KRISDMX / PUSH 1 / EN / 01

Ableton Push 1 / setup and controls



Illustration with the corresponding page menu; example values.

No.	Element / action	Operation
1	**Encoders 1-8**	Control the eight columns of the current page. Touching an encoder may select its column.
2	**SELECT 1-8**	The upper row below the display selects a column, including for touch-strip control on P1/P2.
3	**STATE 1-8**	The lower row changes the column state without first pressing SELECT. Its function depends on the page.
4	**8 × 8 pads**	Select values, scenes and positions according to the page. Left/right arrows change pages; up/down changes groups.

Connect Push 1 by USB. Open ABLETON PUSH from MASTER and check MIDI IN/OUT plus KRISDMX BRIDGE - CONNECTED. An open window alone does not confirm hardware connectivity. Hardware integration is intended for Windows; Ableton Live is not required.

The startup demo lasts about 5 s: a bottom-left to top-right wave, opposing SELECT/STATE chases and a pulsing SHIFT. Input ends the demo. On P1/P2, MASTER selects ALL and SOLO cycles individual fixtures.

Illustrated menus are reproduced from current code. Values are examples. Labels and function names follow the guide language. Edition: 16 October 2026.

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P1 / MASTER 1



Illustration with the corresponding page menu; example values.

No.	Element / action	Operation
1	**1-2: PAN / TILT**	Horizontal/vertical movement. STATE steps the value. Check the selected fixture before moving it.
2	**3: STROBE**	Manual strobe pads; STATE 3 cycles OFF → AUTO → PHASE → OFF. Tap/hold gestures are explained on the next page.
3	**4: SCENE**	Pads run from S1 at the bottom to S8 at the top. Press the active scene again to stop it. This selects a MASTER scene, not an edit position.
4	**5: SPEED**	For an ALL scene: 0 pauses motion, 128 is normal and 255 is about 2×. For SOLO/a group, this controls physical motor speed.
5	**6-8: COLOR / GOBO / DIMMER**	Colour, gobo and intensity. STATE 6/7/8: OFF → AUTO → PHASE → OFF. In AUTO, DIMMER pads show the current level; for a group, its highest intensity.

Standard pad values from top: 255, 192, 160, 128, 96, 64, 32, 0. COLOR/GOBO use profile positions. The touch strip controls the selected column; SCENE selects a scene.

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AUTO / phase and manual STROBE

Element / action	Operation
STATE on P1	STATE 3/6/7/8 control AUTO STROBE/COLOR/GOBO/DIMMER. Each press advances OFF → AUTO → PHASE → OFF; holding does not repeat these modes. MIX indicates different fixture modes; the first press sets AUTO.
Press STROBE	A column-3 pad immediately forces its strobe value and DIMMER 255 on the selected target. Initially, colour is unchanged.
Short tap: under 300 ms	Release latches the pad’s manual strobe value. Temporary DIMMER 255 ends; an existing AUTO DIMMER mode stays active. Colour is unchanged.
Hold: at least 300 ms	Keeps target DIMMER at 255. If AUTO COLOR or colour phase was active at press time, all enabled fixtures turn white. White affects all fixtures; strobe/intensity affect only the target.
Release a long hold	Removes temporary overrides and restores the previous modes’ operation. A long hold does not save manual strobe. Disconnecting also releases the override.
Phase and limits	COLOR/GOBO offset sequence between fixtures; DIMMER varies intensity. STROBE phase is visualised; physical fixtures receive frequency without shared hardware phase.

Manual MASTER BLACKOUT takes priority. Release the pad before changing pages. STROBE 0 means open shutter according to the profile, not flashing.

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P2 / MASTER 2 and P3 / AUTO 1

Element / action	Operation
P2: 1 / 2 / 3	1: unused. 2: PROGRAM - fixture’s internal program, pads from P1 at bottom to P8 at top. 3: PRG SPD - its speed, if supported.
P2: 4-7 / 8	4-7: RED, GREEN, BLUE, WHITE 0-255. Manual RGBW takes colour control. 8 TARGET is a menu field: use MASTER/SOLO or P4 TARGET through STATE for actual selection.
P3: 1-2 / AUTO COL / COL TIME	Colour OFF/AUTO/PHASE mode and change interval 1.0-10.0 s.
P3: 3-4 / AUTO GOB / GOB TIME	Gobo OFF/AUTO/PHASE mode and change interval 1.0-20.0 s.
P3: 5-6 / AUTO PRG / PRG TIME	Fixture program OFF/AUTO/PHASE mode and interval 1.0-20.0 s. This differs from a KrisDMX scene-sequence program.
P3: 7-8 / AUTO STR / STR SENS	Strobe OFF/AUTO/PHASE mode and detector sensitivity 0.5-3.0.

