayed on the DRUM SWAP SLOT.
[DRUM CATPURE]	[DRUMS Stem]: Extract the DRUMS Stem from the track. [Original track]: Extract the entire audio of the original track.
	[Location of Files] Set the location for saving files extracted using DRUM CAPTURE.

[Video]
Click the [Enable Video Function] checkbox to enable the video function.
Please refer to "rekordbox video operating guide" on the rekordbox website.

[Lighting]
Click the [Enable Lighting Function] checkbox to enable the Lighting function.
Please refer to "LIGHTING mode operating guide" on the rekordbox website.

Menu list

Depending on your rekordbox version and subscription plan, some items may not be displayed.

▌[rekordbox] menu (for Mac)

[About rekordbox]	Display your installed version of rekordbox.
[Preferences]	Display the [Preferences] window.
[Services]	Select [Services Preferences...] to display [Services Preferences]. (in Mac OS Standard)
[Hide rekordbox]	Hide the rekordbox. (in Mac OS Standard)
[Hide Others]	Hide all windows except for rekordbox. (in Mac OS Standard)
[Show All]	Display all windows. (in Mac OS Standard)
[Quit rekordbox]	Quit rekordbox.

▌[File] menu

[Import]

[Import Track]	Add music files to [Collection].
[Import Folder]	Select a folder to add its music files to [Collection].
[Import Playlist]	Add playlist files (M3U, M3U8, and PLS).

[Additional contents] (PERFORMANCE mode)

[Sample Pack] > [Download	Download a sample pack of sound files that can be used as the sampler.
[Sample Pack] > [Import]	Import the downloaded sample pack to rekordbox.
[GROOVE CIRCUIT FACTORY SAMPLES PACK] > [Download]	Download the GROOVE CIRCUIT FACTORY SAMPLES PACK of audio files that can be used as DRUM SWAP.
[GROOVE CIRCUIT FACTORY SAMPLES PACK] > [Import]	Import the downloaded GROOVE CIRCUIT FACTORY SAMPLES PACK to rekordbox.

[Display All Missing Files]

The [Missing File Manager] window will be displayed. It displays a list of tracks and videos in [Collection] that cannot be played because their files have been deleted, moved, etc., and can be used to rearrange their file locations. (page 23)

[Display All Duplicated Files]

The [Duplicated File Manager] window will be displayed. It displays a list of tracks with the same title/artist. You can select and delete unwanted tracks.

[Library]

[Backup Library]	Save the rekordbox library (databases such as [Collection], [Playlists], etc.), analysis information, and music files as a backup. The backup data file name, appended with the current date, will be displayed.
[Restore Library]	Restore rekordbox library (database such as [Collection], [Playlists], etc.), analysis information, and music files. You can restore the backup library to another computer.
[Backed up device library management]	You can delete the backed up Device library.
[Import your library from ver. 5 (or earlier)]	Convert the library of rekordbox version 5.0 or earlier and import it for use.
[Import My Tag data in the condition of Intelligent Playlists from ver. 5 (or earlier)]	Convert My Tag data in the condition of Intelligent Playlist of rekordbox version 5.0 or earlier and import it for use.

[Export Collection in xml format]

Export all playlist information in the rekordbox library (databases such as [Collection], [Playlists], etc.) and all track information in these playlists as one file with the xml format.
If using Cloud Library Sync, tracks in the other computer or mobile device are not supported for exporting.

[Preferences] (for Windows)

Change various settings in rekordbox. (page 223)

[Exit] (for Windows)

Exit rekordbox.

