

*Pioneer*

Music Management Software

**rekordbox**<sup>TM</sup>

Operating Instructions



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## About rekordbox

# Overview of rekordbox

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rekordbox is the name of software to manage music files to be played on Pioneer DJ Players.

- rekordbox may be used for classifying and searching for music files stored on your computer as well as creating playlists, all of which can help improve your DJ performance.
- rekordbox allows the detecting, measuring, and editing of beats, tempos (BPM), and other elements of your music files prior to a performance.
- rekordbox may be used to set and store detailed point information (for cueing, looping, hot cueing, etc.) prior to a performance.

Not only can various types of point information and playlists prepared with rekordbox be used for playback on Pioneer DJ players, the playback history, number of times played, point information, etc., can also be fed back to rekordbox after playback.

## Features of rekordbox

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### Music files are automatically analyzed, enabling advanced DJ performance

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#### ■ MUSIC FILE ANALYSIS

By analyzing music files with rekordbox, you can obtain and display a variety of data during DJ performances, including waveforms, beats and tempos (BPM). For example:

- When analyzed music files are loaded into a DJ player, the waveform information is displayed immediately to provide the DJ with a visual of the track.
- The quantize function of rekordbox or a DJ player (e.g. CDJ-2000nexus, CDJ-900nexus, CDJ-2000, CDJ-900, XDJ-AERO, XDJ-R1) can be used to easily set accurate cues and loops.
- Accurate, stable BPM information can be displayed and checked instantaneously. In addition, the beat sync function can be used to mix sound synchronizing the tempos (BPM) and beats of multiple DJ players (e.g. CDJ-2000nexus) or the left and right decks (e.g. XDJ-AERO, XDJ-R1).

The functions that can be used in association with Pioneer DJ units and rekordbox depend on the DJ units you are using.

#### ■ BEAT GRID

The beat positions (beats) detected when music files are analyzed are displayed as a grid of lines on the enlarged wave form display.

#### ■ QUANTIZE

**CDJ-2000nexus** **CDJ-2000** **CDJ-900nexus** **CDJ-900** **DJM-2000nexus** **DJM-2000** **DJM-900nexus** **XDJ-AERO** **XDJ-R1**

rekordbox can be used to detect and adjust the beat patterns of your music files before you perform with your DJ unit. This allows you to set and play cues, loops, and effects exactly on beat with your DJ unit, by automatically correcting any timing mistakes that are made when you press buttons.

## ■ CUE/LOOP POINT MEMORY

CDJ-2000nexus CDJ-2000 CDJ-900nexus CDJ-900 CDJ-850 MEP-4000 RMX-1000 XDJ-AERO \*1

Cue and loop points can be set and stored ahead of time with rekordbox and then called on the DJ player. Up to 10 cue/loop points per music file can be saved with rekordbox. Also, loops created with rekordbox can be extracted and output to WAVE files.

- \*1 This function is available only for the cue point closest to the beginning of a track.

## ■ HOT CUE

CDJ-2000nexus CDJ-2000 XDJ-R1

Hot cues that you stored beforehand using rekordbox can be called on your DJ player. With rekordbox, up to three hot cues can be stored per music file.

## ■ HOT CUE BANK LIST

CDJ-2000nexus CDJ-2000

With rekordbox, combinations of the three hot cues (**A**, **B** and **C**) you want to use on the DJ player can be created as hot cue bank lists. Cues from different music files can be combined and registered in hot cue bank lists.

Multiple lists may be prepared, allowing you to quickly access a greater number of hot cue combinations than ever before on your DJ players.

## ■ BEAT SYNC

CDJ-2000nexus CDJ-900nexus XDJ-AERO XDJ-R1

By analyzing music files using rekordbox, it is possible to use a wide variety of effects and to mix the sound synchronizing the tempos (BPM) and beats between multiple DJ players (or between the left and right decks), greatly expanding the range of DJ performances.

## Setting track information to allow for easy browsing on your DJ player

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### ■ LIBRARY BROWSE

[CDJ-2000nexus](#) [CDJ-2000](#) [CDJ-900nexus](#) [CDJ-900](#) [CDJ-850](#) [CDJ-350](#) [MEP-4000](#) [XDJ-AERO](#) [XDJ-R1](#)

rekordbox can be used to set display categories and sorting criteria. When these items are set with rekordbox, you can display, sort, and search music files by using the DJ player's library browse function (browsing by genre, BPM, etc.).

### ■ PLAYLIST

[CDJ-2000nexus](#) [CDJ-2000](#) [CDJ-900nexus](#) [CDJ-900](#) [CDJ-850](#) [CDJ-350](#) [MEP-4000](#) [XDJ-AERO](#) [XDJ-R1](#)

By creating playlists of your favorite music files in advance using rekordbox, the desired tracks can be searched for quickly on your DJ player.

### ■ TAG LIST

[CDJ-2000nexus](#) [CDJ-2000](#) [CDJ-900nexus](#) [CDJ-900](#) [XDJ-AERO](#)

In addition to playlists, music files you plan to play soon can be collected temporarily in the rekordbox tag list. The rekordbox tag list can be shared on-line between your computer and any DJ players connected on a LAN. This function is convenient for selecting tracks during live performances using multiple DJ players alternately.

## Linking and sharing music files and data with DJ units

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### ■ USB EXPORT

[CDJ-2000nexus](#) [CDJ-2000](#) [CDJ-900nexus](#) [CDJ-900](#) [CDJ-850](#) [CDJ-350](#) [MEP-4000](#) [XDJ-AERO](#) [XDJ-R1](#)

You can deliver music files and their related data saved with rekordbox to your DJ player by using USB devices (flash memory or hard disk) without the hassle of bringing your computer to the DJ booth. In addition to USB devices, SD memory cards can be used for some DJ players (e.g. CDJ-2000nexus or CDJ-2000).

## ■ LINK EXPORT

[CDJ-2000nexus](#) [CDJ-2000](#) [CDJ-900nexus](#) [CDJ-900](#) [XDJ-AERO](#)

You can load music files or data saved on rekordbox onto a DJ player in real time if you connect a computer to the DJ player with a LAN cable or wireless LAN.

For instructions on connections, see the Operating Instructions for each specific DJ player and computer.

## ■ PRO DJ LINK

[CDJ-2000nexus](#) [CDJ-2000](#) [CDJ-900nexus](#) [CDJ-900](#) [DJM-2000nexus](#) [DJM-2000](#) [DJM-900nexus](#)

You can share rekordbox music files and data with a DJ mixer and multiple DJ players by establishing a PRO DJ LINK connection with LAN cables. Up to four DJ players can be connected.

Also, up to two computers which are running rekordbox can be connected at the same time, allowing for seamless DJ rotation. Note that depending on the LAN configuration and DJ player's specifications, communications can be established with up to six computers (two by wired connection, four by wireless connection).

## ■ LINK MONITOR

[DJM-2000nexus](#) [DJM-2000](#) [DJM-900nexus](#)

rekordbox music files can be monitored over the headphones of a DJ mixer which is connected by PRO DJ LINK.

## **Saving track playback information from your DJ player for current review or future reference of DJ performance**

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## ■ HISTORY/PLAYLIST

[CDJ-2000nexus](#) [CDJ-2000](#) [CDJ-900nexus](#) [CDJ-900](#) [CDJ-850](#) [CDJ-350](#) [XDJ-AERO](#) [XDJ-R1](#)

rekordbox can be updated with histories of all tracks played during each session on your DJ player and with playlists created on your DJ player.

## **Synchronizing external libraries to manage music files**

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### **■ SYNC MANAGER**

If iTunes and USB devices are synchronized with rekordbox, you can easily export playlists to such devices in an updated status.

## **Many handy features for efficient selection of a track**

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### **■ PLAYLIST PALETTE**

Showing 4 playlists simultaneously allows you to quickly and efficiently classify your music files.

### **■ MY TAG**

You can create tags for your music files by adding tracks' detailed genres, features and comments as you wish.

My Tag filter allows you to refine your search using tags as search criteria.

### **■ RELATED TRACKS**

Music files suggested for the track to be played next are listed based on the selected criteria such as BPM and key.

### **■ PREVIEW**

You can preview a music file by clicking a waveform or an artwork displayed in the track list without loading a track to the Player.

### **■ 2 PLAYERS**

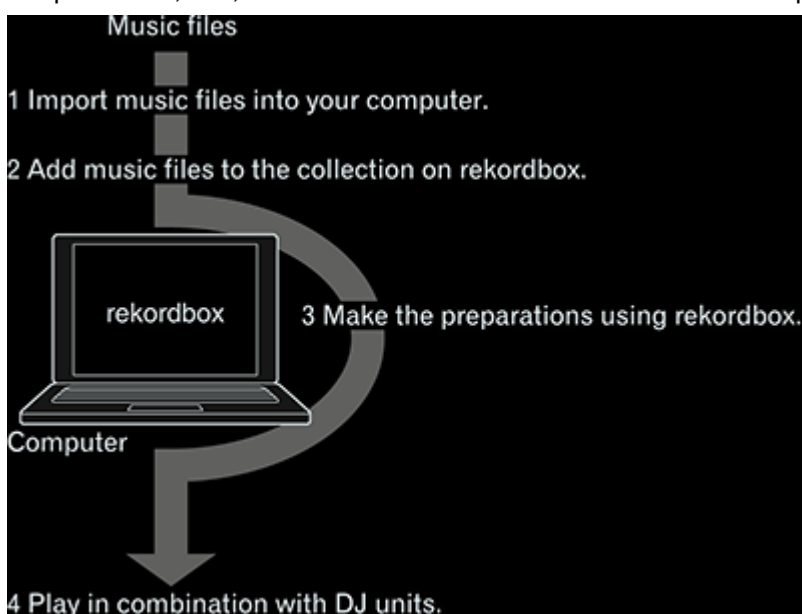
Two players can be displayed in 2 Player mode to allow 2 tracks to be played at the same time.



## Using rekordbox to prepare for playback

Install rekordbox on your computer from the CD-ROM included with the Pioneer DJ player (CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900, CDJ-850, CDJ-350, XDJ-AERO or XDJ-R1). For information on the rekordbox software license agreement, the minimum required operating environment, the installation procedure, etc., see the separately included document, "Read Before Use".

- The installation program can also be downloaded from the rekordbox online support site. The rekordbox software license agreement, the minimum required operating environment, the installation procedure, etc., can also be viewed on the rekordbox online support site.



### 1. Import music files into your computer.

Have music files ready on your computer.

- rekordbox does not allow you to import music files from audio CDs or purchase music files over the Internet. It is recommended to have music files ready on your computer which have been imported by another application.

### 2. Add music files to the collection on rekordbox.

Analyze and measure the beat and tempo (BPM) of a music file.

- You can import the tag information of music files (e.g. MP3, AAC, WAV, AIFF) as well as information on music files from the iTunes library.

### 3. Make the preparations using rekordbox.

Set various performance points (cue, loop, and hot cue).

Create lists to be used for performance (playlists and hot cue bank lists).

- You can import playlists (M3U, M3U8) created by other software as well as those in [iTunes] and [rekordbox xml].

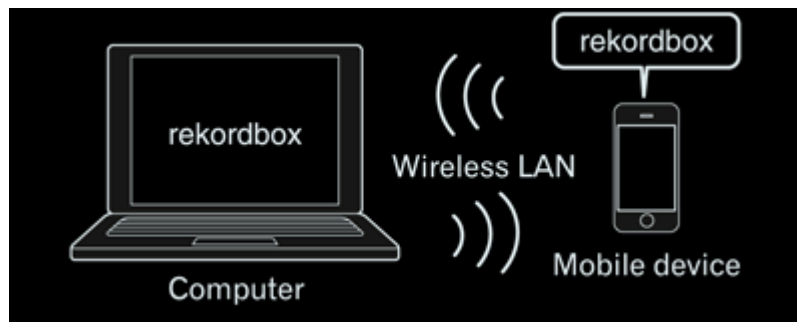
#### 4. Play in combination with DJ units.

Playback on Pioneer DJ units is possible using the point information and playlists prepared with rekordbox.

- The Pioneer DJ player's playback history, number of times played, point information, etc., can be fed back to rekordbox.

#### Using mobile devices to prepare for playback

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Music files that have been analyzed with rekordbox, playlists and My Settings contents created with rekordbox, etc., can be transferred to mobile devices (e.g. iPhones, Android™ devices.). Also, music data that has been edited on mobile devices can be reflected in rekordbox.

- rekordbox must also be installed on the mobile device. The mobile device version of rekordbox can be downloaded onto the mobile device from online software markets, such as App Store and Google Play.
- For the functions that can be used with mobile devices, see the user's manual of the mobile device version of rekordbox.
- For instructions on making wireless LAN connections, see the operating instructions of your mobile device, computer or wireless LAN device.

## Using rekordbox in combination with DJ units

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Be sure to read the information on “Safety Precautions” and “Connections” in the Operating Instructions for each respective DJ unit before connecting the unit(s) to your computer.

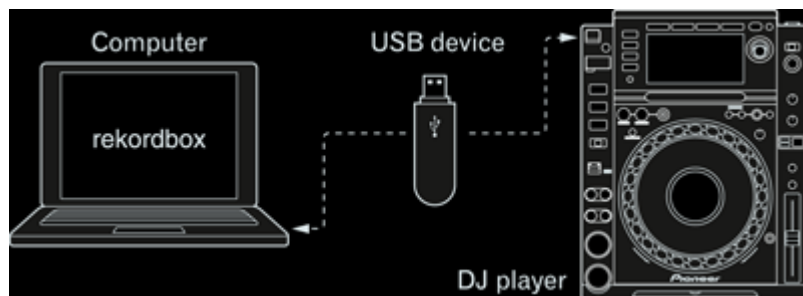
To check the compatibility of SD memory cards and USB devices (flash memory or hard disk) with your Pioneer DJ players, see the Operating Instructions for each specific DJ player.

The latest information on Pioneer DJ players that can be used with rekordbox, is available on the rekordbox online support site.

### Playback with a USB device (USB EXPORT)

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CDJ-2000nexus CDJ-2000 CDJ-900nexus CDJ-900 CDJ-850 CDJ-350 MEP-4000 XDJ-AERO XDJ-R1



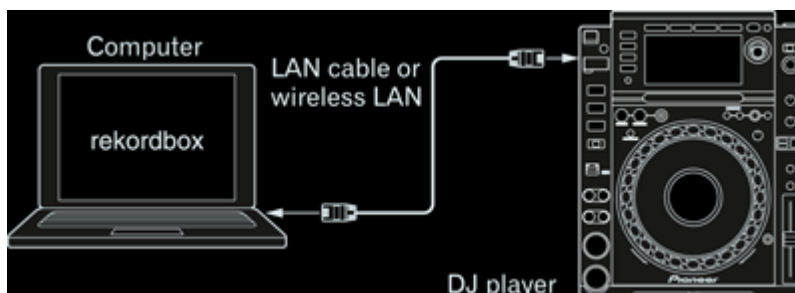
You can deliver music files and their related data saved with rekordbox to your DJ player by using USB devices (flash memory or hard disk) without the hassle of bringing your computer to the DJ booth.

- In addition to USB devices, SD memory cards can be used for some DJ players (e.g. CDJ-2000nexus or CDJ-2000).

## Playback connected to a LAN (LINK EXPORT)

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CDJ-2000nexus CDJ-2000 CDJ-900nexus CDJ-900 XDJ-AERO



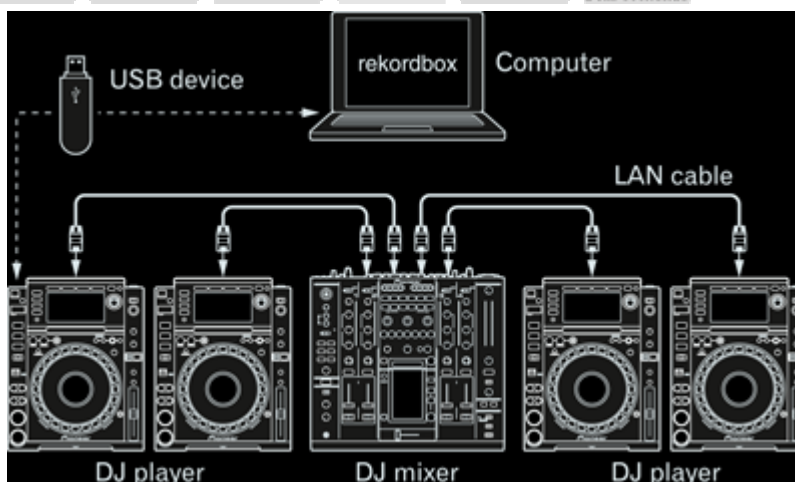
You can load music files or data saved on rekordbox onto a DJ player in real time if you connect a computer to the DJ player with a LAN cable or wireless LAN.

- For instructions on connections, see the Operating Instructions for each specific DJ player and computer.

## Playing in conjunction with multiple DJ units (PRO DJ LINK)

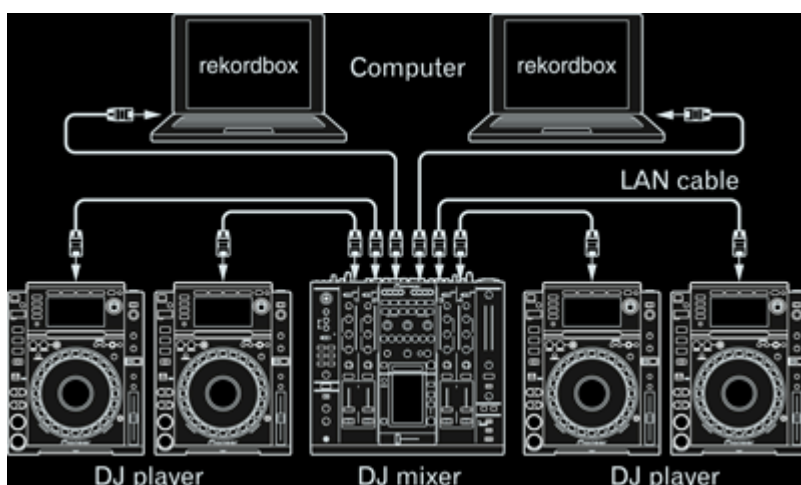
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CDJ-2000nexus CDJ-2000 CDJ-900nexus CDJ-900 DJM-2000nexus DJM-2000 DJM-900nexus



When a PRO DJ LINK-compatible DJ mixer and DJ player(s) are connected by LAN cable, rekordbox music files and data stored on a USB device can be transferred to up to four DJ players.

