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RekordBox Quickstart Guide

Version

7.0.1

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Preparing Music

Memory Cues

Memory cues allow you to set the place in a song where you want it to start playing. You can set up to ten memory cues per song in RekordBox.

Keyboard Shortcuts for Setting and Deleting Memory Cues

To set a memory cue:

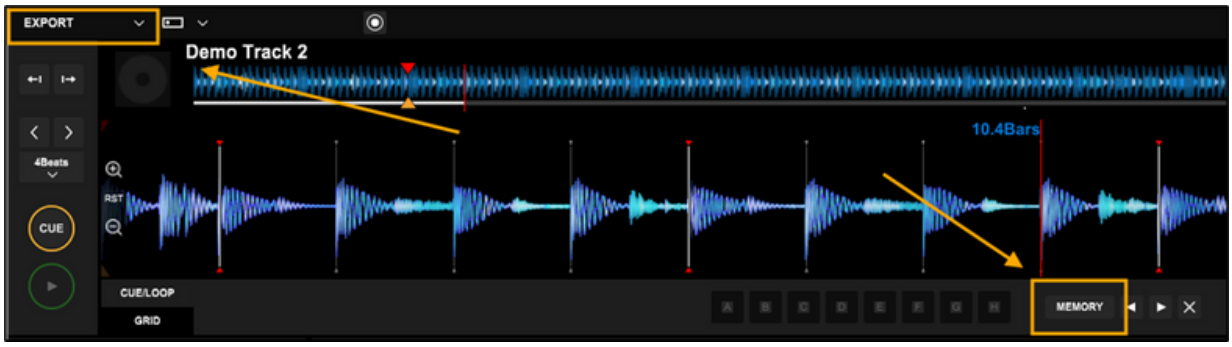
1. Navigate to the place in the song where you want to set a cue point.
    a. **Note:** You can use the beat jump feature on your controller or in RekordBox to navigate through a song faster.
2. Press the **cue** button on your controller or in RekordBox.
3. Press **shift + t** to set a memory cue on deck one or **shift + p** to set a memory cue on deck two.

To delete a memory cue:

1. Navigate to the memory cue you want to delete.
2. Press **shift + r** to delete a memory cue on deck one or **shift + o** to delete a memory cue on deck two.

Setting Memory Cues in Export Mode

1. Select **Export** from the drop-down menu in the upper left corner of the screen to enter Export Mode.
2. Set the song pointer to the place in the song where you want to set a memory cue.
3. Click the **Memory** button under the song grid screen to set a memory cue.



Adjust a Song's Beat Grid

RekordBox sometimes misanalyses a song's beat grid. You can adjust a song's beat grid in RekordBox.

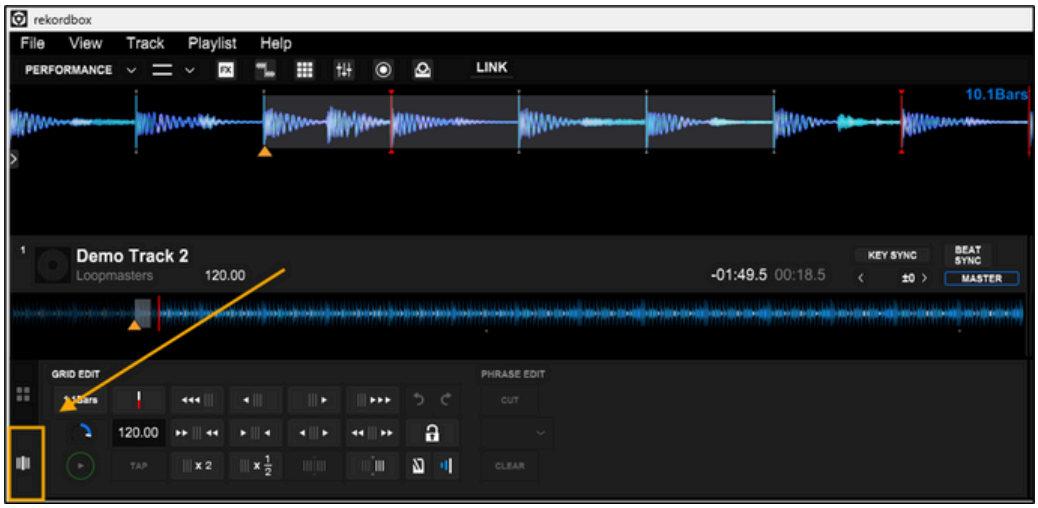
Note: A song must be paused in RekordBox to adjust its beat grid.