■ [View] menu

[Full screen]	Display the rekordbox as full screen.
[Skin]	Set the basic color of the display.
[1 Player] (EXPORT mode)	Display a single player in the player panel.
[2 Players] (EXPORT mode)	Display two players in the player panel.
[Dual Player] (EXPORT mode)	Display 2 decks in the player panel. You can operate 2 decks at the same time by [DUAL CONTROL].
[Simple Player] (EXPORT mode)	Display a simplified version of the player panel. Only playback, pause, and the volume adjustment can be operated.
[2 Deck Horizontal] (PERFORMANCE mode)	Display 2 decks with horizontal enlarged waveforms.
[2 Deck Vertical] (PERFORMANCE mode)	Display 2 decks with vertical enlarged waveforms.
[4 Deck Horizontal] (PERFORMANCE mode)	Display 4 decks with horizontal enlarged waveforms.
[4 Deck Vertical] (PERFORMANCE mode)	Display 4 decks with vertical enlarged waveforms.
[Full Browser] (EXPORT mode)	Turn the display of the player panel off.
[Browse] (PERFORMANCE mode)	Display the minimized deck and enlarged browser window.
[Show / Hide Pad and Platter] (PERFORMANCE mode)	Show or hide pads and platters for each deck. (horizontal waveform only)
[Show Split Screen] (PERFORMANCE mode)	Display also the other window of the browser.
[My Tag Configuration Window]	Display the My Tag configuration window at the right side of the track list.
"Related Tracks" on Subpanel	Display a window of RELATED TRACKS at the right side of the track list.

246

[Information Window]	At the right side of the track list, display information of the track selected in the track list.
[Sub Browser Window]	At the right side of the track list, display another window with the tree view and track list.
[Automix] (PERFORMANCE mode)	Show or hide the [Automix] window.

[Track] menu

[Import To Collection]	Add the selected track to [Collection].
[Analyze Track]	Analyze the selected track to show the full waveform, enlarged waveform, BPM, beat positions, bar positions, etc.
[Analysis Lock]	Set to disable re-analysis and grid edit.
[Add To Playlist]	Add the selected track to [Playlists].
[Reload Tag]	Read the ID3 tag information from the selected track again, and then reload it to the track information of the rekordbox library (databases such as [Collection], [Playlists], etc.).
[Cloud Library Sync]	Operate the Cloud Library Sync function.
[Export Track]	Export the selected track to the device.
[Remove from Collection]	Remove the selected track from the [Collection]. The music file in your computer is not deleted.
[Show information]/[Hide information]	Display/hide the [Information] window.
[Show in Finder]/[Show in Explorer]	Display the folder, in which the selected track is stored, in the Finder or Explorer.
[Auto Relocate]	Automatically find files of tracks or videos in [Collection] which cannot be played because they have been deleted, moved, etc., and relocate them.
[Relocate]	Relocate the music file to a different file path.

[Playlist] menu

[Cloud Library Sync]	Operate the Cloud Library Sync function.
[Auto Upload]	Automatically upload tracks of the playlist to the cloud.
[Batch Auto Upload setting]	Set Auto Upload for each playlist.
[Export Playlist]	Export the selected playlist to the device.
[Import Playlist]	Import the selected playlist in [iTunes], [rekordbox xml], or [Devices].
[Create New Playlist]	Add a new playlist under the selected playlist or folder.
[Create New Intelligent Playlist]	Add a new Intelligent Playlist under the selected playlist or folder.

248

[Create New Folder]	Add a new folder under the selected playlist or folder.
[Playlist display setting]	Set whether or not to display in the tree view for each playlist when Cloud Library Sync is on.
[Delete Playlist]	Delete a selected playlist, Intelligent Playlist.
[Sort Items]	Sort playlists in the selected folder in ascending order. [Playlist], [H. Cue Bank], and [Playlist]/[H. Cue Bank]/[Hot Cue Bank List] in [Devices] can be sorted.
[Renumber Track Order]	Renumber tracks as sorted in the playlist.
[Export a playlist to a file]	Save information of the selected playlist in text or M3U8 format.
[Collaborative playlist]	Manage Collaborative Playlist members.

▌[Help] menu

[User's Manual]	Display the webpage for downloading this manual.
[Online support]	Connect to the online support site.
[Tutorial Videos]	Display the webpage of tutorial videos.
[rekordbox Update Manager]	Connect to the update site.
[About rekordbox] (for Windows)	Display your installed version of rekordbox.
[Owner registration/Product registration]	You can register to your account as an owner by connecting your AlphaTheta DJ products.