- In addition to USB devices, SD memory cards can be used for some DJ players (e.g. CDJ-2000nexus or CDJ-2000).
- A switching hub can be used in place of a DJ mixer.
- For instructions on connections, see the Operating Instructions for each specific DJ unit.



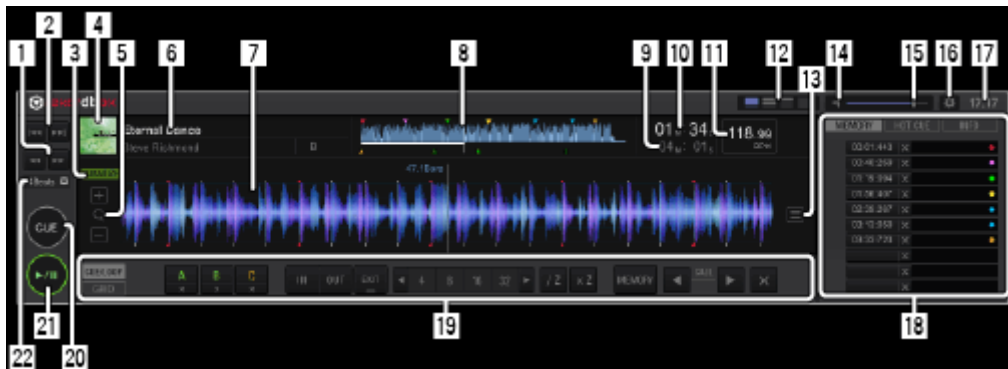
When a computer on which rekordbox is installed is connected by PRO DJ LINK using a LAN cable, rekordbox music files and data can be loaded in real time on up to four DJ players. Also, when a DJ mixer supporting PRO DJ LINK and a computer on which rekordbox is installed are connected using a LAN cable, rekordbox music files can be monitored over headphones connected to the DJ mixer.

- A switching hub can be used in place of a DJ mixer.
- Up to two computers can be connected by PRO DJ LINK.
- For instructions on connections, see the Operating Instructions for each respective DJ unit and computer.



# Names of parts

## Player panel

### ■ One Player mode






#### 1

- Click  to jump forward from the current playback position.
- Click  to jump backward from the current playback position.

#### 2

Moves to the beginning of a track (track search).

- Click  to move to the beginning of the next track.
- Click  to jump to the beginning of the currently playing track. Click  twice to jump back to the previous track.

#### 3 **QUANTIZE**

Sets cue and loop points to the nearest beat grid point.

#### 4 **Artwork**

Displays the artwork images of music files.

5 +/-  /-

Zooms enlarged waveform displays in or out.

6 **Track information display**

Displays the title, artist and key of the music file loaded to the player.

7 **Enlarged waveform display**

The playing position can be moved forward and backward by dragging the displayed waveform left and right.

Beat positions detected by analyzing the music file are displayed as vertical lines.

8 **Playing address and full waveform display**

The current play position is indicated using a thin vertical line which is displayed over the waveform, and a horizontal bar displayed below the waveform to represent the progress of the track.

- The horizontal bar lights up from the left side when in the time elapsed mode.
- The horizontal bar turns off from the left side when in the time remaining mode.

9 **Total time**

Displays the total time of the track now playing.

10 **Time display in minute (M) and second (S)**





Click the time display to toggle between elapsed time and remaining time [-].

11 **BPM display**

Displays BPM (Beats Per Minute) of the track currently being played.

## 12 Player panel display selector

Switches the player panel display on and off.

- : One player is displayed in the Player panel.
- : Two players are displayed in the Player panel.
- : A simple player is displayed in the Player panel.
- : Hide the Player panel.

## 13 Menu button

Click this icon to open a menu to select the color of enlarged waveform, to analyze the currently playing track, and to export it to a device.

## 14 Mute

Click to mute the sound. Click again to cancel mute.

## 15 Volume

Drag up and down to adjust the volume.

## 16 Preferences

Opens the [Preferences] screen.

## 17 Current time display

Displays the current time on your computer clock.

## 18 The sub-panel for the loaded track

Displays information of the track now loaded to the player and comments for **[MEMORY]** and **[HOT CUE]**.

## 19 Function panel

Click the buttons to switch the function panel between **[CUE/LOOP]** and **[GRID]**.

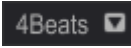
## 20 CUE



Sets cue points.



21 

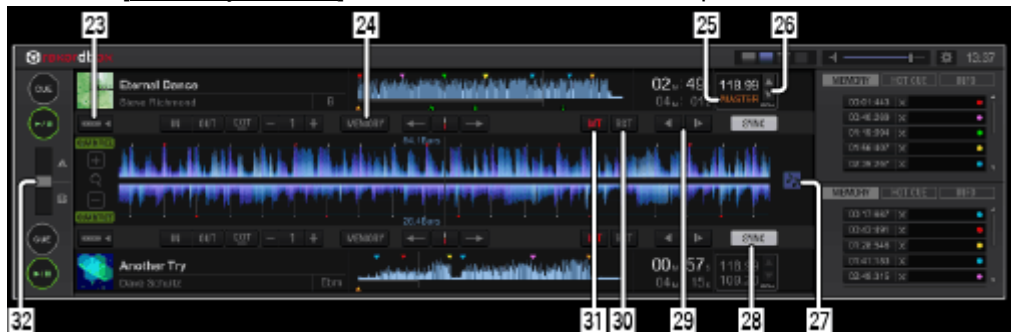
Starts or pauses playback.

22 

Select the beat length when clicking  and  to jump from the current position.

### ■ Two Player mode

- Please see [\[One Player mode\]](#) for the items which are not explained here.



23 **Function panel show/hide button**

Click this icon to show or hide the Function panel.

24 **MEMORY**

Stores cue and loop points that have been set.

25 **BEAT SYNC MASTER**

[MASTER] is displayed in the Master player for Beat Sync.

26 **TEMPO Adjustment**

Use this to adjust the track playing speed.


27 

Click this icon if two tracks in Player A and B are in a good match.

**26 BEAT SYNC**

Use this to turn on the beat sync function.

**29 Pitch bend**

Press and hold these buttons for pitch bend while playing the track. Hold  to speed up

the playback and hold  to slow it down.

**30 TEMPO RESET**

Reset the tempo to the original BPM.

**31 MASTER TEMPO**

Use this to turn the master tempo function on and off.

**32 Crossfader**

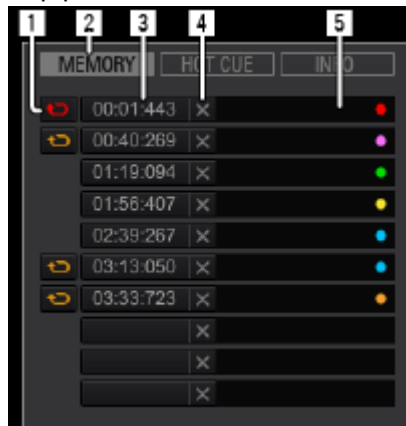
Adjusts the mix balance of Player A and B.

## The sub-panel for the loaded track

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### ■ MEMORY panel

Lists all the saved cue and loop points.



When you save a loop point, this icon appears.

Click this icon to set an active loop; then, the icon turns red.

### 2 MEMORY

Click this icon to show the [MEMORY] panel in the sub-panel for the loaded track.

### 3 Cue/Loop Call button

Shows (minute:second:millisecond) where a cue or loop point is set.

Click the time to jump to each cue or loop point.

### 4 Cue/Loop Delete button

Deletes saved cue or loop points.

### 5 Comment

Shows comments of saved cues or loops. You can edit them.

Right click to change the cue marker color.

## ■ HOT CUE panel

All the saved hot cues are listed.



### 1 [A], [B], [C]

Displays HOT CUE [A], [B] and [C]. If a green icon is lit, a cue is saved there, if an orange icon is lit, a loop is saved and if an icon is dimmed in gray, it is empty.

### 2 Hot Cue save/call button

Shows (minute:second:millisecond) where a hot cue point is set. Click the time to jump to the saved hot cue point.

If it is empty, click this button, and Hot Cue will be saved.

### 3 HOT CUE DELETE button

Deletes the stored hot cue.

### 4 HOT CUE

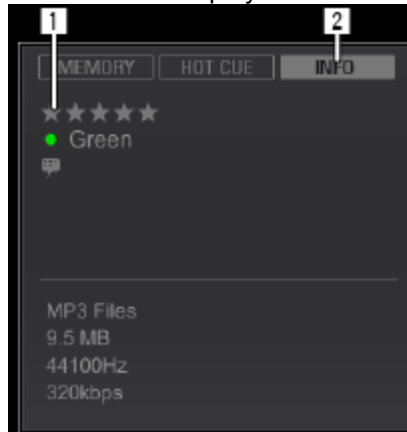
Click this icon to show the HOT CUE panel in the sub-panel for the loaded track.

### 5 Comment

Shows a comment of stored hot cues. You can edit them.

## ■ INFO panel

Displays information of a track loaded to the player.



### 1 Track information display

Displays detailed information of the track loaded to the player.

### 2 INFO

Click this icon to show the INFO panel in the sub-panel for the loaded track.

## Function panel

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Click the buttons to switch the function panel between [CUE/LOOP] and [GRID].

## ■ CUE/LOOP panel

Sets and saves Hot Cue, Loop and Cue.



### 1 CUE/LOOP

Click this icon to open the CUE/LOOP panel in the function panel.

### 2 HOT CUE DELETE

Deletes the stored hot cue.

**3 HOT CUE (A, B, C)**

Hot cues are stored here.

**4 LOOP IN/LOOP OUT**

Sets realtime cues and loop in/loop out points.

**5 RELOOP/EXIT**

Cancels or resumes loop playback.

**6 Auto Beat Loop (1/32, 1/16, 1/8, 1/4, 1/2, 1, 4, 8, 16, 32)**

Sets the loop length by the specified number of beats.

**7 /2**

Click this icon to halve the length of the currently playing loop.

**8 x2**



Click this icon to double the length of the currently playing loop.

**9 MEMORY**

Stores cue and loop points that have been set.



Jumps to a saved cue or loop point.

- Click  to jump to a saved cue or loop point after the currently playing position.
- Click  to jump to a saved cue or loop point before the currently playing position.

**11 Cue/Loop Delete button**

Click this icon to delete a saved cue or loop position.

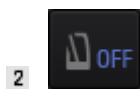
## ■ GRID panel

Adjusts beatgrid.



### 1 GRID

Click this icon to open the [GRID] panel.



Plays track with a metronome in synchronization with the beat grid.



Undoes what you did last in the **GRID** panel.



Reduces beat grid intervals by 1 msec.



Expands beat grid intervals by 1 msec.



Moves the beat grid 1 msec to the left.



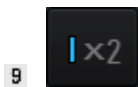
7

The entire beat grid is slid to match the nearest beat position to the current playback position shown in a white vertical line at the center of the waveform.



8

Moves the beat grid 1 msec to the right.



9

Doubles the number of beats (BPM). (The length of each beat grid interval is reduced by half.)



10

Cuts the number of beats (BPM) in half. (The length of each beat grid interval is doubled.)



11

Cancel the temporarily marked position for adjusting the beat grid.



12

Temporarily marks the base position for adjusting the beat grid points.



13

Changes the length of each beat grid interval based on the number of beats (BPM) that is input.

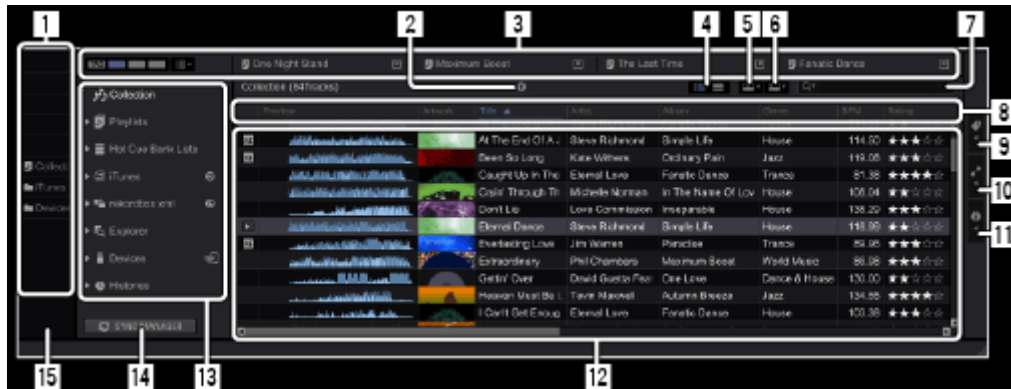


14

TAP

Click this icon to manually set BPM.


## Browser panel



### 1 Shortcut

Drag a folder or a playlist in the tree view, and drop it in a slot to make a shortcut.

### 2 Playlist path

This icon will appear if a track highlighted in the track list is stored in playlist(s). Click  to show a list of playlist path(s).


### 3 Playlist palette


If you click the  icon, a tag list or four playlists will be displayed.

- Three palettes on the right among the 4 palettes are the playlist palettes. The far left palette is used as Tag List.

### 4 Artwork switch

Click one of the following button to select the artwork mode.

: Shows upper part of the artwork.

: Shows the whole artwork.

**5 Category filter**

Searches for music files using the category filter.

**6 My Tag filter**

Click to show My Tag filter and search track files using My Tag added to them.

**7 Search filter**

Searches for music files using the search filter.

**8 Column header**

Sorts and enables searching of music file information.

The display of column headers can be turned on and off and their order can be changed.

**9 My Tag**

Click the icon to display My Tag settings pane on the right side of track list.

**10 RELATED TRACKS**

Click the icon to show tracks suggested to be played next in the right side of track list.

**11 Info**

Click to open the information pane on the right side of the track list to show the currently selected music file.

**12 Track list**

Displays music files in a playlist selected in the tree view.

### 13 Tree View

Select an item to be displayed in the track list.

<b>Collection</b>	Displays all the music files imported to rekordbox.
<b>Playlists</b>	You can organize the music collection on rekordbox by creating a Playlist prior to performance.
<b>H. Cue Bank</b>	Hot cue points you have set even in different tracks can be saved in <b>A</b> , <b>B</b> and <b>C</b> of of hot cue bank.
<b>iTunes</b>	iTunes library can be referred to and displayed.
<b>rekordbox xml</b>	rekordbox XML format can be referred to and displayed.
<b>Explorer</b>	Displays folder layers of your computer and external devices such as a USB flash drive.
<b>Device</b>	Displays USB devices, SD cards and mobile devices.
<b>Histories</b>	Displays the playback history of CDJ.

Whether [H. Cue Bank], [iTunes], [rekordbox xml] and [Explorer] are displayed or hidden can be selected in [View] > [Layout] in the [Preferences] screen.

### 14 Sync Manager

Click this icon to open the Sync Manager panel.

Synchronize rekordbox with external libraries.

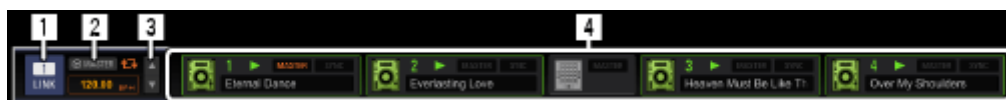
### 15 LINK

Enables communications with DJ units

(e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900, XDJ-AERO) connected by LAN cable or wireless LAN.

## Link status panel

---



### 1 LINK

Terminates communications with DJ units

(e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900, XDJ-AERO) connected by LAN cable or wireless LAN.

### 2 Sync master

When playing DJ players (e.g. CDJ-2000nexus) using the beat sync function, synchronizes using the master BPM (tempo) specified with rekordbox.

### 3 Master BPM

Specifies the tempo (BPM) used for the sync master.

### 4 Link Status

Displays the status of DJ units

(e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900, XDJ-AERO) connected by LAN cable or wireless LAN at the bottom of the browser panel.

Preparing to play (Basic)

## Launching rekordbox

---

Log on as the user which was set as the computer's administrator before using rekordbox.

### For Mac OS X

---

Open the [Application] folder with Finder, then double-click **[rekordbox 3]**.

### For Windows® 8.1, Windows® 8, Windows® 7

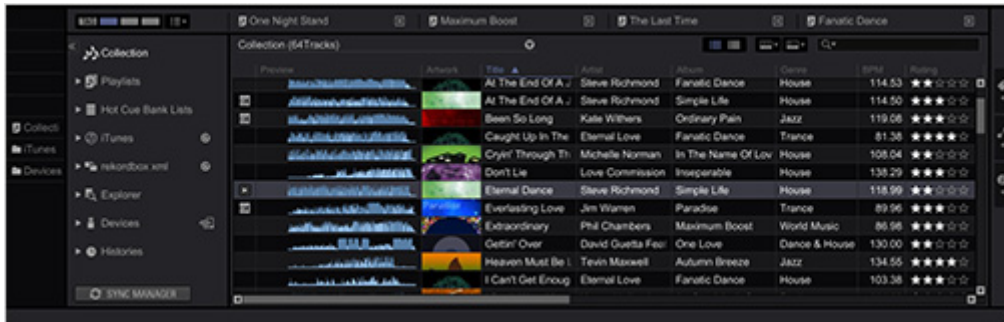
---

Double-click the **[rekordbox 3]** icon (shortcut) on the desktop.

## Adding music files to Collection

Collection contains music files managed by rekordbox.

Music files can be used in rekordbox only after analyzing the music files in the computer and creating a music collection for rekordbox.



## Adding music files to Collection

### 1 Click [Collection] in the Tree View.

Music files in [Collection] are displayed in the track list.

### 2 Open Finder or Windows Explorer and drag and drop music files and/or folders, where music files are stored, to the track list.

The music file is added to the collection, and its tag information is loaded and displayed.