To adjust a song's beat grid in Export mode:

1. Select **Export** from the dropdown menu in the upper left corner of the screen to enter Export mode.
2. Select **1 PLAYER** from the dropdown menu on the upper-left of the screen.
3. Select **GRID** in the panel below the song grid.
4. Use the relevant buttons in the grid edit menu to adjust the song's beat grid.

To adjust a song's beat grid in Performance mode:

1. Select **Performance** from the dropdown menu in the upper left corner of the screen to enter Performance mode.
2. Select the grid icon to display the grid menu.
3. Use the relevant buttons in the grid edit menu to adjust the song's beat grid.



See the Official RekordBox Manual for details on adjusting a song grid with the Grid panel.

Display Camelot Notation in RekordBox

Displaying a song's key using Camelot notation is a helpful way to determine which songs fit well together. To have RekordBox use Camelot notation when displaying a song's key:

1. Open the Settings window by clicking the gear icon in the upper right corner.
2. Navigate to **View**.
3. Under Key Display Format select **Alphanumeric**.

Performance

The following settings are helpful for performing your DJ sets.

Turn Off Vinyl Mode

Turning off Vinyl Mode allows you to mimic the behavior of CDJs on your controller and prevents a record from stopping when you touch the top of the jog wheel on your controller. Turning Vinyl Mode on allows you to scratch on a song similar to using vinyl.

To turn off vinyl mode you can set a keyboard shortcut in RekordBox by doing the following:

1. Open the Settings window by clicking the gear icon in the upper right corner.
2. Select **Keyboard**.
3. Expand **Deck 1**.
4. Click the plus icon next to **Vinyl Mode** and add a keyboard shortcut.
5. Repeat the previous step for **Deck 2**.

Lock A Playing Deck

Accidentally loading a new song onto a playing deck can greatly interrupt your set. To prevent being able to load a song onto a playing deck do the following:

1. Open the Settings window by clicking the gear icon in the upper right corner.
2. Navigate to **Controller > Deck > Eject/Load lock**.
3. Select **Lock**.

When this setting is enabled, you'll be prompted to pause or stop the playing song before you can load a new one.

Enable Quantization

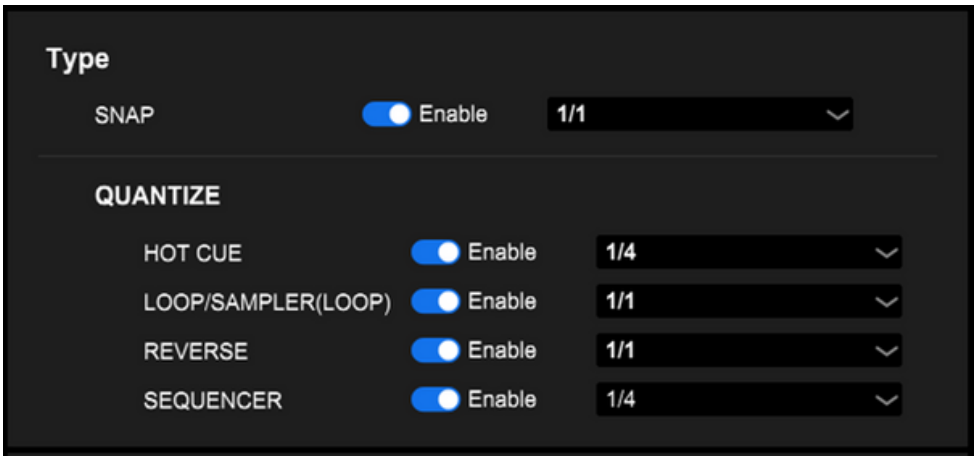
Quantization allows you to play loops and hot cues in sync with the music.

To turn on Quantization switch to **Performance** mode and click the **Q** next to each deck.