System requirements

The latest information (supported OS, required operating environment, etc.) is available on the rekordbox website.
rekordbox.com/en/download/#system

rekordbox END USER LICENCE AGREEMENT

For "rekordbox END USER LICENCE AGREEMENT", refer to the rekordbox website.
rekordbox.com/en/download/

Communications environment on the computer

Depending on your computer's security software and operating system settings, communications with DJ equipment or mobile devices may be interrupted. If this occurs, check your settings for the following 4 programs to ensure that they are not blocked. The program extension depends on the OS of the computer; e.g. the extension ".app" is for Mac and ".exe" for Windows:

    rekordbox
    edb_streamd
    rbhttpserver
    rbcloudagent.exe

When sharing of the computer's internet connection is enabled, problems may arise in communications with other computers or DJ units connected on the LAN. Disable sharing before connecting the computer to the LAN.

- Mac: Open [System Preferences], and uncheck [Internet Sharing] under [Sharing].
- Windows: Open [Local Area Connection Properties], and then at [Sharing], uncheck [Allow other network users to connect through this computer's Internet connection] under [Internet Connection Sharing].

Communications with DJ equipment or mobile devices may also be interrupted if the network (IP address, port number, etc.) is restricted by a router or another communications device.

For details on the communications devices, security software, and the settings of the operating system, contact the respective manufacturer or your sales agent.

File formats that can be loaded and played

Files that can be loaded and played on rekordbox are listed below.

- It may not be possible to read or play copyright-protected music files.
- For music files (file formats) that can be loaded and played on DJ equipment , refer to the Instruction Manual of the DJ equipment.

▌Music files

Music file	Compatible formats	Encoding method	Bit depth	Bit rate	Sampling frequency	File extension
MP3	MPEG-1 AUDIO LAYER-3	CBR VBR	16 bit	32 kbps to 320 kbps	32 kHz 44.1 kHz 48 kHz	.mp3
	MPEG-2 AUDIO LAYER-3	CBR VBR	16 bit	16 kbps to 160 kbps	16 kHz 22.05 kHz 24 kHz	.mp3
AAC	MPEG-4 AAC LC	CBR VBR	16 bit	8 kbps to 320 kbps	16 kHz 22.05 kHz 24 kHz 32 kHz 44.1 kHz 48 kHz	.m4a .mp4
WAVE		Uncompressed PCM	16 bit 24 bit	—	44.1 kHz 48 kHz 88.2 kHz 96 kHz 192 kHz	.wav
AIFF		Uncompressed PCM	16 bit 24 bit	—	44.1 kHz 48 kHz 88.2 kHz 96 kHz 192 kHz	.aif .aiff

Music file	Compatible formats	Encoding method	Bit depth	Bit rate	Sampling frequency	File extension
Apple Lossless		Compressed PCM	16 bit 24 bit	—	44.1 kHz 48 kHz 88.2 kHz 96 kHz 192 kHz	.m4a
FLAC		Compressed PCM	16 bit 24 bit	—	44.1 kHz 48 kHz 88.2 kHz 96 kHz 192 kHz	.flac .fla

Video Files

- File extension: mpg, mp4, m4v, mov, avi (Windows)
- Video format
  - Codec: h.264, mpeg-4, mpeg-2
  - Display resolution: up to 1 920 × 1 080
- Audio format: LPCM (aiff), aac, mp3

Supported media (file system)

Note that rekordbox can only write to SD memory cards and USB storage devices (flash memories or hard disks) which use a file system listed in the table below.

Recording media	FAT16	FAT32	NTFS	exFAT	HFS	HFS+
SD memory cards	✓	✓	N/A	✓	N/A	N/A
USB storage devices	✓	✓	N/A	✓	N/A	✓

- For DJ equipment supported with exFAT, check the FAQ provided on the rekordbox website below.
  rekordbox.com/en/support/faq/v7/#faq-q700010
- Refer to the instruction manual of each DJ equipment for SD memory cards and USB storage devices (flash memory and hard disk) which support DJ equipment.
- HFS+ is available for Mac.