When analysis of the music file's wave information begins, **51%** is displayed to the left of the music file being analyzed, then turns off once analysis is completed.

There is a choice of two modes for analyzing the waveform information of music files:

[Normal] and [Dynamic].

- You can also add music files or folders by selecting [File] menu > [Import].
- When a WAVE file is added to Collection, its tag information may not be displayed. The tag information of music files that can be read is ID 3 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, and RIFF INFO of WAVE files.
- Once analysis of the music file's waveform information is completed, the beat positions and tempo (BPM) can be checked on the player panel. Also, a waveform is displayed in the **Preview** column of the Browser panel.
- The key can be detected simultaneously while analyzing a music file's waveform information

- To remove music files from the collection, select the music file at [Collection] then press the [Delete] key on the computer's keyboard. The music file is removed from the collection, but the music file itself is not deleted from the computer.

## Editing the information on a music file

---

### 1 Click [Collection] in the Tree View.

Music files in [Collection] are displayed in the track list.

### 2 Click .

The [Information] pane is displayed on the right of the track list.

### 3 Click a music file in [Collection].

The [Summary] tab is displayed in the [Information] pane.

### 4 Click the [Info] tab in the [Information] pane.

The [Info] tab is displayed in the [Information] pane.

### 5 Edit the information.

The information for the music file is changed.

## Adding an artwork image to a music file

---

The artwork image formats which can be added to a music file are JPEG and PNG (extensions: "jpg", "jpeg", "png").

### 1 Click the [Artwork] tab in the [Information] pane.

### 2 Open Finder/Windows Explorer.

### 3 Drag an image file from Finder/Windows Explorer to the [Artwork] tab.

The artwork image is added to the music file.

## Reloading the tag information of a music file

---

When an external application is used to modify the music file tag information, this tag information must be reloaded in rekordbox to properly display any changes.

Click  on the upper right of [Info].

The tag information of a music file is reloaded.

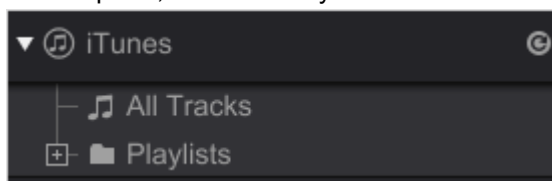
When a music file's tag information is reloaded, the contents edited at the [Info] and [Artwork] tabs are replaced with the reloaded tag information.


## Referring to external library

---

### ■ Referring to iTunes library


If iTunes is installed to your computer, iTunes library can be used on rekordbox.



- If iTunes library is not shown, make the following settings.
  - Open [Preferences] > [View] and tick [iTunes] of [Treeview].
  - Open [Preferences] > [Bridge] and specify a library file at [iTunes] section.
- Click  on the right side of [iTunes] to update the [iTunes] library to the latest.

### ■ Adding music files from the iTunes library

You can add iTunes music files to the rekordbox Collection and analyze them.

**1 Click  to the left of [iTunes] in the tree view; then, click [All Tracks].**

A list of iTunes music files are shown in the track list.

**2 Drag the iTunes music files in the track list to [Collection].**

1 The music files are added to [Collection].



## ■ Reloading the iTunes library information

It is necessary to reload your updated iTunes library information in order for it to be reflected in rekordbox.

### 1 Click [Collection] in the Tree View.

Music files in [Collection] are displayed in the track list.

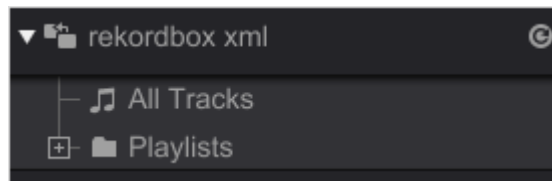
### 2 Right-click the music file and select [Get Info from iTunes].

The iTunes library information is reloaded.

When the iTunes library information is reloaded, information that has been edited under the [Information] pane's [Info] tab is replaced with the reloaded information.

## ■ Referring to rekordbox xml

If you import files written in rekordbox xml format, you can use rekordbox xml library.



### 1 Select rekordbox xml.

Open [Preferences] > [Bridge], click [Browse] for [Imported Library] at [rekordbox xml] section, and specify an xml file.

### 2 Display rekordbox xml in the tree view.

Open [Preferences] > [View] and tick [rekordbox xml] in [Layout].  
rekordbox xml is shown in the tree view.

## ■ Adding music files from rekordbox xml

### 1 Click on the left side of [rekordbox xml] in the tree view and click [All Tracks].

A list of rekordbox xml music files are shown in the track list.

## 2 Drag the rekordbox xml music files in the track list to [Collection].

The music files are added to [Collection].

### ■ Referring to folders and music files in your computer and external devices such as a USB flash drive

#### 1 Click on the left side of [Explorer] in the tree view.

Folders in your computer and external devices such as a USB flash drive are shown in the tree view.

- If [Explorer] is not shown in the tree view, make the necessary settings in [View] > [Layout] of the [Preferences] window.

#### 2 Select a folder in [Explorer].

Music files in the selected folder are shown in the track list.

### ■ Adding music files in the computer


#### 1 Select a folder in [Explorer].

Music files in the folder is now shown in track list.

- If [Explorer] is not shown in the tree view, make the necessary settings in [View] > [Layout] of the [Preferences] window.

#### 2 Drag the music files in the track list to [Collection].

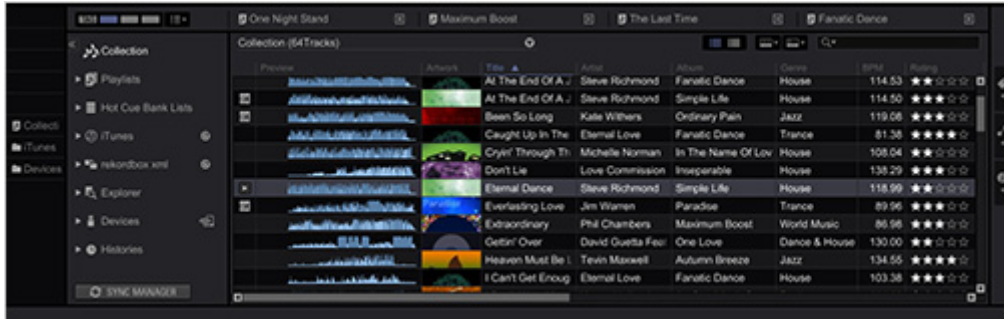
The music files are added to [Collection].

-  is shown for the music files imported to folders in [Explorer].

## Searching for music files

---

Operate the browser panel to browse the music file information and search.




- You can refine your search by creating tags for music files.

### Searching a music file with the category filter

---

- 1 Click [Collection] in the Tree View.

Music files in [Collection] are displayed in the track list.

- 2 Click  at the top of the track list.

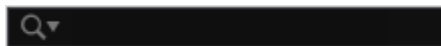
The category columns ([Genre], [Artist] and [Album]) are displayed along the top of the track list.

- 3 Select and click a category.

Only the music files in the selected category are displayed on the track list.

### Searching for a music file using the search filter

---



- 1 Click [Collection] in the Tree View.

Music files in [Collection] are displayed in the track list.


- 2 Click  on the left of the search filter.

A list of the searchable columns (item names) is displayed.

- 3 Select and click the column (item name) you want to search from the pop-up list.

#### 4 Enter characters in the search filter with the computer keyboard.

Only the music files including the character string you have input are displayed on the track list, with the columns selected in step 3 as the searching range.

- This display status returns to as it was originally when characters that have been input are deleted or the  button is clicked.

### Sorting the information to search for music files

---



#### 1 Click [Collection] in the Tree View.

Music files in [Collection] are displayed in the track list.

#### 2 Click the column header by which you want to reorder.

The arrangement of music files is changed.

- Each time you click, the arrangement toggles between ascending and descending orders.

#### 3 Input characters using the computer's keyboard.

The cursor moves to a music file starting with the character entered.

- If you enter another character, the cursor moves to the first music file in alphabetical order beginning with the current character combination.

### Turning the display of column headers on and off and changing their order

---

#### 1 Click [Collection] in the Tree View.

Music files in [Collection] are displayed in the track list.

#### 2 Right-click the column header (item name).

A list of the displayable column names (item names) is displayed.

#### 3 From the pop-up list, select the column name (item name) whose display you want to switch and click.

The display of the item switches on and off.

#### 4 Drag the column header (item name) left or right.

The arrangement of the column is changed.

## Listening to music files

Play the music file in the player panel and check its beat and tempo (BPM).



### Playing a music file

- 1 Drag and drop a music file to the player from the track list.

The track is now loaded to the player.

- 2 Click [▶/⏸].


Playback starts.

#### ■ Jumping from the current position

- 1 Click **4Beats** ▾.


The dropdown menu is shown to select how many beats to jump.

- 2 Select the number of beats.

How many beats or bars to jump is now selected by clicking .

3 Click .

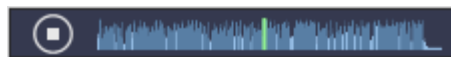
The current position is jumped.

- When  is clicked during the LOOP status, not only the current position but also the LOOP IN points and LOOP OUT points are jumped.

### ■ Listening to music files directly on the browser panel

#### Playing the music file by clicking the waveform in the [Preview] column

Click the waveform in the [Preview] column to start the playback from the position you clicked.  
Click the stop button on the left of the waveform to stop the playback.



When the playback begins in the [Preview] column while another track is played in the player panel, the playback in the player panel pauses.

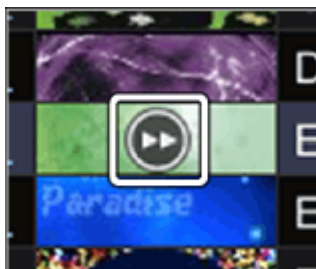
#### Playing a music file by clicking the artwork in the [Artwork] column

Click the artwork in the [Artwork] column to start the playback from the beginning of the music file.



- Move the mouse cursor out of the Artwork to stop the playback.

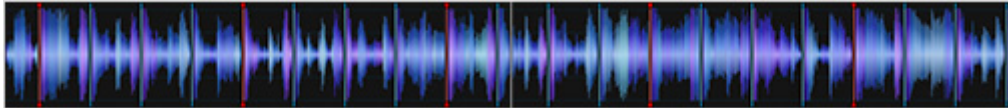
Click on the Artwork during playback will skip ahead by 30 second increments.



When the playback begins in the [Artwork] column while another track is played in the player panel, the playback in the player panel pauses.

### ■ Triggering Play/Pause and CUE in the enlarged waveform

Using the mouse on the enlarged waveform will trigger the same behavior as clicking the [▶/⏸] and [CUE] buttons.



- Click anywhere within the enlarged waveform to trigger the same behavior as clicking on the [▶/⏸] button.
- Right click anywhere within the enlarged waveform to trigger the same behavior as clicking the [CUE] button.

## Checking the beat (beat grid)

---

- 1 Click [?] among [?] on the upper right of the screen.

One player is shown in the Player panel.

- 2 Drag the music file from the browser panel to the player panel.

The music file is loaded into the player panel.

- 3 Click [▶/⏸].

Playback starts.

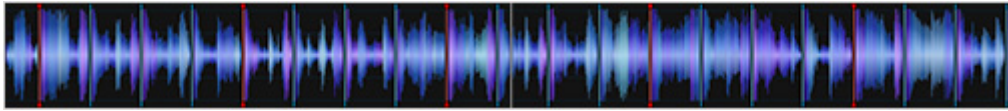
- The BPM display shows the tempo measured when the music file was added.
- The enlarged waveform display shows the beat grid in a white line which is generated when the music file is added (beat grid).
- On the enlarged waveform display, the beats at the beginning of measures are indicated on the beat grid as a red line every four beats from the start to the end of the track.

[?] is displayed for music files added with old versions of rekordbox (1.x.x). When music files are reanalyzed using a new version of rekordbox (3.x.x), the [?] mark turns off.

## Adjusting 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 [▶/⏸] during playback.**

Playback is paused.

**2 Drag the enlarged waveform display to the left or to the right.**

Adjust so that the beat matches the vertical white line at the center of the enlarged waveform display.

**3 Click [GRID].**


Beat grid adjustment menu's icons appear in the function panel.

The white lines to show the beatgrids turn to blue lines, and then editing becomes possible.

**4 Click .**

The current position moves to the nearest beat position at the center of the waveform, which is a white vertical line. The entire beat grid is slid with this move.

The beat at the center becomes the first beat of the measure and it is shown as a red line.

- If you want to slide the beat grid beyond a specific position, click . With this operation, beat grid points occurring before the white vertical line are locked and only those beat grid points occurring after the white vertical line will slide.

**5 Click [GRID].**

The beat grid adjustment menu closes.



## ■ Other icons (beat grid adjustment menu)



Moves the beat grid 1 msec to the left.



Moves the beat grid 1 msec to the right.



Reduces beat grid intervals by 1 msec.



Expands beat grid intervals by 1 msec.



Doubles the number of beats (BPM). (The length of each beat grid interval is reduced by half.)



Cuts the number of beats (BPM) in half. (The length of each beat grid interval is doubled.)



Temporarily marks the base position for adjusting the beat grid points. Only the beat grid points after the mark slide based on the marked position. The beat grid points before the mark are displayed as white dots, the beat grid points that have slid after the mark are displayed as blue bars.

Until the mark is canceled, operations performed with the beat grid adjustment menu are only reflected on the beat grid points displayed as blue bars after the mark.



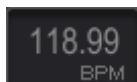
Cancels the temporarily marked position for adjusting the beat grid. When the mark is canceled, the beat grid points of the music file are all switched back to a blue bar display. Operations performed with the beat grid adjustment menu are reflected on all of the music file's beat grid points.



Undoes operations performed with the beat grid adjustment menu.



Plays track with a metronome in synchronization with the beat grid. Switches the metronome sound on and off and the metronome's volume (high, medium and low).



Changes the length of each beat grid interval based on the number of beats (BPM) that is input.



Click the [TAP] button to manually select BPM.

---

## Re-detecting beat positions and re-measuring the tempo

---

- 1 From the [File] menu, select [Preferences] to open the [Preferences] screen, then set the file analysis mode.

There is a choice of two modes for analyzing the waveform information of music files: [Normal] and [Dynamic].

- 2 Right-click the music file whose beat positions you want to detect and whose tempo (BPM) you want to measure, then select [Analyze Track].

The waveform data of the music file is analyzed. The detected beat position and the measured tempo are saved on the computer.

When music files are re-analyzed, the beat grid set at [Adjusting the beat grid](#) is overwritten with the beat grid newly analyzed with the [Analyze Track] function.

## Using beat grids (Quantize)

---

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

- 1 Click [QUANTIZE] on the player panel.

[QUANTIZE] lights on the player panel.

- 2 Set cue or loop points

### ■ Playing a DJ player or DJ mixer using the quantize function

The beat grids of music files detected and adjusted using rekordbox can be used with the quantize function when performing cue operations and playing loops on DJ players (e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900, XDJ-AERO, XDJ-R1). Furthermore, if the DJ player (e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900) and DJ mixer (e.g. DJM-2000nexus, DJM-2000, DJM-900nexus) are connected by LAN cable, the quantize function can be used while you generate effects.

- For instructions on using the quantize function on DJ players and DJ mixers, see the Operating Instructions for each respective DJ unit.

## Detecting the key

---

**Right-click the music file whose key you want to detect, then select [Detect Key].**

The waveform data of the music file is analyzed. The detected key can be checked on the [Collection], [Information] pane, etc.

The key can be detected simultaneously when adding music files to collections.

## Setting cue or loop points

---

Use this procedure to set points for cueing (cue points) and points for loop playback (loop in and loop out points).



### Setting cue points

---

- 1 Click [▶/||] during playback.

Playback is paused.

- 2 Click [CUE].

The point at which playback is paused is set as the cue point. [CUE] lights.

- To start playback from the Cue Point, click [▶/||].
- When a new Cue Point is set, the previously set Cue Point is deleted.
- When a different music file is loaded into the player panel, the previously set cue point is canceled. It is also possible to save cue points you have set.

### Returning to Cue Point (Back Cue)

---

Click [CUE] during playback.

The track instantaneously returns to the set cue point, cues there, and the pause mode is set. [CUE] lights.

- To start playback from the Cue Point, click [▶/||].

### Checking Cue Point (Cue Point Sampler)

---

After returning to the cue point, press and hold [CUE] (press the left mouse button and do not release).

Playback starts from the cue point.

Playback continues while [CUE] is pressed. When released, playback returns to the cue point and the pause mode is set.

## Setting Cue Point during playback (Real Time Cue)

---

Click [LOOP IN] during playback at the position where you want to set the Cue Point.

The point playing when it is clicked is set as the cue point.

When [QUANTIZE] on the player panel is clicked, this lights up.

When a real time cue is set after turning on [QUANTIZE] on the player panel, the cue point is automatically set to the beat grid point nearest the point playing when [LOOP IN] is clicked.

## Starting loop playback

---

**1 Click [LOOP IN] during playback at the position (Loop In Point) where you want to start Loop playback.**

The point playing when it is clicked is set as the loop in point.

- This operation is not necessary if you want to set the currently set cue point as the loop in point.

**2 Click [LOOP OUT] at the position (Loop Out Point) where you want to end Loop playback.**

The point playing when it is clicked is set as the loop out point, the track returns to the loop in point and loop playback starts.

- When the Loop Point is newly set, the previously set Loop Point is deleted.
- When a different music file is loaded into the player panel, the previously set loop points are canceled. It is also possible to save loop points you have set.

When [QUANTIZE] on the player panel is clicked, this lights up.

When a loop is set after turning on [QUANTIZE] on the player panel, the loop points are automatically set to the beat grid points nearest the points playing when [LOOP IN] and [LOOP OUT] are clicked.

## Canceling Loop playback (Loop Exit)

---

Click [EXIT] during Loop playback.

When the loop out point is reached, playback does not return to the loop in point but continues normally.

## Resuming loop playback (Reloop)

---

Click [RELOOP] during playback after Loop has already exited.

Playback returns to the previously set loop in point and loop playback starts.

## Specifying the loop time in number of beats (Auto Beat Loop)

---

You can play a loop with the loop length between 1/32 and 32 beats in accordance with the BPM of the playing music file.