On P3, encoders, pads and STATE operate the fields. Apart from P1’s special AUTO buttons, holding STATE may repeat after about 400 ms, then every 80 ms. Press individually for precise selection.

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P4 / AUTO 2 and P5 / AUDIO



Illustration with the corresponding page menu; example values.

No.	Element / action	Operation
1	**P5: 1-2 / AUD MODE / SOURCE**	WINDOWS selects the Windows default output; MANUAL selects a specific WASAPI loopback device. Choosing SOURCE switches to MANUAL.
2	**P5: 3-4 / BPM / LOCK**	Read-only fields: tempo and detection confidence.
3	**P5: 5-6 / DIM LINK / DIM SENS**	Global AUDIO → DIMMER link and sensitivity 0.2-4.0.
4	**P5: 7-8 / SYNC / DECK**	AUDIO / REKORDBOX / HYBRID and AUTO or DECK 1-4. Mode, device, SYNC, DECK and dimmer settings are saved.

P4: 1 STR SPEED limits AUTO STROBE speed; 2 AUTO DIM is OFF/AUTO/PHASE. Send columns 3-7 COLOR/RGBW to MASTER through pads or STATE; their encoders are not fully connected. 8 TARGET selects the target through STATE.

Rekordbox BPM does not supply analyser audio. MASTER need not start the bridge; opening Rekordbox lighting control starts it. The Push connection is independent.

KRISDMX / PUSH 1 / EN / 06

P6 / SCENE EDIT



Illustration with the corresponding page menu; example values.

No.	Element / action	Operation
1	**1: DIMMER**	Intensity of selected fixtures in the edited position.
2	**2-4: SCENE / POS / FIXTURE**	Select scene, position and fixture. The FIXTURE encoder selects one fixture; pads can extend the edit selection. This is the editor, not P1’s performance scene selection.
3	**5-8: PAN / TILT / PAN F / TILT F**	Set direction and fine channels, if present in the profile. PAN/TILT values must suit fixture mounting.
4	**PLAY / RECORD**	PLAY starts LIVE TEST. RECORD saves the scene, not audio. Preview can move physical fixtures.

First edit: SCENE → POS → FIXTURE → PAN/TILT/DIMMER → PLAY. Add or copy a position, adjust it, then RECORD. P7 edits colour and gobo of the same position.

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P6/P7 / positions, groups and buttons

Element / action	Operation
POS: 1-8 / 9-16 / 17-24	P6 column 3 shows eight positions: first at bottom, eighth at top. 1-8 has no group blink; 9-16 blinks bottom pad 1; 17-24 pad 2. Nonexistent positions are inactive.
POS: 25-64 / >64	25-32 blinks pad 3; 33-40 pad 4; 41-48 pad 5; 49-56 pad 6; 57-64 pad 7. Positions above 64 remain selectable; read the number/range on the display.
PLAY / REPEAT / RECORD	PLAY or REPEAT toggles LIVE TEST. RECORD saves the scene.
NEW / ACCENT / DELETE	NEW or ACCENT adds a position; DELETE removes it. DUPLICATE copies a position; UNDO reverses an edit.
IN / OUT / OCTAVE DOWN / UP	Previous/next position. The POS encoder also moves to the next group of eight. Outside P6/P7, OCTAVE changes pages.
TEMPO / SWING / FIXED LENGTH	TEMPO changes position duration in 0.1 s steps. SWING selects a fixture. FIXED LENGTH changes the timing mode.
MUTE / SOLO	On P6/P7 they select preview modes; pressing the same mode again returns to ALL. On P1/P2, SOLO selects a MASTER fixture.

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P7 / SCENE COLOR



Illustration with the corresponding page menu; example values.