254

Online support site

Before making inquiries on rekordbox operating procedures or technical issues, read this manual and check the FAQ provided on the rekordbox website (rekordbox.com).

- AlphaTheta Corporation collects your personal information for the following purposes:
  1. To provide customer support for your purchased product
  2. To inform you of product or event information via e-mail
  3. To obtain feedback collected by survey for product planning purposes
  – Your personal information is kept confidential corresponding to the privacy policy set forth by our company.
  – AlphaTheta Corporation's privacy policy can be viewed on the rekordbox online support site.
- When making inquiries regarding rekordbox, please be sure to let us know your computer type and specifications (CPU, installed memory and other connected peripherals, etc.), the operating system and version used, as well as concrete information regarding the issue at hand.
  – To inquire about configuration of your computer with non-AlphaTheta Corporation peripheral devices

and to obtain the corresponding technical support, contact the manufacturer or retailer.

- Further version updates are anticipated for improved functionality and performance of rekordbox. Update programs will be available for download on the rekordbox online support site. We strongly recommend you check for the updates to always use the latest version of rekordbox.

Disclaimer

Please note that AlphaTheta Corporation cannot accept responsibility for the legality, morality or reliability of operation with regard to the use of rekordbox by customers. Problems in operation of rekordbox may arise due to the operating environment of the customer's computer and of rekordbox, or conflict with other software.

Please note that AlphaTheta Corporation cannot accept responsibility for loss of your registered information. Please make a separate note of information you have registered and store it in a safe place.

Copyright warning

The use of rekordbox is restricted with regard to the playing and copying of copy-protected music.

- The program may not operate properly if copy-protect encryption data is embedded in recorded media.
- Playback, analysis, and other operations may stop if copy-protect encryption data is detected as embedded in recorded media.

The material you record is for your own listening enjoyment, and cannot be used for other purposes without permission from the copyright owner.

- Music recorded from CDs and other media may be protected by the copyright laws of individual countries as well as by international convention. You are solely responsible for the lawful use of the recordings you make.
- When handling music that has been downloaded over the internet, the person who has downloaded the music is fully responsible for using the music in compliance with his/her contract with the website from which the music was downloaded.

Trademarks and licenses

- rekordbox™ is a trademark or registered trademark of AlphaTheta Corporation.
- PRO DJ LINK™ is a trademark or registered trademark of AlphaTheta Corporation.
- Windows is a trademark or registered trademark of Microsoft Corporation in the U.S. and other countries.
- iPhone, Apple Music, iTunes, Mac, and macOS are trademarks of Apple Inc., registered in the U.S. and other countries and regions.
- iOS is trademarks or registered trademarks of Cisco in the U.S. and other countries and regions.
- App Store is a service mark of Apple Inc.
- Android, Google Play, YouTube, and the YouTube logo are trademarks or registered trademarks of Google LLC.
- Mixcloud is a trademark or registered trademark of Mixcloud Limited.
- Intel® is a registered trademark of Intel Corporation in the U.S. and other countries.
- Wi-Fi is a registered mark of the Wi-Fi Alliance®.
- ASIO is a trademark or registered trademark of Steinberg Media Technologies GmbH.
- Ableton is a trademark of Ableton AG.
- Dropbox is a trademark or registered trademark of Dropbox, Inc.
- Inflyte is a trademark or registered trademark of Inflyte Ltd.
- SoundCloud and the SoundCloud logo are trademarks or registered trademarks of SoundCloud Ltd.
- Beatport and Beatsource are trademarks or registered trademarks of Beatport, LLC.
- TIDAL is a trademark of TIDAL MUSIC AS.
- Other product, technology and company names, etc. mentioned herein are trademarks or registered trademarks of their respective owners.

©2024 AlphaTheta Corporation.