Click the number of beats as the loop length you want to play during playing a track.

The point playing when the button is clicked is set as the loop in point and the loop out point is set according to the selected number of beats.


- When an auto beat loop is set during loop playback, the current loop in point is maintained, and only the loop out point is moved.

When [QUANTIZE] on the player panel is clicked, this lights up.

When an auto beat loop is set after turning on [QUANTIZE] on the player panel, the loop points are automatically set to the beat grid points nearest the points playing when the selected beat length number is clicked.

## Extracting loops and saving them as WAVE files

---

To extract loops and save them as WAVE files, click  to the right of the enlarged waveform on the player panel while the loop is playing and select [**Export Loop As Wav**].

- Extracted loop elements are saved as WAVE files (48 kHz sampling frequency, 16-bit quantization) and added to the rekordbox music collection. The filename specified for the WAVE file when it was saved is displayed in the title column on [**Collection**].
- For instructions on using saved loop elements (WAVE files), see the operating instructions of the respective DJ unit (e.g. RMX-1000, XDJ-AERO).

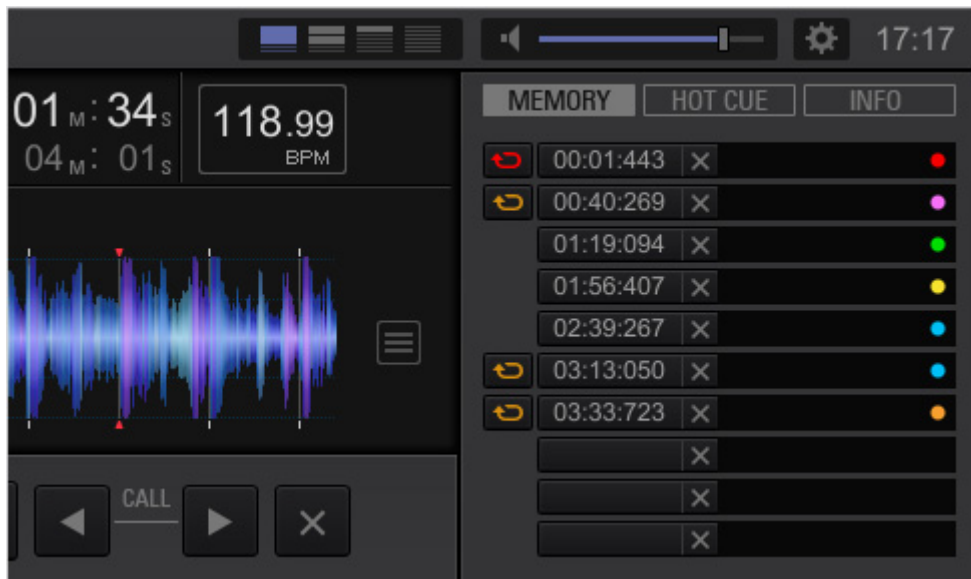
## Saving cues or loops

---

Cue and loop points you have set can be saved and called later. Up to 10 cue or loop points can be saved per music file.

Saved cue and loop points can be called out and played on the DJ player

(e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900, CDJ-850, MEP-4000).

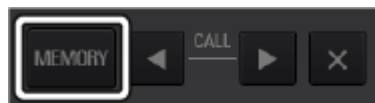


### Saving cue or loop points you have set

---

1 Set Cue Point or Loop Point.

2 Click [MEMORY].



The saved Cue / Loop points in (minute:second:millisecond) are shown in the sub-panel for the loaded track.

- Click [MEMORY] during Loop playback to save a Loop Point. The Loop points in (minute:second:millisecond) are shown in the sub-panel for the loaded track.



## Calling saved cue or loop points

---



- 1 Load the music file containing the cue or loop points you want to call into the player panel.

The saved Cue/Loop points in (minute:second:millisecond) are shown in the MEMORY panel in the sub-panel for the loaded track.

- 2 Click the Cue/Loop Call button to start playback from the set Cue/Loop point.




The playback position is moved to the selected point and paused.


- Click  to jump to a saved cue or loop point after the currently playing position.
- Click  to jump to a saved cue or loop point before the currently playing position.


- 3 Click .


Playback or loop playback starts.

- To delete the already saved Cue Point or Loop Point, click  on the right side of the **Cue/Loop Call** button whose cue/loop point you want to delete.

### ■ Setting a saved loop as the active loop

When a loop point is saved, a loop icon  is displayed on the left side of Cue/Loop Call button.

To set the saved loop as the active loop, click .

When a loop is set as the active loop,  is shown.

- For instructions on using active loops, see the operating instructions of the respective DJ player (e.g. CDJ-2000nexus).

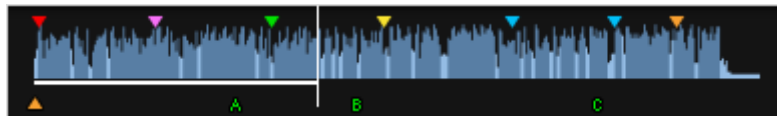
### ■ Adding comments to saved cue and loop points

Your comment can be added in the column on the right side of the Cue/Loop Call button in the sub-panel for the loaded track.

Click the Comment column to enter your comment using the keyboard of your computer. Then, press [Enter].



### ■ Changing colors of cue markers displayed above the waveform



The color of the cue markers displayed above the waveform can be changed.

Right-click the comment column to the right of Cue/Loop Call button in the sub-panel for the loaded track and select a color in the Color dropdown menu.

- Comments and colors added to cues cannot be exported to a device.

## Storing hot cues

---

When cue and loop points are stored as hot cues, they can be played instantaneously. Up to three hot cues can be set per music file.

Saved hot cues can be called out and played on the DJ player (e.g. CDJ-2000nexus, CDJ-2000, XDJ-R1).



### Storing cue or loop points as hot cues

---

In the play or pause mode, click one of the [HOT CUE] buttons (A, B or C) at the position you want to store as a hot cue.

The point playing (or paused) when the button was clicked is stored as a hot cue. Stored points are displayed at [HOT CUE].

- When a [HOT CUE] button is clicked during loop playback, the currently playing loop point is stored as the hot cue.

The stored hot cue points in (minute:second:millisecond) are shown in the sub-panel for the loaded track.

When [QUANTIZE] on the player panel is clicked, this lights up.

When a hot cue is set after turning on [QUANTIZE] on the player panel, the hot cue point is automatically set to the beat grid point nearest the point playing when [HOT CUE] is clicked.

## Calling and playing stored hot cues

---

Click the Hot Cue Call button.

Playback starts instantaneously from the point recorded in the button.



- To delete a stored point, click [X].

## Calling already saved cue or loop points and storing them as hot cues

---

**1 Load the music file containing the saved cue or loop points into the player panel.**

The Cue Point or Loop Point is displayed in the **Cue/Loop Call** button.

**2 Click the Cue/Loop Call button you want to set as a hot cue.**

The playback position is moved to the selected point and paused.

**3 Click the [HOT CUE] button (A, B or C) at which you want to store the hot cue.**

The recorded position is displayed in [HOT CUE].

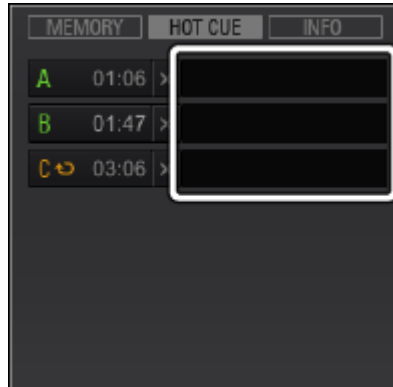
## Adding comments to hot cues

---

You can add your comment in the Comment column of the HOT CUE panel in the sub-panel for the loaded track.

Click the Comment column to enter your comment using the keyboard of your computer. Then, press [Enter].

- The comment added to a hot cue cannot be exported to a device.



## Organizing music files by using Playlist

You can organize the music collection on rekordbox by creating a Playlist prior to performance.



### Creating a new playlist

- 1 Click **+** on the right side of a playlist or playlist folder.

New playlist ([Untitled Playlist]) is added under [Playlists].

- 2 Input the playlist's name from the computer's keyboard, then press the [Enter] key.

The name of Playlist is changed.

- 3 Click [Collection] in the Tree View.

Music files in [Collection] are displayed in the track list.

#### 4 Drag a music file to the playlist you have created in the above to the tree view.

The music file is added to Playlist.

- Music files can also be added to Playlist by dragging them from [iTunes], [Tag List] or other playlists.
- To delete a playlist, select the playlist then press the [Delete] key on the computer's keyboard.
- To remove a music file from a playlist, select the music file then press the [Delete] key on the computer's keyboard.

### Adding Playlist by importing an external file

---

The playlist file formats which can be imported are M3U and M3U8 (extensions : "m3u", "m3u8").

#### 1 Select [File] menu > [Import] > [Import Playlist].

The [Import Playlist] screen opens.

#### 2 Select the folder in which the playlist file is stored or the file name, then click [Open].

The playlist is added to [Playlists].

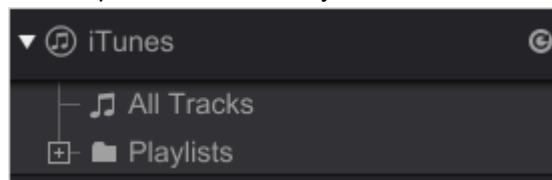
The tag information for the music files in the playlist is loaded and displayed, and analysis of the music files begins.


### Referring to external library

---

#### ■ Referring to iTunes library



If iTunes is installed to your computer, iTunes library can be used on rekordbox.



- If iTunes library is not shown, make the following settings.
  - Open [Preferences] > [View] and tick [iTunes] of [Treeview].
  - Open [Preferences] > [Bridge] and specify a library file at [iTunes] section.
- Click  on the right side of [iTunes] to update the [iTunes] library to the latest.

## ■ Adding a playlist from the iTunes library

Playlists can be created in rekordbox by importing them from iTunes library.

- 1 Click  on the left side of [iTunes] in the tree view and click  on the left side of [Playlists].

A list of iTunes Playlist is shown in the tree view.

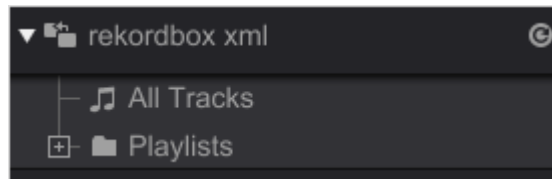
- 2 Drag an iTunes playlist to [Playlists] layer or below.

The music files are added to [Collection].

The iTunes playlist is added to rekordbox playlists.

## ■ Referring to rekordbox xml

If you import files written in rekordbox xml format, you can use rekordbox xml library.



- 1 Select rekordbox xml.

Open [Preferences] > [Bridge], click [Browse] for [Imported Library] at [rekordbox xml] section, and specify an xml file.



- 2 Display rekordbox xml in the tree view.

Open [Preferences] > [View] and tick [rekordbox xml] in [Layout].  
rekordbox xml is shown in the tree view.



## ■ Adding a playlist from rekordbox xml

You can import playlists in rekordbox xml library to rekordbox and add them to playlist.

- 1 Click  on the left side of [rekordbox xml] in the tree view and click  on the left side of [Playlists].

A list of rekordbox xml playlist is shown in the tree view.

- 2 Drag rekordbox xml playlist to [Playlists] layer or below.

rekordbox xml playlist is added to [Playlists].

## ■ Referring to folders and music files in your computer and external devices such as a USB flash drive

Click  on the left side of [Explorer] in the tree view.

Folders in your computer and external devices such as a USB flash drive are shown in the tree view.

- If [Explorer] is not shown in the tree view, make the necessary settings in [View] > [Layout] of the [Preferences] window.

## ■ Adding a folder stored in the computer and an external device, such as a USB flash drive, as a playlist

Drag a folder in [Explorer] to [Playlists] in the tree view.

A playlist is created with the name of the folder.

## Organizing Hot Cue by using Hot Cue Bank List

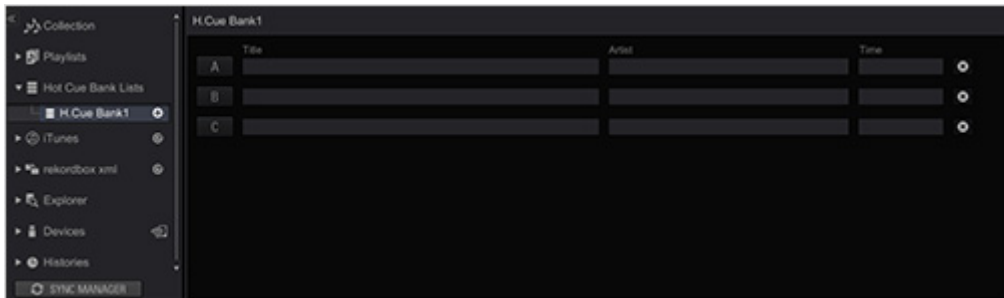
---

CDJ-2000nexus CDJ-2000

The cue/loop point information for different music files can be stored in three hot cue banks. The combination of the three hot cue banks (**A**, **B**, **C**) is called the hot cue bank list.

Rotating between multiple hot cue bank lists will allow you to raise the bar on your DJing quality by improving your range of cue performance.

- Hot cue bank lists cannot be loaded onto some DJ players (e.g. CDJ-900nexus, CDJ-900, CDJ-850, CDJ-350, MEP-4000, XDJ-AERO, XDJ-R1).
- When 2 Player mode is selected in the player panel, Hot cue bank buttons and the delete buttons are disabled.



### Creating a new hot cue bank list

---

- 1 Click **+** to the right of the [Hot Cue Bank Lists] folder.

[Untitled Hot Cue Bank List] is added under the [Hot Cue Bank Lists] folder.

- 2 Input the list's name from the computer's keyboard, then press the [Enter] key.

The name of Hot Cue Bank List is changed.

- To delete a hot cue bank list, select the hot cue bank list then press the [Delete] key on the computer's keyboard.

### Registering cue and loop points in a hot cue bank

---

In the play or pause mode, click one of the Hot Cue Bank buttons (**A**, **B** or **C**) at the position you want to register in the hot cue bank.

The point being played (or paused) when the button is clicked is registered as a **Hot Cue Bank**. The registered point is displayed beside the **Hot Cue Bank** button.


- When a **Hot Cue Bank** button is clicked during loop playback, the currently playing loop points will be registered as a **Hot Cue Bank**.

## Checking registered hot cue banks

---

**Click the Hot Cue Bank button on which the registered point is displayed.**

The music file associated with the cue/loop point referenced by the button is loaded into the player panel, and playback starts from the registered point.

- To delete a registered cue/loop point, click  on the right side of the **Hot Cue Bank** button whose cue/loop point you want to delete.

## Calling already saved cue or loop points and registering them in a hot cue bank

---

**1 Load the music file containing the saved cue or loop points into the player panel.**

The Cue Point or Loop In Point is displayed in the **Cue/Loop Call** button.

**2 Click the Cue/Loop Call button you want to register in a hot cue bank.**

The playback position is moved to the selected point and paused.

**3 Click the Hot Cue Bank button (A, B or C) at which you want to register the cue/loop point.**

The registered cue/loop point is displayed beside the **Hot Cue Bank** button.

## Calling already stored hot cues and registering them in a hot cue bank

---

**1 Load the music file for which the hot cues are stored into the player panel.**

The stored point is displayed in **[HOT CUE]**.

**2 Click  if a music file is being played back.**

Playback is paused.

**3 Click the **[HOT CUE]** you want to register in a hot cue bank.**

The playback position is moved to the selected point and paused.

- 4 **Click the Hot Cue Bank button (A, B or C) at which you want to register the cue/loop point.**

The registered cue/loop point is displayed beside the **Hot Cue Bank** button.

### **Organizing Hot Cue Bank List by using a folder**

---

- 1 **Right-click the [Hot Cue Bank Lists] folder and select [Create New Folder].**

[Untitled Folder] is added under the [Hot Cue Bank Lists] folder.

- 2 **Input the folder's name from the computer's keyboard, then press the [Enter] key.**

- 3 **Drag Hot Cue Bank List to the newly created folder.**

Hot Cue Bank List is moved under the newly created folder.

- To delete a folder, select the folder then press the [Delete] key on the computer's keyboard. All hot cue bank lists and folders contained in that folder are deleted.

### **Adding an artwork image to Hot Cue Bank List**

---

The artwork image file formats which can be added are JPEG or PNG (extensions: "jpg", "jpeg", "png").

- 1 **Right-click Hot Cue Bank List and select [Add Artwork].**

The [Add Artwork] screen opens.

- 2 **Select the folder in which the image file is stored and the file name, then click [Open].**

The artwork image is added to Hot Cue Bank List.

- Artwork images that have been added are displayed when the hot cue bank list is right-clicked.

## Preparing to play (Advanced)

### Facilitating the preparation using many useful functions

This section provides how to efficiently use many useful functions to facilitate the preparation.

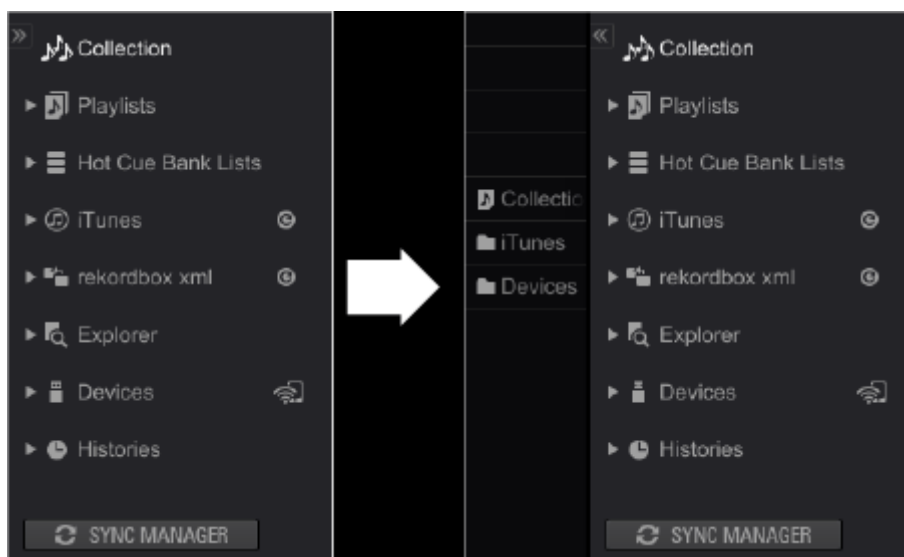
#### A shortcut instantly navigates you in the tree view

If you create a shortcut of a folder or a playlist in the tree view and click it, the folder or the playlist is shown and highlighted instantly.