Set Quantization Values

To change the default quantization values:

1. Open the Settings window by clicking the gear icon in the upper right corner.
2. Navigate to **Controller > Others**.
3. Under **Type** you can set quantization values by button type.

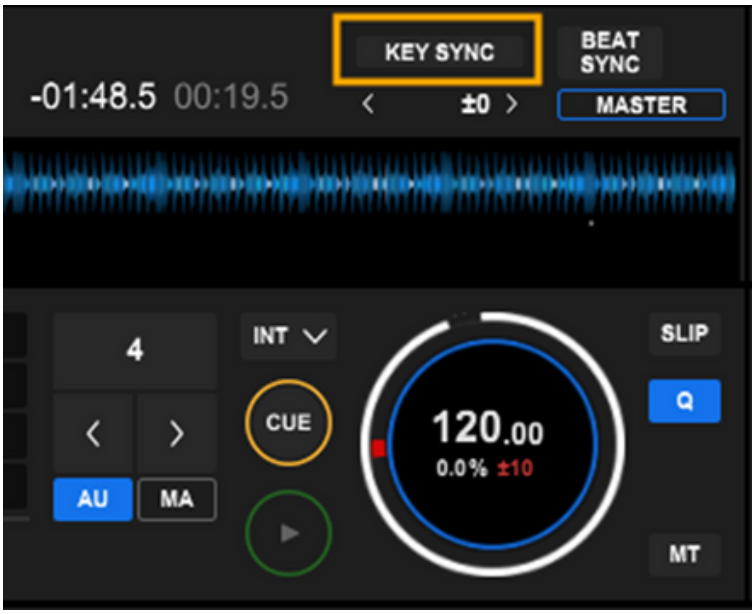


Turn on Key Sync

Key Sync allows you to synchronize the keys of two songs.

To turn on Key Sync, in Performance mode, click **Key Sync** under a deck to synchronize its song's key to the song on the other deck. A song must be loaded in each deck for key sync to work.

Warning: Changing a song more than two semitones can drastically change how the song sounds.



Setting a Hot Cue

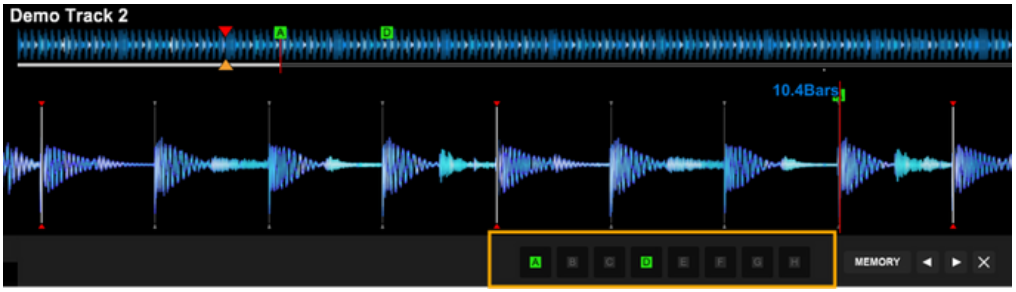
Hot Cues allow you to play a certain part of a song on the fly.

To set a Hot Cue using your controller:

1. Make sure Hot Cue mode is enabled on your DJ controller.
2. In Performance mode navigate to the place in the song where you want to place a Hot Cue.
3. Press the Hot Cue button on your controller where you want to store the Hot Cue.

To set a Hot Cue in Export Mode:

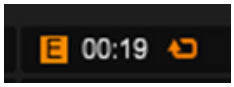
1. Navigate to the place in the song where you want to place a Hot Cue.
2. Press a Hot Cue button under the song waveform where you want to store the Hot Cue.