No.	Element / action	Operation
1	**1: FIXTURE**	Selects one fixture for editing the position’s appearance.
2	**2-3: COLOR / GOBO**	Selects colour wheel and gobo according to the fixture profile. DMX values are not universal between models.
3	**4-7: RED / GREEN / BLUE / WHITE**	RGBW mixing levels according to the profile. WHITE works only if the fixture has that channel.
4	**8: STROBE**	Edits the scene position’s strobe value. This is normal scene editing, without P1’s DIMMER-255 override gesture.

Editor buttons work as on P6. After editing, check other positions and LIVE TEST, then save with RECORD. Closing the controller is not a substitute for saving.

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P8 / SCENE MIRROR



Illustration with the corresponding page menu; example values.

No.	Element / action	Operation
1	**1-2: MIR OF / TARGET**	MIR OF selects the source fixture; NONE removes the link. TARGET chooses the receiving fixture.
2	**3-4: SCENE / POS**	Selects the scene and position to edit.
3	**5-6: MIR PAN / MIR TILT**	Enables mirroring of an axis. Check both fixtures in preview.
4	**7-8: CORR PAN / CORR TLT**	Adds an axis correction from -255 to +255 after mirroring.

Workflow: TARGET → MIR OF → MIR PAN/TILT → correction → save in the scene editor. These are scene settings, not a replacement for room calibration or profile inversion.

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P9 / scene and position grid



Illustration with the corresponding page menu; example values.

No.	Element / action	Operation
1	**First column**	Without SHIFT, selects scenes from S1 at the top to S8 at the bottom - opposite to P1.
2	**Positions 1-64**	Numbering starts at the bottom row 1-8, then 9-16, up to 57-64 at the top. Position 8 = bottom right; 64 = top right. Only existing positions are selectable.
3	**SHIFT + first column**	Reveals positions used by the scene selector: bottom to top 1,9,17,25,33,41,49,57. Example: SHIFT + bottom-left pad selects position 1.

P9 selects scenes/positions in MASTER. DURATION/SYNC/BEATS and ADD/DEL do not have full editor support here. Use P6/P7 for editing and positions above 64.

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P10-P22 / menu support limits

Element / action	Operation
P10 / SCENE LOOK	Menu layout; edit on P6/P7.
P11 / SCENE RGBW	Edit colour on P7, mirroring on P8.
P12 / SCENE FILE	Test/save using P6/P7 buttons and the scene editor.
P13 / PROGRAM	Fields are not handled by the current Push command client.
P14 / DMX ADDR	Address fixtures in the application’s DMX 512 window.
P15 / MAPPING	Map/save in the keyboard/MIDI window.
P16 / CALIB 3D	Calibrate in the appropriate KrisDMX window.
P17 / AI 3D	Use the creator window; Push menu fields are not connected.
P18 / REKORDBX	Use the Rekordbox lighting-control window for rules.
P19-P21 / LASER 1-3	Menu layout without field handling in the current MASTER client.
P22 / SYSTEM	Do not rely on this page’s RESET/BLACKOUT/USB/BRIDGE fields. Use MASTER’s actual functions.

A changing display value does not prove a fixture command was sent. P1-P9 have the support described earlier; later pages include planned-function layouts. The guide is code-based, not a hardware test of every profile/controller.

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Quick help / live operation

Element / action	Operation
Push not detected	Check USB, MIDI IN and OUT. Close applications occupying those ports and reopen the controller from MASTER.
Pads work, fixtures do not	Check the MASTER bridge, ALL/SOLO target, DMX output, addresses, profiles and page support.
Scene stationary	Check SPEED 0, active scene and clock. Selecting an edit POS does not start a MASTER scene.
AUTO DIMMER / steady pads	Check SOURCE and real audio. Install the AUTO DIMMER feedback fix; pads should show current intensity, not just mode.
Strobe without white	White requires at least 300 ms and AUTO COLOR/phase active at press time. A short tap preserves colour and prior AUTO DIMMER.
Position 8 / 1 / 9	P6: 8 is the top POS pad in group 1-8. P9: 8 is bottom right. P9: 1/9 use SHIFT + first/second pad from bottom in column 1.
Save / startup error	Save scenes with RECORD on P6/P7. For a tuple/ljust startup error, install the P1 AUTO/PHASE startup fix for ableton_push_window.py.

Live: P1 → MASTER/SOLO → scene → SPEED → AUTO → STROBE pad as needed. Programming: P6 → SCENE/POS/FIXTURE → PAN/TILT/DIMMER → P7 → PLAY → RECORD.