- Up to 8 shortcuts can be created there.
- The shortcut is not shown as default.

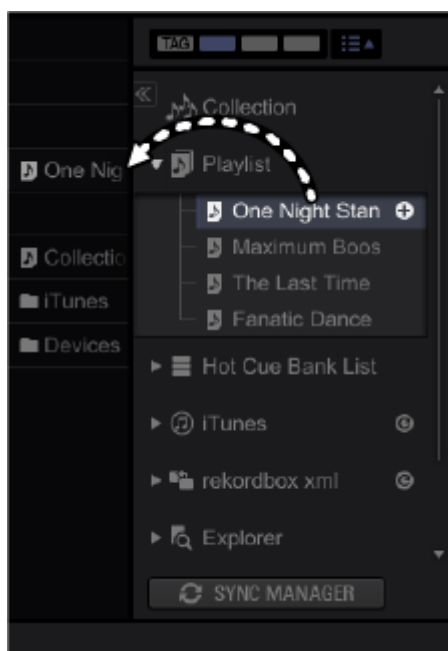


1 Click **>>** in the tree view.



The shortcut column appears.

2 Drag a folder or a playlist in the tree view to an empty field of the shortcut column.



A shortcut for a folder or a playlist is created there.

- If you drag a folder or a playlist to an already created shortcut, the shortcut is overwritten with the newly dragged one.

### 3 Click a shortcut you have created.

The applicable folder or playlist in the tree view is instantly displayed and highlighted.

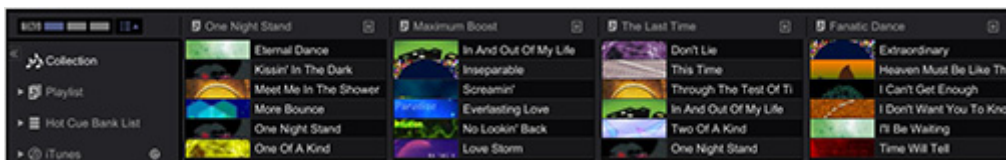
- If a shortcut is dragged upward or downward and dropped, the order of the shortcuts can be arranged.
- Right click the shortcut and select [Delete shortcut] to remove the shortcut. (Even if the shortcut is removed, the original folder or playlist will not be deleted.)
- If you drag a track to the playlist shortcut, the track can be added to the playlist.

## Classifying music files using the playlist palette

---

You will efficiently categorize and select tracks using the playlist palette.

- When you assign a playlist to a section of the palette, 4 lists are displayed simultaneously and the playlist can be edited there.
- The playlists in the palette will remain as they are even after quitting rekordbox.



### ■ Selecting a palette




3 palettes on the right among the 4 palettes are the playlist palettes.

The far left palette **TAG** is used as TAG LIST.

Click  .

Four playlists in the selected palette are displayed.

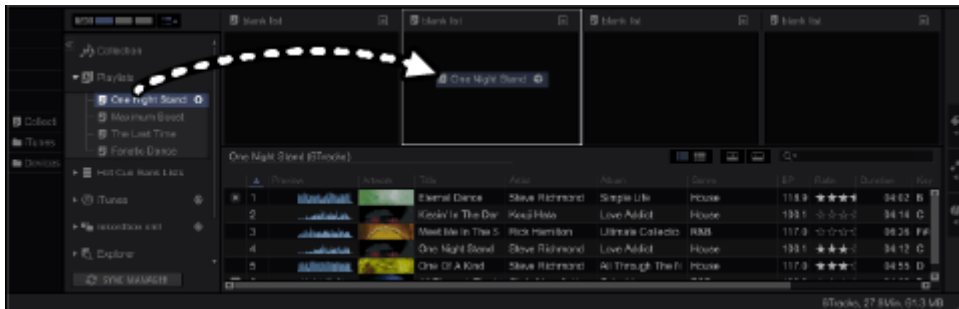
Click  to open and close a list in the palette.

## ■ Assigning a playlist to a list of the palette

Drag a playlist in the tree view to a list of the palette.

The playlist is assigned to the palette.

- The previously assigned playlist will be overwritten with the newly assigned playlist.



## ■ Adding tracks to the palette

Drag a track in the track list to a section of the palette.

The track is added to a playlist in the palette.

When a track is dragged to [blank list], [Untitled Playlist] is shown.

Type the playlist name on your computer keyboard.

Now, a new playlist is added to [Playlists].

- Double click the playlist name on the palette to edit the playlist name.

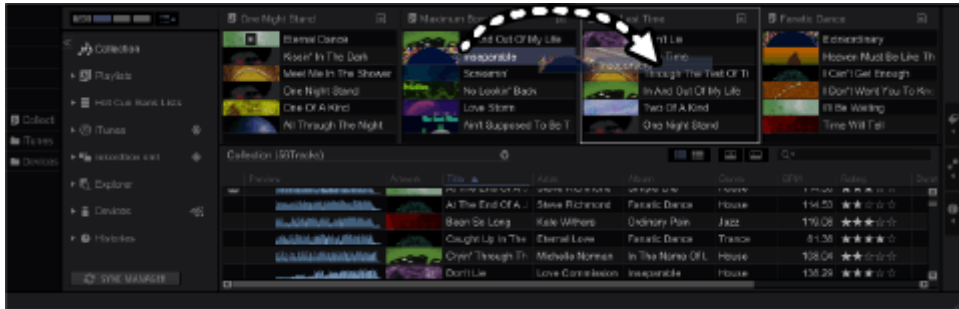




## ■ Adding a track in the palette

Drag a track in the playlist of the palette to another playlist.

- A track in one of the palette playlists can be added by dragging it to another playlist.



## ■ Loading a track in the palette

Drag a track in the palette and drop it in the player panel.

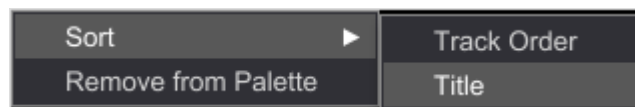
The track in the palette is loaded to the player.

## ■ Sorting tracks in the palette


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

A dropdown menu appears.

- 2 Move the cursor on [Sort] and select a criteria you want to sort by.





Tracks are sorted in the order of the criteria you selected.

-  is shown on the right side of the playlist name during sorting.

- 3 Click .

You can toggle between ascending and descending order.

-  shows the list in ascending order and  in descending order.

### ■ Changing the order of tracks in the palette

**Drag a track upward or downward to move the track within a playlist of the palette.**

The order of tracks in the palette can be changed.

- This method is available only when the tracks are sorted by track number.

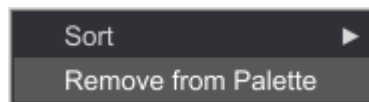
### ■ Removing a playlist from the palette

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

A dropdown menu appears.

**2 Click [Remove from Palette].**

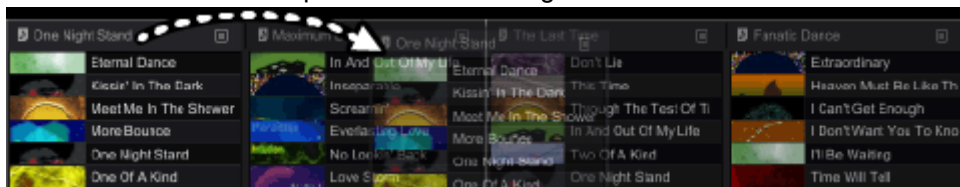
The playlist is removed from the palette.



### ■ Changing the order of the playlist in palette

**Drag and drop the playlist name of the Palette to another playlist in the Palette.**

The order of the 4 lists in the palette can be arranged.



### ■ Showing and highlighting the playlist in the tree view

**Click a playlist name of the palette.**

The applicable playlist is instantly displayed and highlighted.

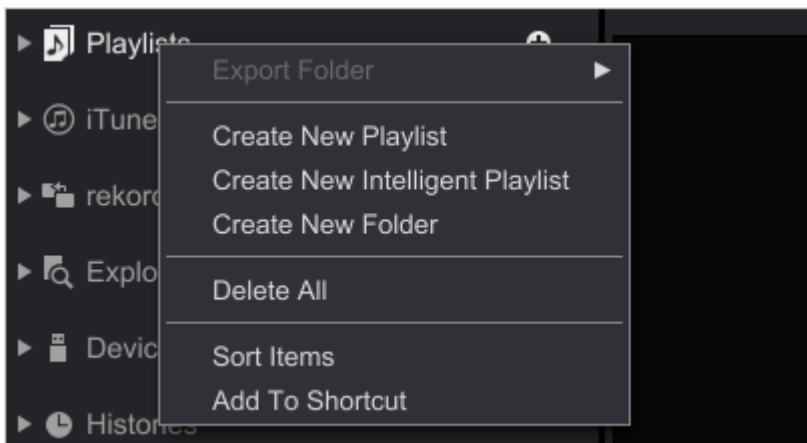
## Organizing music files using an intelligent playlist

---

You can automatically create a list of music files by narrowing down the search using filters.

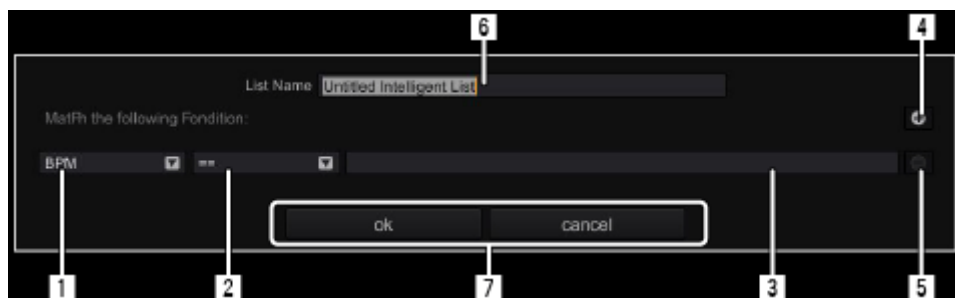
### ■ Creating an intelligent playlist

- 1 Right click in [Playlists] and select [Create New Intelligent Playlist] in the dropdown menu.



The Setup window for the intelligent playlist opens.

- 2 Select the filters to narrow down the search.



- 1 Select a filter.
- 2 Select how to narrow down your search.
  - [=] : Music files which fully match the text or value you entered are shown in the list.
  - [≠] : Music files which do not match the text or value you entered are shown in the list.
  - [>] : Music files whose value is larger than the one you entered are shown in the list.
  - [<] : Music files whose value is smaller than the one you entered are shown in the list.
  - [contains] : Music files which contain the text you entered are shown in the list.
  - [does not contain] : Music files which do not contain the text you entered are shown in the list.

- [starts with] : Music files which start with the text you entered are shown in the list.
- [ends with] : Music files which end with the text you entered are shown in the list.
- [is in the range] : Music files whose value is in the range of the 2 values you entered are shown in the list.
- [is in the last] : Music files whose date is within the days or months ago from the current date you entered are shown in the list.
- [is not in the last] : Music files whose date is not within the days or months ago from the current date you entered are shown in the list.

**3** You can customize your search depending on filters.

Enter a text or a value using your computer keyboard if the dropdown menu is not shown.

**4** Click the [+] button to add a filter.

A new filter is added.

Click to select [Match all of the following conditions] or [Match any of the following conditions] filters.

**5** Delete a filter.

Click the [-] button to delete a filter which you do not need.

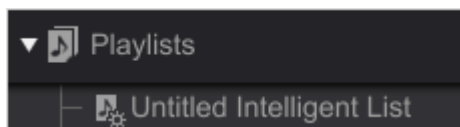
**6** Type in the name of the intelligent playlist.

Type the text using your computer keyboard.

**7** Click [OK] or [Cancel] to confirm or cancel the filters.

**3 Click the [OK] button.**

A narrowed down Intelligent Playlist is added below [Playlists] in the tree view folder.



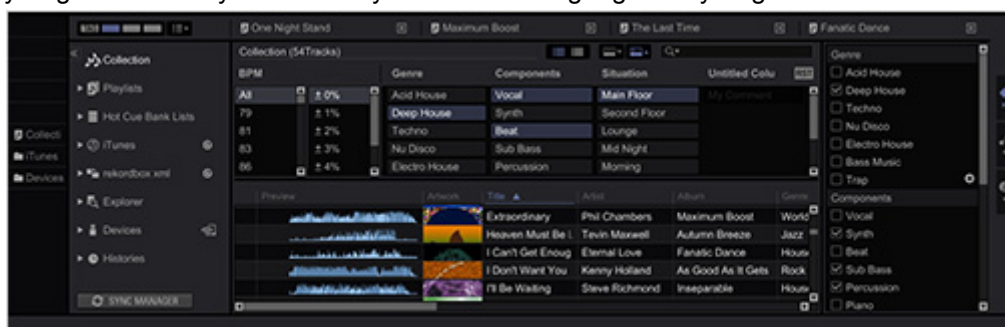
- Right click the intelligent Playlist in the tree view and select [Edit the Intelligent Playlist] to show and edit the filters to narrow down the search.
- Right click an Intelligent Playlist in the tree view and select [Delete Playlist] to delete it. You can also delete an Intelligent Playlist by pressing the [Delete] key on your computer after selecting the Intelligent Playlist.

## Customized browsing using My Tag

You can refine your search by creating tags for music files.

Customized browsing can be achieved by creating tags as you wish by defining the tracks' features and occasions where tracks are to be used.

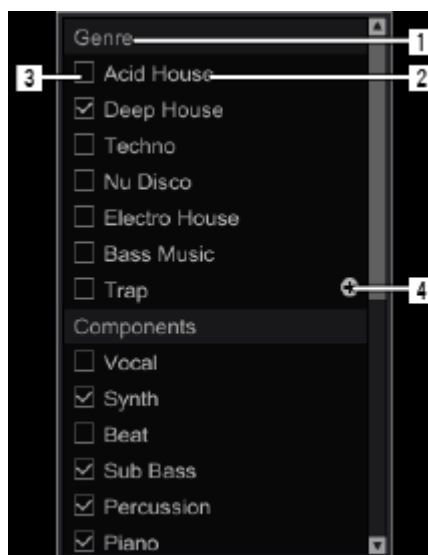
- User-defined My Tag can be attached to a music file selected in the track list.
- My Tag attached to music files are shown in the My Tag column.
- My Tag filter allows you to refine your search using tags of My Tag as search criteria.



### ■ Editing My Tag

- 1 Click  on the right edge of the screen.

My Tag dropdown menu is shown on the right side of the track list.



- 1 Category : You can add category names you want.
  - My Tag has 4 categories and the category names can be changed as you want.
- 2 My Tag: You can attach tags to music files and the tag names can be changed as you want.

- 3 My Tag checkbox: Tick this checkbox to attach or remove a tag to the music file selected in the track list.
- 4 Create a new tag button: Click this button to create a new tag to My Tag.

## 2 Changing the category name

Click a category name and type letters on your computer keyboard. Then, press the [Enter] key.

The name of the category is changed.

## 3 Changing the tag name

Click a tag for My Tag and type letters on your computer keyboard. Then, press the [Enter] key.

The name of the tag is changed.

## ■ Attaching My Tag to a music file

### 1 Click a music file where you want to attach My Tag among the music files in the track list.

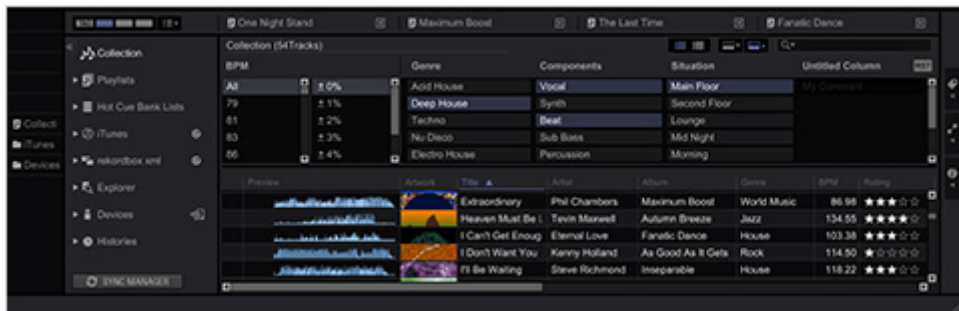
The selected music file is highlighted.

### 2 Tick the checkbox before the tag you want to attach.

The ticked tag is attached to the music file. Tick other tags' checkboxes if you want to attach them.

- Open [Preferences] > [Advanced] and tick a checkbox of [Add "My Tag" to the "Comments"] to show My Tag in the Comments column of the track list.

## ■ Refining search using My Tag



### 1 Click on the left side of the search filter.

My Tag filter is displayed.

### 2 Select BPM.

Music files whose BPM is within the selected BPM range are displayed in the track list.

### 3 Click a tag for My Tag you want to search.

Only the music files where the selected tags for My Tag is attached are displayed in the track list.

- Multiple tags can be selected.  
When multiple tags are selected, the music files containing all the selected tags are displayed in the track list.
- Click [RST] to cancel all the tags selected in the My Tag filter.

## ■ Deleting My Tag

### 1 Click on the right edge of the screen.

My Tag dropdown menu is shown on the right side of the track list.

### 2 Right click a tag for [My tag] and click [Delete].

The tag for [My tag] is deleted.