Set a Hot Cue for a Loop

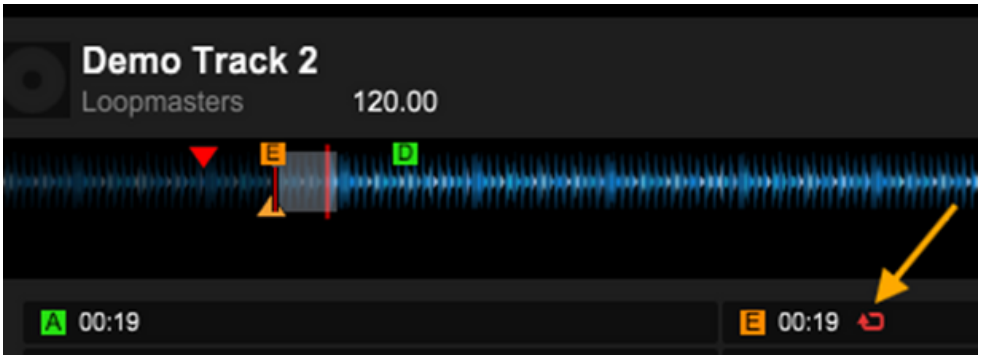
You can store a loop in a Hot Cue pad so when you hit a particular pad a certain loop plays. To set a Hot Cue for a loop:

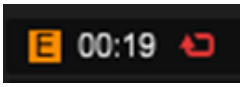
1. Create a loop in a song using the buttons on your controller or inside RekordBox.
2. While a loop in your current track is playing, hit the hot cue on your controller where you want to store the loop. When you press that hot cue button you will trigger the saved loop.



Click on the loop icon in the hot cue button in RekordBox to make it an auto loop. When you do so, the loop icon will turn red.

When you set an autoloop when that part of the song plays it will automatically enter the loop and continue looping until you manually exit it.

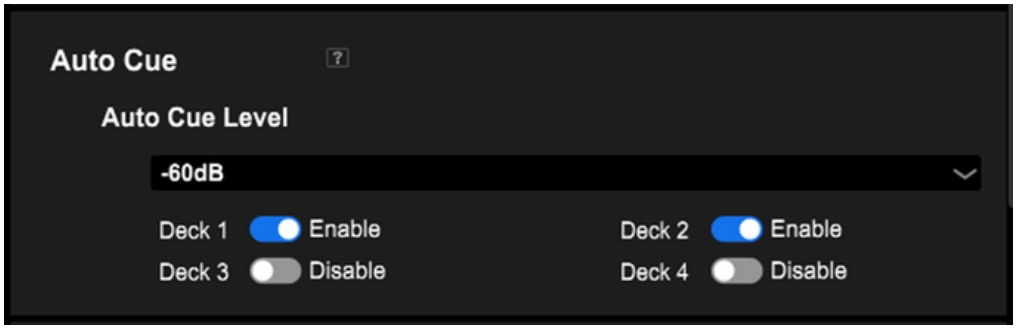




Prevent Decks from Autoplaying when a Song is Loaded

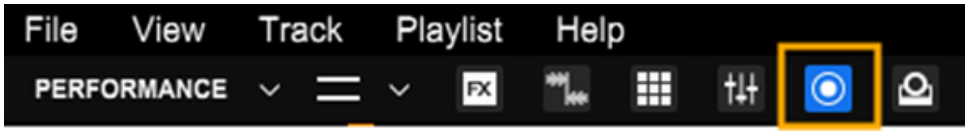
You can enable the auto cue feature to prevent tracks from immediately playing when loaded:

1. Open the Settings window by clicking the gear icon in the upper right corner.
2. Navigate to **Controller > Deck**.
3. Under **Auto Cue** select **Enable** under each deck you are using.



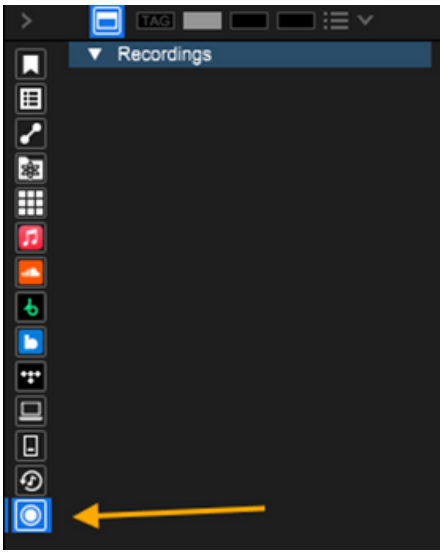
Recording Your Mix

To record your mix, in Performance mode click the record icon to open the **Record** panel.



In the **Record** panel press the red record button to start recording. Press the record button again to stop recording.

Your recordings will appear in the Recordings Menu on the Tree View.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Recordings