## Suggesting the next track to be played

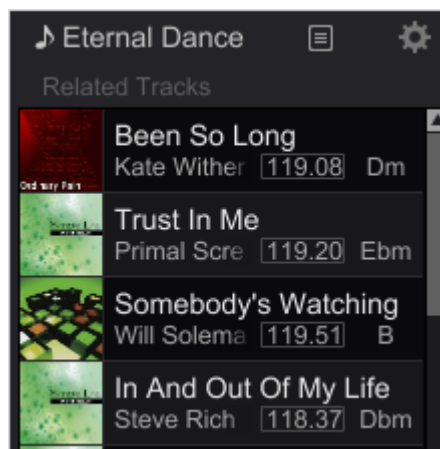
---

Suggested tracks to be played next are automatically listed based on how they are related with the current track. The suggested tracks are listed based on the track information such as BPM, Key, Color, Rating and My Tag.

You can manually select a good match combination in the 2 Player mode and this combination is saved and displayed.

### 1 Click .

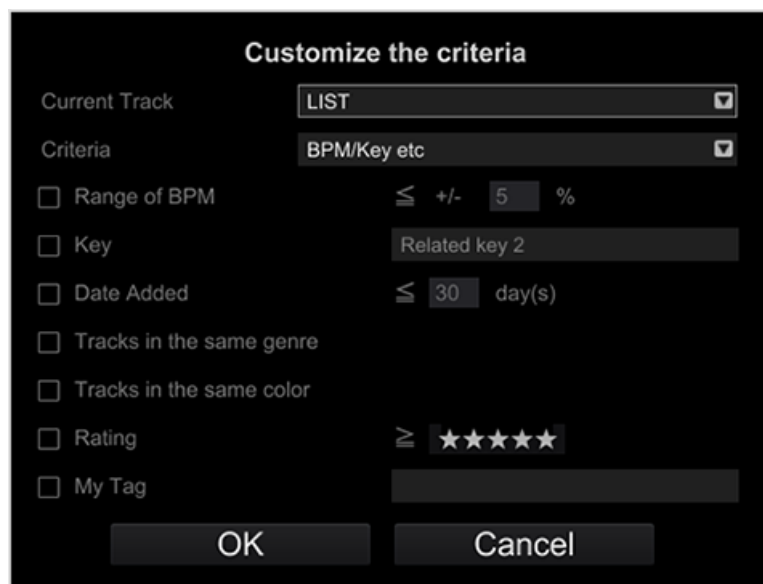
The [Related Tracks] pane is displayed.



### 2 Click .

The window to customize the criteria pops up.

### 3 Select criteria to specify how tracks are suggested.





Current track:

Player A: List tracks suggested to be played next to the track loaded to [Player A].

Player B: List tracks suggested to be played next to the track loaded to [Player B].


List: List tracks suggested to be played next to the track selected in the track list window.

Criteria:

BPM/Key, etc.: Tracks are suggested using track information such as BPM and key which are similar to the current track.

History: Tracks are suggested from the playback history on CDJ stored in rekordbox.

Matching: Tracks are suggested among the tracks you manually selected by

clicking  icon as a good match combination for mixing in 2 Player mode.

Please see for details of how to manually select tracks as a good match combination for mixing.

When [BPM/Key, etc.] are selected, the following parameters can be selected.

Range of BPM: Select within 0 %–30 % from the current track.

Key: Select among [Same key], [Related key 1] and [Related key 2].

Tracks recently added: Enter how many days ago (within 180 days).

Tracks in the same genre: Select the tracks in the same genre.

Tracks with the same color: Select the tracks with the same color.

Rating: Tracks with the ratings above you specified are shown.

My Tag: Select [Match all of the items] or [Match any of the items].

#### **4 Select the criteria and click [OK].**

The selected criteria is now effective.

## Using 2 Player mode to prepare for mixing tracks

You can preview whether the mixed 2 tracks are matched as well as adjust Beat Grid of each track.

A good match combination of tracks can be saved in the library and shown as a good match later when selecting tracks.



### Mixing 2 tracks in both Player A and Player B

- 1 Click  at the top right of the screen.

The player panel is switched to 2 Player mode.

- 2 Drag a music file in the track list , etc. to Player A.

A music file is now loaded to Player A.

- 3 Drag a music file in the track list, etc. to Player B.

A music file is now loaded to Player B.

- 4 Click  on Player A and Player B.

Tracks in Player A and Player B start playback.



## 5 Adjusting the mixing audio volume of Player A and Player B.

You can preview a mix using the Crossfader.

If you move the Crossfader toward Player A, the volume of Player A becomes louder and Player B does smaller. In contrast, if you move the Crossfader toward Player B, the volume of Player B becomes louder and Player A does smaller.

## Displaying the function panel

---

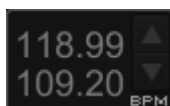
Click  on the left side of the player, and the Function panel will appear, and you can perform detailed operations including saving Cue points, playing Loops and adjusting the beat positions. Click  again, and the Function panel will be hidden.



## Adjusting the playback speed of the music file (Tempo control)



---

Playback speed of two music files can be adjusted.



### Click the TEMPO adjustment button.

You can change the playback speed of the music file playing.

- Click , and the playback speed will become faster.
- Click , and the playback speed will become slower.
- Click [RST], and the playback speed will return to the original speed.
- Click the BPM field to directly type the BPM values there.

## Adjusting the playing speed without changing the pitch (Master Tempo)

---

### 1 Click [MT].

Master tempo is activated now.



### 2 Click the TEMPO adjustment button.

- Even if you change the playback speed, the key will not change.  
The audio quality may be affected because the audio signal is digitally processed.

## Adjusting the beat positions of two tracks manually using Pitch Bend

---

Click  or  during playback.

- Click  while playing a track, and the playback speed continues slowing down as long as it is pressed.
- Click  while playing a track, and the playback speed continues speeding up as long as it is pressed.

## Synchronizing the beat positions and tempo of two tracks using Beat Sync

---

### 1 Play a track on Player A.

The Player which first begins the playback becomes the Sync Master.

### 2 Play a track on Player B.

### 3 Click [SYNC] on Player B.

The Tempo (BPM) and beat positions of the track on Player B will be synchronized with those on Player A.

- Click [SYNC] again, the SYNC function will turn off.

- To get back to the original BPM on each player after turning the SYNC feature off, Click [RST].


## Setting two tracks as a good match combination


---

If the two tracks are found a good match to mix because of harmonious combination and other reasons, such information can be stored in the library.

The stored information can be shown as a good match combination when selecting tracks later.

Click .

The icon changes to , and the two tracks are stored as a good match combination to mix in the library.

- If music files loaded to Player A and Player B are set as a good match combination,  is automatically shown.

## Synchronizing iTunes library and devices with rekordbox using Sync Manager

Sync Manager will allow you to export playlists in iTunes and rekordbox to USB devices in an updated status.

### Synchronizing with iTunes library

Once iTunes library is synchronized, information in iTunes library can be used seamlessly on rekordbox.

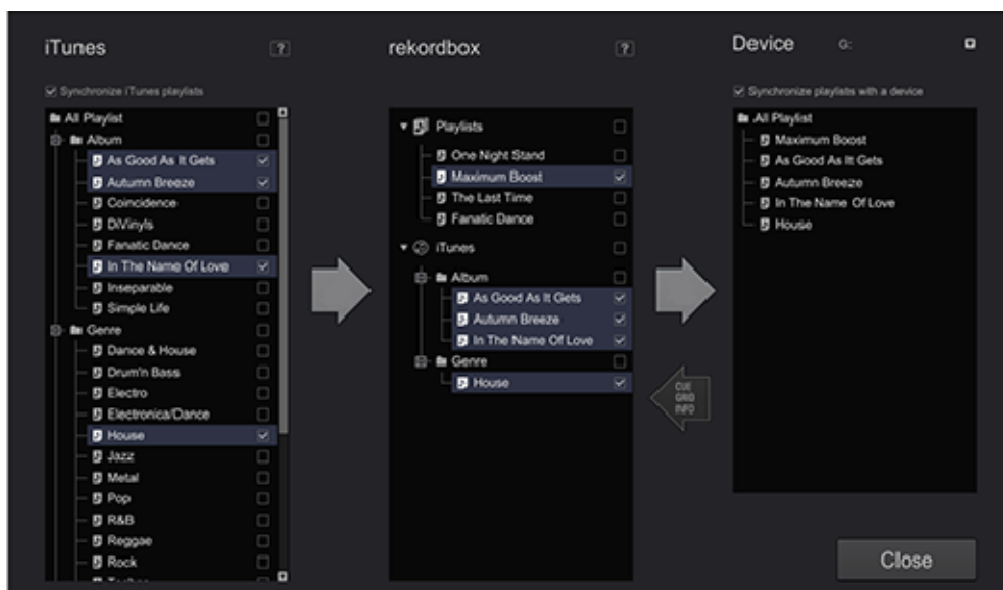
The synchronized iTunes playlists are updated and shown in [iTunes] in the tree view.

Tracks in the synchronized playlists are automatically analyzed by rekordbox, and their artwork and waveform will be shown.


### Synchronizing with a device

When a device is synchronized, the playlists you selected are exported to the device with the updated information.

Cues, beat positions and ratings updated on a DJ player also can be imported back to rekordbox.

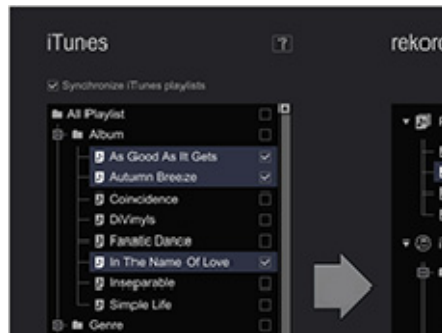


### Launching Sync Manager

Click  at the bottom of the tree view, and Sync Manager will launch.

## Selecting iTunes playlists to synchronize with rekordbox

---



- 1 Tick the checkbox of [Synchronize iTunes playlists].

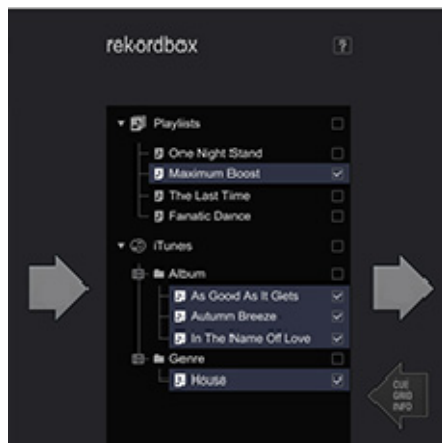
You can select iTunes folders or playlists to synchronize with rekordbox.

- 2 Tick the checkboxes on the right side of iTunes folders or playlists.

- 3 Click  on the right side of iTunes playlists.

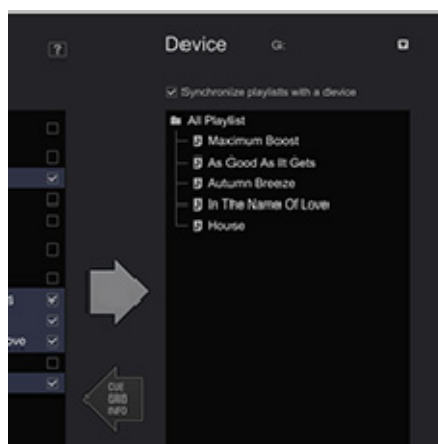
The ticked playlist is synchronized with rekordbox.

When the synchronization is successfully completed, the synchronized playlists appear in the tree view of rekordbox of Sync Manager.



## Synchronizing playlists in rekordbox or those in iTunes with a device

---



1 Insert a USB device or an SD card to your computer.

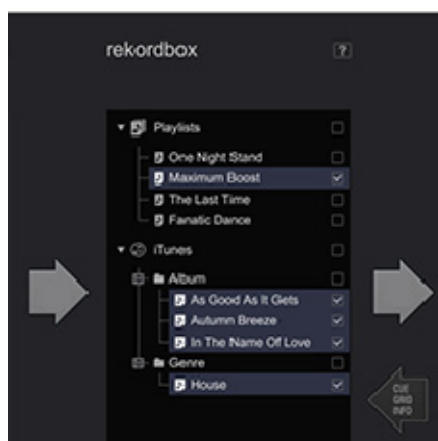
2 Click ▼ to select a device from the dropdown menu.

Playlists in the device you selected are now displayed.

3 Tick the checkbox for [Synchronize playlists with a device].

You can select rekordbox folders or playlists to synchronize with the device.

4 Tick the checkboxes on the right side of rekordbox folders or playlists to synchronize with the device.





- 5 Click  on the left side of the [Device].

The ticked playlist is synchronized with rekordbox.

When a device is synchronized, the playlists you selected are exported to the device with the updated information.

Track information of tracks in the playlists is also updated.

## Importing Cues, beat positions and ratings updated in a DJ player back to rekordbox

---

- 1 Connect a device which is synchronized with rekordbox to your computer and launch Sync Manager.

- 2 Click  to select a device from the dropdown menu.

- 3 Click  on the left side of [Device].

Information in the device is imported to rekordbox.

The same results are expected if you select a device in the tree view and select [Update Collection].

Neither the information of tracks exported from a different computer nor that of tracks deleted from the Collection can be imported.

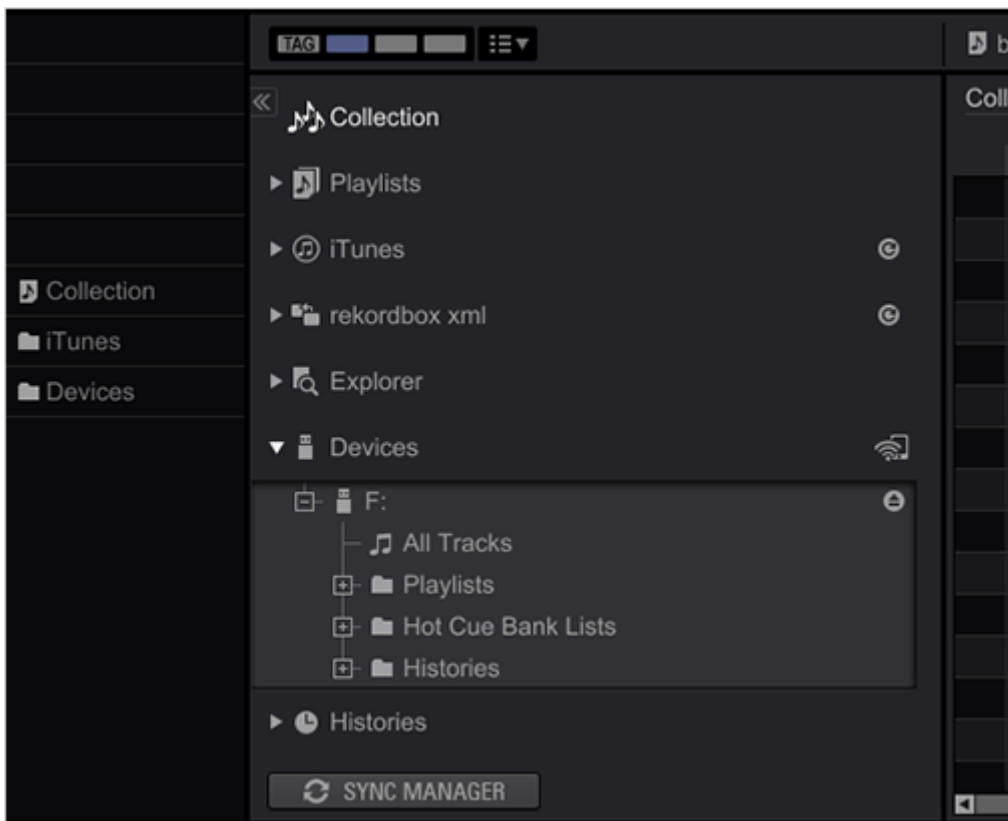
## Playback using DJ units

### Playback with a USB device

CDJ-2000nexus CDJ-2000 CDJ-900nexus CDJ-900 CDJ-850 CDJ-350 MEP-4000 XDJ-AERO XDJ-R1

You can deliver music files and their related data saved with rekordbox to your DJ player by using USB devices (flash memory or hard disk) without the hassle of bringing your computer to the DJ booth.

- For music files (file formats) that can be loaded and played on Pioneer DJ players, see the Operating Instructions for each respective DJ player.
- In addition to USB devices, SD memory cards can be used for some DJ players (e.g. CDJ-2000nexus or CDJ-2000).
- Hot cue bank lists cannot be loaded onto some DJ players (e.g. CDJ-900nexus, CDJ-900, CDJ-850, CDJ-350, MEP-4000, XDJ-AERO, XDJ-R1).



## Connecting the USB device to the computer

---

### 1 Plug the USB device into the computer.


- With some DJ players (e.g. CDJ-2000nexus or CDJ-2000), SD memory cards can be used instead of USB devices.

### 2 Click for the USB device you want to use for the performance.

The USB device's settings are displayed in [Devices].

#### Connecting mobile devices supporting wireless LAN (Wi-Fi®)

On [Devices], rekordbox music files can be transferred not only to USB devices and SD memory cards, but also to mobile devices (e.g. iPhone, Android™ devices) that support wireless LANs (Wi-Fi®).

First set the mobile version of rekordbox on the mobile device to the communications standby mode, then click  on the right of [Devices].

When the mobile devices in the computer's area are detected and the links are established, the names of the mobile devices are displayed on [Devices].

- Details on functions that can be used in association with rekordbox on mobile devices and their operating instructions are provided on the rekordbox online support site.

## ■ USB device settings

The settings can be changed for individual USB devices.



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General	Device Name	Sets the name to be displayed when the device is connected to the DJ player.
	Background Color	Sets the background color to be displayed when the device is connected to the DJ player.
Category		Specifies the category items to be used with the DJ player and the order in which they are displayed. For more instructions on using a DJ player's Library Browse function, see the Operating Instructions for each respective DJ player.
Sort		Specifies the sorting items to be used with the DJ player and the order in which they are displayed. For more instructions on using a DJ player's Library Browse function, see the Operating Instructions for each respective DJ player.
Column		Specifies a user-set category to be displayed to the immediate right of titles when browsing music files on the main unit display of the DJ player (e.g. CDJ-2000nexus).
Color		Comments on the color codes used for classifying the categories of music files on DJ players in eight colors can be edited. For more instructions on using a DJ player's Library Browse function, see the Operating Instructions for each respective DJ player.

---

## Transferring music files to USB devices

---

1 Click  to the left of the  to where you want to transfer the music file, and then click [All Tracks].

2 Drag a music file from [Collection] to a device icon in [Devices].

The music file and the information associated with it are transferred to the USB device.

- Music files can also be transferred by dragging them from [iTunes] and [Explorer] to a device icon in [Devices].
- To delete the music file from the USB device, select the music file in [Devices], then press the [Delete] key on the computer's keyboard. (The music files while they are transferred cannot be deleted.)

- The progress bar appears at the bottom of the screen while the device is transferred.
- The music files can be transferred to multiple devices at the same time.

For some DJ players (e.g. MEP-4000, XDJ-R1) it is necessary not only to transfer the music files to the USB device, but also to create a special library (a database for collections, playlists, etc.) on the USB device.

#### ■ **Playing a DJ player or DJ mixer using the quantize function**

The beat grids of music files detected and adjusted using rekordbox can be used with the quantize function when performing cue operations and playing loops on DJ players (e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900, XDJ-AERO, XDJ-R1). Furthermore, if the DJ player (e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900) and DJ mixer (e.g. DJM-2000nexus, DJM-2000, DJM-900nexus) are connected by LAN cable, the quantize function can be used while you generate effects.

- For instructions on using the quantize function on DJ players and DJ mixers, see the Operating Instructions for each respective DJ unit.

#### ■ **Using the beat sync function between multiple DJ players for playback**

When the beat grids of music files detected and adjusted using rekordbox are used, the sound can be mixed synchronizing the tempos (BPM) and beats of multiple DJ players (e.g. CDJ-2000nexus, CDJ-900nexus) connected by PRO DJ LINK or of the left and right decks (e.g. XDJ-AERO, XDJ-R1).

- For instructions on using the beat sync function on DJ players, see the operating instructions of the respective DJ players.




#### ■ **Playing back on a DJ player by using hot cues**

The hot cues (**A**, **B** and **C**) stored for music files can be called out on DJ players (e.g. CDJ-2000nexus, CDJ-2000 or XDJ-R1) and played.

- For instructions on using the hot cues (**A**, **B** and **C**) stored for music files on DJ players, see the respective DJ players' operating instructions.
- For some DJ players (e.g. CDJ-2000nexus, XDJ-R1), when a music file is selected and loaded onto the DJ player, the hot cues (**A**, **B** and **C**) stored for the music file can be simultaneously loaded, forcibly replacing the DJ player's hot cues (**A**, **B** and **C**).
- To use combinations of hot cues (**A**, **B** and **C**) of different music files for playback, a hot cue bank list must be created and transferred to a USB device.

## Transferring playlists to USB devices

---

1 Click  to the left of the  to where you want to transfer the playlist, and then click  to the left of the [Playlists] folder.

2 Drag a playlist to [Devices].

The playlist and the music files contained in it are transferred to the USB device.

- A playlist can be transferred by dragging it from [iTunes] to [Devices].
- To delete the playlist from the USB device, select the playlist in [Devices], then press the [Delete] key on the computer's keyboard.




Depending on the DJ player to which the USB device is connected for playback, there may be restrictions on the names of playlists and the folder structure on the USB device. For the restrictions that may apply when connecting USB devices for playback, see the operating instructions of the respective DJ player (e.g. MEP-4000, XDJ-R1).

## Transferring hot cue bank lists to USB devices

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CDJ-2000nexus CDJ-2000

To use combinations of hot cues (**A**, **B** and **C**) of different music files for playback, a hot cue bank list must be created ahead of time.

1 Click  to the left of the  to where you want to transfer the hot cue bank list, and then click  to the left of the [Hot Cue Bank Lists] folder.


2 Drag the hot cue bank list to [Devices].

The hot cue bank list and the music files contained in it are transferred to the USB device.


- To delete the hot cue bank list from the USB device, select the hot cue bank list in [Devices], then press the [Delete] key on the computer's keyboard.







## Disconnecting USB devices from the computer

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1 Click  to the right of the  icon, if you want to disconnect from the computer.

2 Disconnect the USB device from the computer.

- The USB device cannot be disconnected while the data is transferring. If you want to disconnect the device, click  to the right of the progress bar to cancel the data transfer.

When [Create library exclusively for] is set at the [Preferences] screen,   is displayed at  to the right of . When   is clicked, creation of a library exclusively for the MEP-4000 or XDJ-R1 begins. Wait until this finishes before disconnecting the USB device from the computer.

## Playback by connecting a USB device to a DJ player

---

A USB device (flash memory or hard disk) can be taken into the DJ booth to transfer music files and their related data saved on rekordbox to your DJ player.

- In addition to USB devices, SD memory cards can be used for some DJ players (e.g. CDJ-2000nexus or CDJ-2000).
- Hot cue bank lists cannot be loaded onto some DJ players (e.g. CDJ-900, CDJ-850, CDJ-350, MEP-4000, XDJ-AERO, XDJ-R1).
- For some DJ players (e.g. MEP-4000, XDJ-R1), there are restrictions to displaying the folders and playlists on the USB device.
- For instructions on connecting USB devices to DJ players and using the USB device for playback, see the Operating Instructions for each respective DJ player.

## Saving the history of playback on the DJ players

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[CDJ-2000nexus](#) [CDJ-2000](#) [CDJ-900](#) [CDJ-850](#) [CDJ-350](#)

Connect the USB device that was used for playback on the DJ player to the computer.

The playback history in the device is automatically saved in rekordbox.

The saved playback history is displayed in the [Histories] folder where the saved date is added.

- The saved playback history is deleted from the USB device.

■ **When [Import the play history automatically] is disabled in the Preferences:**

**1 Open the [Histories] folder in the USB device.**

A list of DJ player's playback histories is displayed.

**2 Right-click the playback history you want to save and select [Import History].**

The selected playback history is saved in rekordbox.

The saved playback history is displayed in the [Histories] folder where the saved date is added.

- The saved playback history is deleted from the USB device.

## **Updating the collection for music file information modified on a DJ player**

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CDJ-2000nexus CDJ-2000 CDJ-900 CDJ-850 MEP-4000 XDJ-R1

**1 Connect the USB device that was used for playback on the DJ player to the computer.**

**2 Right-click on the USB device from which you want to import information and select [Update Collection].**

The [Update Collection with USB Device] screen opens when updating of the music file information begins, then closes once updating is completed.

- The following information is updated.
  - Cue Point and Loop Point
  - Hot Cue
  - Beat Grid
  - Track information (Color, Rating, Comments)
- If you click [Cancel] during the update process, the [Update Collection with USB Device] window is closed.






## Loading playlist files created on a DJ player

---

CDJ-2000nexus CDJ-2000 CDJ-900 CDJ-850 CDJ-350 XDJ-R1

Playlists created on DJ players are stored on the USB device.

Check the playlist created on the DJ player in [Devices], then load it into [Playlists].

- 1 Click  to the left of the  onto which you want to load the playlist, then click  to the left of the [Playlists] folder.

A list of playlists saved in the USB device is shown in [Devices].

- 2 Drag the playlist you want to load to [Playlists].

The playlist is added to [Playlists].

- Playlists can be also loaded by right-clicking on the playlist you want to load in [Devices] and then selecting [Import Playlist].
- If there is already a playlist with the same name in [Playlists], a number is added to the end of the playlist's name.

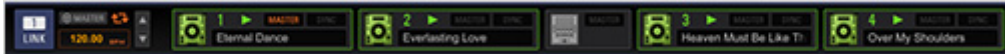
If there are tracks in playlists created on a DJ player that are not registered in the rekordbox collection, those tracks are removed when the playlist is loaded.
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## Playback connected to a LAN

CDJ-2000nexus CDJ-2000 CDJ-900nexus CDJ-900 DJM-2000nexus DJM-2000 DJM-900nexus XDJ-AERO

If you connect a computer to the DJ player with a LAN cable or by wireless LAN, the rekordbox music files and data can be loaded onto the DJ player in real time.

When a PRO DJ LINK-compatible DJ mixer and the computer are connected by LAN cable, rekordbox music files can be monitored over the DJ mixer's headphones.




### Establishing the link (displaying the link status)

Depending on the security software used on your computer and its operating system's settings, it may not be possible to establish links with DJ units.

If this occurs, it will be necessary to clear your settings for any programs and communications ports that are blocked.

#### 1 Connect the computer and DJ units.



When a DJ unit connected to the network is detected,  is displayed at the bottom left of the browser panel.

- For instructions on connections, see the Operating Instructions for each respective DJ unit and computer.
- When connected using a switching hub or a PRO DJ LINK-compatible DJ mixer, rekordbox music files and data can be shared with up to four DJ players.
- Depending on the communications environment, some time may be required for the network address to be acquired automatically.





#### 2 Click

Communications with DJ units connected by LAN cable or wireless LAN are enabled.

The link status panel (icons of connected DJ units) is displayed at the bottom of the browser

panel, and  switches to .

- When  is displayed to the left of the link status panel, this means that there are two computers connected and that there is already another computer on which rekordbox is installed in the network.

- When  is displayed on the left of the link status panel, this indicates that the computer is connected to the network by wireless LAN.
- When [MIDI/HID] is displayed to the right of the DJ unit's icon, this means that the DJ unit is communicating with another computer by USB control (MIDI or HID).

#### ■ Rearranging the DJ units' icons displayed on the link status panel

The order in which the DJ unit icons are displayed on the link status panel can be rearranged to reflect the actual physical layout of your DJ units by dragging them left and right.

### Monitoring music files using the DJ mixer's headphones

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*DJM-2000nexus DJM-2000 DJM-900nexus*

To monitor rekordbox music files using the DJ mixer's headphones, adjust your settings through the [Preferences] screen prior to performing.

#### 1 Drag the music file from the browser panel to the player panel.

The music file is loaded into the player panel.

- Music files can also be loaded into the player panel by dragging them from the browser panel

to the  icon on the link status panel.

#### 2 Click [] on the player panel.

Playback starts.

The sound of the rekordbox music file is output to the DJ mixer over the LAN cable.

### 3 Monitor the sound of the DJ mixer's [LINK] channel over headphones.

- For instructions on operating DJ mixers, see the Operating Instructions for each respective DJ mixer.

### Loading music files onto a DJ player

When the DJ player's [LOCK] function is activated, music files cannot be loaded until playback on the DJ player is paused.



#### Drag music files from [Collection] to on the link status panel.

The music file is loaded onto the DJ player, and playback starts.

- Music files can also be loaded to the DJ player by dragging them from [Playlists], [iTunes], [Tag List], [Histories] and [Explorer].

If any music files that have not been analyzed are loaded directly from [iTunes] to your DJ player, the subsequent analysis processing may impact your computer's performance.

To lessen this burden and load music files more smoothly on the DJ player, make the settings at the [Preferences] screen beforehand.

#### ■ Playing a DJ player or DJ mixer using the quantize function

The beat grids of music files detected and adjusted using rekordbox can be used with the quantize function when performing cue operations and playing loops on DJ players (e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900, XDJ-AERO, XDJ-R1). Furthermore, if the DJ player (e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900) and DJ mixer (e.g. DJM-2000nexus, DJM-2000, DJM-900nexus) are connected by LAN cable, the quantize function can be used while you generate effects.

- For instructions on using the quantize function on DJ players and DJ mixers, see the Operating Instructions for each respective DJ unit.

#### ■ Using the beat sync function between multiple DJ players for playback

When the beat grids of music files detected and adjusted using rekordbox are used, the sound can be mixed synchronizing the tempos (BPM) and beats of multiple DJ players (e.g. CDJ-2000nexus, CDJ-900nexus) connected by PRO DJ LINK or of the left and right decks (e.g. XDJ-AERO, XDJ-R1).

- For instructions on using the beat sync function on DJ players, see the operating instructions of the respective DJ players.

By specifying the tempo (BPM) with rekordbox, the tempos (BPM) and beat positions can be synchronized between multiple DJ players (e.g. CDJ-2000nexus).

### ■ Playing back on a DJ player by using hot cues

The hot cues (**A**, **B** and **C**) stored for music files can be called out on DJ players (e.g. CDJ-2000nexus or CDJ-2000) and played.

- For instructions on using the hot cues (**A**, **B** and **C**) stored for music files on DJ players, see the respective DJ players' operating instructions.
- For some DJ players (e.g. CDJ-2000nexus, XDJ-R1), when a music file is selected and loaded onto the DJ player, the hot cues (**A**, **B** and **C**) stored for the music file can be simultaneously loaded, forcibly replacing the DJ player's hot cues (**A**, **B** and **C**).
- To use combinations of hot cues (**A**, **B** and **C**) of different music files for playback, a hot cue bank list must be created and loaded on the DJ player.

## Loading the Hot Cue Bank List into the DJ player

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CDJ-2000nexus CDJ-2000

To use combinations of hot cues (**A**, **B** and **C**) of different music files for playback, a hot cue bank list must be created ahead of time.

Drag the hot cue bank list from the [Hot Cue Bank List] to  in the link status panel.

The hot cue banks (**A**, **B** and **C**) registered in the Hot Cue Bank List are loaded into the DJ player's hot cue (**A**, **B** and **C**) buttons.

## Sharing music files by using Tag List

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CDJ-2000nexus CDJ-2000 CDJ-900nexus CDJ-900 XDJ-AERO

The tag list is a list allowing you to perform realtime browsing from each of the DJ players which are displayed in the link status panel.

When music files are added from rekordbox to the tag list, the music files on the tag list can be loaded onto the DJ player and played by operating the DJ player.

1 Click **TAG** above the tree view and then click  on the right.

- In order to show the taglist, you need to tick **[Playlist Palette]** in **[Preferences]** > **[View]** > **[Layout]**.

2 **Drag a music file from [Collection] to [Tag List].**

The music files are added to [Tag List].

- Music files and playlists can also be added by dragging them from [Playlists] or [iTunes].
- Up to 100 files can be added.

#### ■ **Changing the order of the tracks on the tag list**

1 **Click the heading of the column displaying the track order.**

Each time you click, the arrangement toggles between ascending and descending orders.

2 **Drag a music file and change the track order.**

If the songs are sorted by any column header besides that which represents the track order, a music file cannot be dragged and the list cannot be reordered.

#### ■ **Playback on a DJ player by using Tag List**

By operating the respective DJ players, the music files on the taglist can be loaded into and played on the respective DJ players, and taglists actually used during performances can be saved as rekordbox playlists.

- For instructions on accessing the tag lists from the DJ players, see the Operating Instructions for each respective DJ player.

## **Checking the play history**

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You can check music files that played on DJ players connected by LAN cable or wireless LAN and their playing order in [Histories].

1 **Double click [Histories] in the tree view.**

Histories appear by folders with year and month.

Histories of playback through PRO DJ LINK are created with a name of **[LINK HISTORY yyyy-mm-dd]** in a folder of the year and month.

2 **Select [LINK HISTORY yyyy-mm-dd].**

A list of music files in a history is shown in the track list.

## Disconnecting links

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Communication with DJ units

(e.g. CDJ-2000nexus, CDJ-2000, CDJ-900nexus, CDJ-900, DJM-2000nexus, DJM-2000, DJM-900nexus, XDJ-AERO) connected by LAN cable or wireless LAN are terminated.

## Additional information

# Managing music files

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## Storing data using the backup function

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Regular back-up is recommended to prevent data from being lost due to computer failure or other potential 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 before replacing your computer with a new one.

### 1 Click **[File]** menu > **[Library]** > **[Backup Library]**.

A caution for backup pops up.

Backing up many tracks stored in **[Collection]** may take long depending on your computer's performance.

### 2 Click **[Yes]**.

The dialog [Do you want to back up music files as well?] pops up.

### 3 Click **[Yes]** or **[No]**.

Backing up your music files is recommended when you migrate data in the current computer to a new one even though it may take time.

A dialog box is shown to select where to save the backup data.

### 4 Select a place where you want to store the backup data and click **[Save]**.

The backup process begins. Once the process is completed, **[Collection was backed up.]** is shown. Then, press **[OK]**.



## Replacing data with the backup data using the Restore function

---

Your data is replaced with the backed up data.

### 1 Click on the [File] menu and select [Library] > [Restore Library].

Restoring many tracks stored in the backup data may take long depending on your computer's performance.

### 2 Click [Yes].

A dialog box is shown to select a backup data.


### 3 Select a stored backup data (\*\*\*.zip or xxx.edb) and click [Open].

The process of replacing the present data with the backup data begins. Once the process is completed, [Collection was restored.] is shown. Then, press [OK].

You can replace the present data with the backup data in .edb files of the oldrekordbox versions, too.

## 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.)

### 1 From the [File] menu, select [Display All Missing Files].


The [Missing File Manager] screen opens and a list of missing music files is displayed.

### 2 Select the music file whose file path you want to correct, then click [Relocate].

The [Choose a new fullpath for] screen opens.

### 3 Select the folder in which the music file is stored and the file name, then click [Open].

The information on where the music file is stored (file path) is corrected.

- File paths can also be corrected by right-clicking on a music file for which  is displayed on [Collection] then selecting [Relocate].

At the [Choose a new fullpath for] screen, be careful not to select the wrong music file.

## Setting preferences

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To change the various rekordbox settings, select **[Preferences]** from the **[File]** menu to open the **[Preferences]** screen.

### Preferences: View

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Language Sets the language to be used in the display.

---

Font Sets the size of the characters.

---

Artwork Selects the size of the full-size artwork displayed on the track list and Tag List.

---

Layout  
Treeview Selects whether or not [Hot Cue Bank List], [iTunes], [rekordbox xml] and [Explorer] are displayed in the tree view.

---

Playlist Palette Selects whether or not the Playlist palette is displayed.

---

Tooltips Sets whether or not pop-up hints are displayed.

---

### Preferences: Audio

---

Use "LINK MONITOR" of Pioneer DJ Mixers Sets whether or not to monitor rekordbox music files over the headphones of the DJ mixer connected by PRO DJ LINK.

---

Audio Device Sets the audio output device.

---

Sample Rate Sets the sampling frequency of audio data sent to an audio device. A high sampling rate allows the user to achieve a playback quality close to that of the original track. However, as the amount of audio data increases, the load on the audio device also increases.

---

Buffer Size Sets the number of samples sent to an audio device for each data transmission. A large buffer size reduces audio skipping (audio interruption). However, as the transmission delay (latency) increases, the time gap also increases between the playback position of the music file displayed on the screen and the actual audio output.

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Output Channels Sets the audio output channel when there are multiple outputs from an audio device.

---

Metronome Sets the tone of the metronome which sounds while you listen to the beat grid of a music file.

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## Preferences: Analysis

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	Mode	<p>Sets the mode for analyzing the music file's wave information.</p> <ul style="list-style-type: none"><li>• Normal: Optimizes analysis for tracks which have a relatively consistent tempo</li><li>• Dynamic: Optimizes analysis for tracks which contain significant tempo changes</li></ul>
Track Analysis	Allow analysis while LAN connected	<p>Sets whether or not to analyze music files added to the collection while linked to DJ units.</p> <p>If analysis is disabled here, processing is put on hold. Analysis processing that is on hold begins automatically after the link to the DJ unit is terminated.</p>
	Location of analysis files	<p>Sets where to store the wave information of the analyzed music files.</p>
Key Analysis	Enable Key Detection on import	<p>This sets whether or not to detect the keys when adding music files to collections.</p>
	Save value to ID3 tag	<p>Detected key is written in the ID3 tag.</p>

## Preferences: Bridge

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	iTunes Library File	<p>Specifies the xml file of the iTunes library browsed in [iTunes].</p>
iTunes	Convert iTunes "Grouping" to rekordbox "Label"	<p>Sets whether or not to store iTunes group information as rekordbox label information when importing music file information from the iTunes library to the rekordboxcollection.</p>
rekordbox xml	Export Beat Grid information	<p>Sets whether or not to output the beat position information of rekordbox to an xml file when the rekordbox library information is exported.</p>
	Imported Library	<p>Specifies the playlist library (the location of the xml file) that is browsed in [rekordbox xml]. For the latest information on playlist libraries that can be displayed by rekordbox, see the rekordbox online support site.</p>

## Preferences: Device

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Create library exclusively for	<p>Sets whether or not to create libraries (databases for collections, playlists, etc.) exclusively for the MEP-4000 or XDJ-R1 on USB devices. When set to create libraries, the library exclusively for the MEP-4000 or XDJ-R1 is created on the USB device when it is disconnected from the computer.</p> <ul style="list-style-type: none"><li>• Only when [XDJ-R1] is selected and [Create 320×320 pixels size image] is ticked, you can export track information with 320 x 320 pixel artwork to a device.</li></ul>
Create a library in a device for CDJs when importing tracks from it	<p>When importing tracks from an external device, a library can be automatically created in the device without copying the music file.</p>
Delete playlist tracks if playlist is deleted	<p>When a playlist is deleted in [Devices], the playlist in a USB device or an SD card is deleted. You can select whether the music files in the USB device or an SD card is deleted or not when the playlist is deleted..</p> <p>Music files are deleted only if they are not being used by other playlists.</p>
History	<p>Sets whether or not histories of tracks played on CDJ are automatically added to [Histories] when a device is inserted.</p>

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## Preferences: CDJ

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**Category** Specifies the category items to be used with the DJ player and the order in which they are displayed. For more instructions on using a DJ player's Library Browse function, see the Operating Instructions for each respective DJ player.

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**Sort** Specifies the sorting items to be used with the DJ player and the order in which they are displayed. For more instructions on using a DJ player's Library Browse function, see the Operating Instructions for each respective DJ player.

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**Column** Specifies a user-set category to be displayed to the immediate right of titles when browsing music files on the main unit display of the DJ player (e.g. CDJ-2000nexus).

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**My Settings** The DJ player's settings can be saved in rekordbox and reflected on a DJ player through a USB device, a mobile device or PRO DJ LINK. This lets users immediately set up DJ players with the settings they are used to so you can devote all your attention to your performance. For details on the setting items that can be stored and called out with "My Settings", see the operating instructions of the respective DJ player (e.g. CDJ-2000nexus).

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**Hot Cue** Sets whether or not to check [Allow to auto load Hot Cue on CDJ] on the [Information] pane when music files are added to the collection. When music files for which [Allow to auto load Hot Cue on CDJ] is checked on the [Information] pane are loaded into a DJ player (e.g. CDJ-2000nexus, XDJ-R1), the DJ player's hot cues (**A**, **B** and **C**) are forcibly replaced with the hot cues (**A**, **B** and **C**) stored for the loaded music files.

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## Preferences: Keyboard

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**Keyboard** Assigns keyboard shortcuts to the various buttons.

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## Preferences: Advanced

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Computer name	Sets the name of this computer to be displayed on the DJ unit (e.g.CDJ-2000nexus or XDJ-AERO).
My tag	Selects whether or not My Tag is added to the Comment column in the track list.
Color comments	Comments on the color codes used for classifying the categories of music files on DJ players in eight colors can be edited. For more instructions on using a DJ player's Library Browse function, see the Operating Instructions for each respective DJ player.
Automatically fix misalignment of Beat Grid and/or Cue Points for MP3 files which have been imported before version 1.5.4	<p>Older versions of rekordbox (1.5.3 or earlier) used the gapless playback information in MP3 files encoded using LAME. Current Pioneer DJ players and the current version of rekordbox, however, do not use the gapless playback information in MP3 files encoded using LAME. By checking [Beat Grid], it is possible to correct the beat position in keeping with the specifications of current Pioneer DJ players and the current version of rekordbox even with MP3 files encoded using LAME that were analyzed/adjusted with older versions of rekordbox (1.5.3 or earlier). Also, by checking [Cue Points], the cue and loop points of MP3 files encoded using LAME that were set with older versions of rekordbox (1.5.3 or earlier) can also be corrected. This correction processing is performed automatically and the information is updated when MP3 files encoded using LAME are played using the current version of rekordbox, when they are exported to USB devices, etc.</p>

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- Settings of CDJ (Category/Sort/Column) and Advanced (Color) are commonly applied to multiple DJ players shown on the link status panel.
- Settings of CDJ (Category/Sort/Column) and Advanced (Color) are applied to [Devices] as the default values. Settings can be changed by device.

## Menu list

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### [File] Menu

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Import >Import Track	Analyzes music files and adds them to the collection.
Import >Import Folder	Analyzes the music files in folders and adds them to the collection.
Import >Import Playlist	Imports playlist files (M3U and M3U8), analyzes the music files in the playlists and adds them to the rekordbox library (a database for collections, playlists, etc.).
Display All Missing Files	Displays collection items that cannot be played because the music file has been deleted, moved, etc.
Library >Backup Library	Backs up the rekordbox library (a database for Collections, playlists, etc.), analysis information and music files. The backup data can be saved with the date added to the file name.
Library >Restore Library	Restores the rekordbox library (a database for Collections, playlists, etc.), analysis information and music files. The data to be used for restoring can be selected from among multiple backup files.
Export Collection in xml format	Exports the information for all the playlists in the rekordbox library (a database for collections, playlists, etc.) and the information for the music files in these playlists to a single file in xml format.
Preferences	Changes various settings in rekordbox .
Exit	Closes rekordbox.

## **[View] Menu**

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Full screen	Displays the rekordbox window at full-screen size.
1 Player	Displays a single player in the Player panel.
2 Players	Displays two players in the Player panel.
Simple Player	Displays a simplified version of the player panel. Only the music file playback and pause and the volume adjustment operations can be performed.
Full Browser	Turns the display of the player panel off. Music files are played when they are double-clicked on the browser panel.

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## **[Track] menu**

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Analyze Track	Analyzes selected music files to measures a full waveform, a zoom waveform, BPM, beat positions, and bar positions.
Analyze Key	Detects the key of the selected track.
Reload Tag	Reads values of the ID3 tag from the selected music files and adds them to the track information of rekordbox library (a database of collections, playlists, etc.).
Add To Playlist	Adds a selected music file to a playlist.
Import To Collection	Analyzes and adds a selected music file to the Collection.
Export Track	Exports selected music file(s) to a device.
Remove from Collection	Removes selected music file(s) from the Collection. <ul style="list-style-type: none"><li>• The music file itself is not deleted.</li></ul>
Show information	Opens [Information] and displays information of a selected music file.
Show in Explorer	Show a folder in which a selected music file is stored in Finder or Explorer.
Relocate	Relocates the file path of a music file.

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## **[Playlist] menu**

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Export Playlist	Exports selected playlist(s) to a device.
Import Playlist	Import a playlist in a selected [iTunes] or [rekordbox xml] to rekordbox.
Create New Playlist	Adds a new playlist to the level of a playlist selected or in the folder selected.
Create New Intelligent Playlist	Adds a new intelligent playlist to the level of a playlist selected or in the folder selected.
Create New Folder	Adds a new folder to the level of a playlist selected or in the folder selected.
Delete Playlist	Deletes the selected playlist or intelligent playlist.
Sort Items	Sorts playlists in the selected folder in ascending order. <ul style="list-style-type: none"><li>• [Playlists] and [H. Cue Bank] in [Playlists], [H. Cue Bank] and [Devices] can be sorted.</li></ul>
Renumber Track Order	Renumbers tracks as sorted in a playlist.
Save Playlist Info	Save information of a selected playlist in text or M3U8 format.

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## **[Help] Menu**

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KUVO	Displays the KUVO account settings.
Online Manual	Opens the operating instructions for this software.
Online support	Connects to the online support site for this software.
rekordbox Update Manager	Connects to this software's update site.
About rekordbox	Displays the version of this software.

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## Genre List

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If a genre name does not exist in the tag information of a music file, the genre code is converted into one of the following categories in English.

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0	Blues	Blues
1	Classic Rock	Classic Rock
2	Country	Country
3	Dance	Dance
4	Disco	Disco
5	Funk	Funk
6	Grunge	Grunge
7	Hip-Hop	Hip-Hop
8	Jazz	Jazz
9	Metal	Metal
10	New Age	New Age
11	Oldies	Oldies
12	Other	Other
13	Pop	Pop
14	R&B	R&B
15	Rap	Rap
16	Reggae	Reggae
17	Rock	Rock
18	Techno	Techno
19	Industrial	Industrial
20	Alternative	Alternative
21	Ska	Ska
22	Death Metal	Death Metal

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23	Pranks	Pranks
24	Soundtrack	Soundtrack
25	Euro-Techno	Euro-Techno
26	Ambient	Ambient
27	Trip-Hop	Trip-Hop
28	Vocal	Vocal
29	Jazz+Funk	Jazz+Funk
30	Fusion	Fusion
31	Trance	Trance
32	Classical	Classical
33	Instrumental	Instrumental
34	Acid	Acid
35	House	House
36	Game	Game
37	Sound Clip	Sound Clip
38	Gospel	Gospel
39	Noise	Noise
40	Alternative Rock	Alternative Rock
41	Bass	Bass
42	Soul	Soul
43	Punk	Punk
44	Space	Space
45	Meditative	Meditative
46	Instrumental Pop	Instrumental Pop
47	Instrumental Rock	Instrumental Rock
48	Ethnic	Ethnic

49	Gothic	Gothic
50	Darkwave	Darkwave
51	Techno-Industrial	Techno-Industrial
52	Electronic	Electronic
53	Pop-Folk	Pop-Folk
54	Eurodance	Eurodance
55	Dream	Dream
56	Southern Rock	Southern Rock
57	Comedy	Comedy
58	Cult	Cult
59	Gangsta	Gangsta
60	Top 40	Top 40
61	Christian Rap	Christian Rap
62	Pop/Funk	Pop/Funk
63	Jungle	Jungle
64	Native American	Native American
65	Cabaret	Cabaret
66	New Wave	New Wave
67	Psychedelic	Psychedelic
68	Rave	Rave
69	Showtunes	Showtunes
70	Trailer	Trailer
71	Lo-Fi	Lo-Fi
72	Tribal	Tribal
73	Acid Punk	Acid Punk
74	Acid Jazz	Acid Jazz

75	Polka	Polka
76	Retro	Retro
77	Musical	Musical
78	Rock & Roll	Rock & Roll
79	Hard Rock	Hard Rock
80	Folk	Folk
81	Folk/Rock	Folk/Rock
82	National Folk	National Folk
83	Swing	Swing
84	Fast Fusion	Fast fusion
85	Bebop	Bebop
86	Latin	Latin
87	Revival	Revival
88	Celtic	Celtic
89	Bluegrass	Bluegrass
90	Avantgarde	Avantgarde
91	Gothic Rock	Gothic Rock
92	Progressive Rock	Progressive Rock
93	Psychedelic Rock	Psychedelic Rock
94	Symphonic Rock	Symphonic Rock
95	Slow Rock	Slow Rock
96	Big Band	Big Band
97	Chorus	Chorus
98	Easy Listening	Easy Listening
99	Acoustic	Acoustic
100	Humour	Humour

101	Speech	Speech
102	Chanson	Chanson
103	Opera	Opera
104	Chamber Music	Chamber Music
105	Sonata	Sonata
106	Symphony	Symphony
107	Booty Bass	Booty Bass
108	Primus	Primus
109	Porn Groove	Porn Groove
110	Satire	Satire
111	Slow Jam	Slow Jam
112	Club	Club
113	Tango	Tango
114	Samba	Samba
115	Folklore	Folklore
116	Ballad	Ballad
117	Power Ballad	Power Ballad
118	Rhythmic Soul	Rhythmic Soul
119	Freestyle	Freestyle
120	Duet	Duet
121	Punk Rock	Punk Rock
122	Drum Solo	Drum Solo
123	A Capella	A Capella
124	Euro-House	Euro-House
125	Dance Hall	Dance Hall
126	Goa	Goa

127	Drum & Bass	Drum & Bass
128	Club-House	Club-House
129	Hardcore	Hardcore
130	Terror	Terror
131	Indie	Indie
132	BritPop	BritPop
133	Negerpunk	Negerpunk
134	Polsk Punk	Polsk Punk
135	Beat	Beat
136	Christian Gangsta Rap	Christian Gangsta Rap
137	Heavy Metal	Heavy Metal
138	Black Metal	Black Metal
139	Crossover	Crossover
140	Contemporary Christian	Contemporary Christian
141	Christian Rock	Christian Rock
142	Merengue	Merengue
143	Salsa	Salsa
144	Thrash Metal	Thrash Metal
145	Anime	Anime
146	Jpop	Jpop
147	Synthpop	Synthpop

## Disclaimer

Please note that Pioneer cannot accept responsibility for legality, morality or reliability of operation with regard to use of this software by customers. Problems in operation of this software may arise due to the operating environment of the customer's computer and of this software, as well as due to combinations with other software.

Please note that Pioneer cannot accept responsibility for loss of information registered by the customer using this software. Please make a separate note of information you have registered and store it in a safe place.

### Music files that can be loaded and played (file formats)

Please note that only the music files listed in the table below can be loaded and played with this software.

#### File formats

Music files	Compatible formats	Encoding method	Bit depth	Bit rate	Sampling frequency	File extension
MP3 files	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 files	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 files		Uncompressed PCM	16 bit, 24 bit	—	44.1 kHz, 48 kHz	.wav
AIFF files		Uncompressed PCM	16 bit, 24 bit	—	44.1 kHz, 48 kHz	.aif, .aiff

- It may not be possible to read or play music files including both audio and video or copyright-protected music files.
- For music files (file formats) that can be loaded and played on Pioneer DJ players, see the Operating Instructions for each respective DJ player.



## Writable recording media (file system)

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Please note that this software can only write to SD memory cards and USB devices (flash memory or hard disks) listed in the table below.

### File system

Recording media	FAT16	FAT32	NTFS	HFS	HFS+
SD memory cards	✓	✓	✗	✗	✗
USB devices	✓	✓	✗	✗	✓

- To check the compatibility of SD memory cards and USB devices (flash memory or hard disk) with your Pioneer DJ players, see the Operating Instructions for each specific DJ player.
- For the latest information on Pioneer DJ players that can be used in combination with rekordbox, see the rekordbox online support site.
- HFS+ is only available for Mac OS X.

## **Communications environment on the computer (programs, OSs and networks)**

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Depending on the security software used on your computer and its operating system's settings, communications with DJ units or mobile devices may be interrupted.

If this occurs, it will be necessary to check your settings for the following four programs to ensure that they are not blocked:

- rekordbox.exe
- PSvNFSd.exe
- PSvLinkSysMgr.exe
- edb\_streamd.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 of the computer's Internet connection before connecting the computer to the LAN.

The computer's Internet connection sharing is deactivated as described below.

- Mac OS X: Open [**System Preferences**], then at [**Internet & Network**], uncheck [**Internet Sharing**] under [**Sharing**].
- Windows: Open [**Local Area Connection Properties**], then at [**Sharing**], uncheck [**Allow other network users to connect through this computer's Internet connection**] under [**Internet Connection Sharing**].

Communications with DJ units or mobile devices may also be interrupted if the network (IP address, port number, etc.) is restricted by a router or other communications device.

For details on the communications devices, security software and the settings of the operating system you are using, contact the respective manufacturer or your sales agent.

## Using the online support site

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Before making inquiries on rekordbox operating procedures or technical issues, read the rekordbox online manual and check the FAQ provided on the rekordbox online support site.

<rekordbox online support site>

<http://rekordbox.com/>

- User registration on the rekordbox online support site is required prior to making inquiries concerning rekordbox.
- Be careful not to forget the log-in name (your e-mail address) and password specified when you registered.
- PIONEER 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 by 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.
  - Pioneer's privacy policy can be viewed on the rekordbox online support site.
- When making inquiries regarding rekordbox, please be sure to furnish your computer type and specifications (CPU, installed memory, other connected peripherals, etc.), the operating system and version used, as well as concrete information regarding the issue at hand.
  - To inquire about configuring your computer with non-Pioneer peripheral devices and to obtain the corresponding technical support, contact the specific 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 perform these updates and always use the latest version of rekordbox.

## Copyright warning

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- The use of rekordbox is restricted with regard to the playing and copying of copy-protected music contents.
  - 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 to be embedded in recorded media.
- The materials you record are 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 site from which the music was downloaded.

## Trademarks, licenses, etc.

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