KRISDMX / EN / 01

Startup and workflow

This guide covers MASTER, audio input, Rekordbox Bridge, lighting rules, scenes, trajectories, the timeline and AI 3D. Additional sections cover DMX addressing and keyboard/MIDI mapping.

1. Start KrisDMX. In DMX 512, check each fixture model, channel mode and address. Connect DMX output after checking the configuration.

2. In MASTER, select a target: MASTER for all fixtures or SOLO/the list for one fixture. Check DIMMER and BLACKOUT.

3. In AUDIO SOURCE, select the device actually carrying the music. A moving spectrum confirms audio input; Rekordbox BPM alone does not.

4. If using Rekordbox, open REKORDBOX LIGHT CONTROL. Opening this window starts the bridge. Select the clock and deck, then enable the required rules and lighting sync.

5. Program a scene, check it with LIVE TEST and save it. A track-specific show is saved separately in the timeline. The AI 3D room scene also has its own save operation.

Where to look

MASTER / DMX	2-3
Audio Source	4
Rekordbox Bridge / Light Control	5-6
Scenes / trajectories	7-9
Timeline	10-11
AI 3D	12-13
Keyboard / MIDI	14-15
Troubleshooting	16

Illustrations show example values from 16 October 2026. Numbers match the descriptions. Function names and labels are translated into the guide language.

KRISDMX / EN / 02

MASTER / main panel



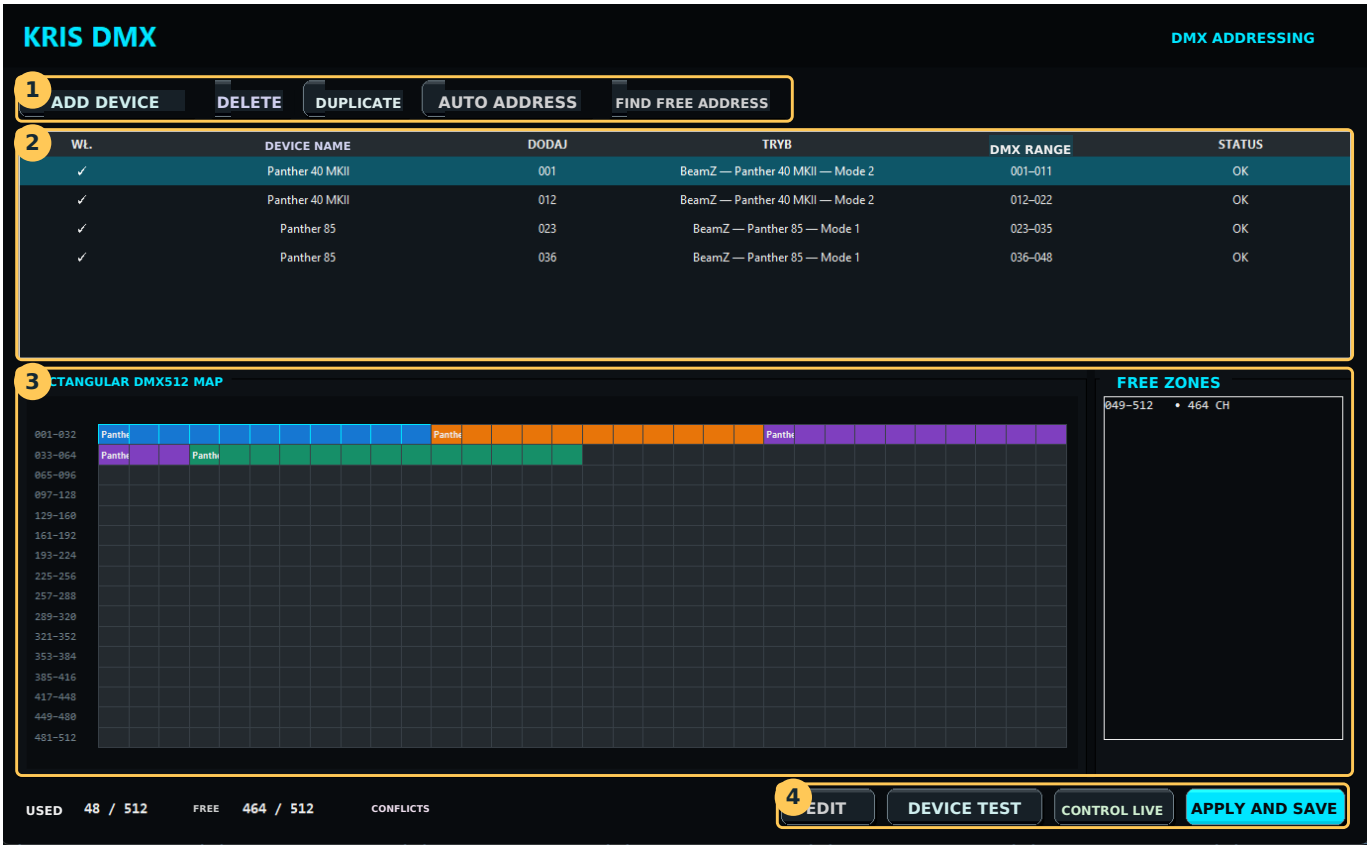
User screenshot with labels adapted to the guide language. Example values and states.

No.	Element / action	Operation
1	**Control target**	The CONTROL list, MASTER and SOLO select which fixtures are affected. Check the target before changing parameters.
2	**Faders**	PAN/TILT: direction; SPEED: motion; COLOUR/GOBO: fixture profile; DIMMER: intensity; STROBE: shutter; RGBW: colour components. CH numbers depend on the profile.
3	**Music**	BPM, spectrum, bridge status and clock selection. AUDIO SOURCE opens audio input settings.
4	**Scenes / programs**	SCENE 1-8 selects a KrisDMX scene. PROGRAM 1-8 starts a scene sequence; this differs from a fixture's internal program channel.
5	**Automation and windows**	AUTO cycles OFF / AUTO / PHASE for the target. MIX means different modes within the group. BLACKOUT is manual BLACKOUT. The bottom bar opens scenes, AI 3D, DMX and controllers.

With a scene controlled for ALL, SPEED 0 pauses motion, 128 is normal and 255 is about 2×. For SOLO/a group, SPEED remains the fixture motor parameter. Manual BLACKOUT takes priority.

KRISDMX / EN / 03

DMX 512 / profiles and addresses



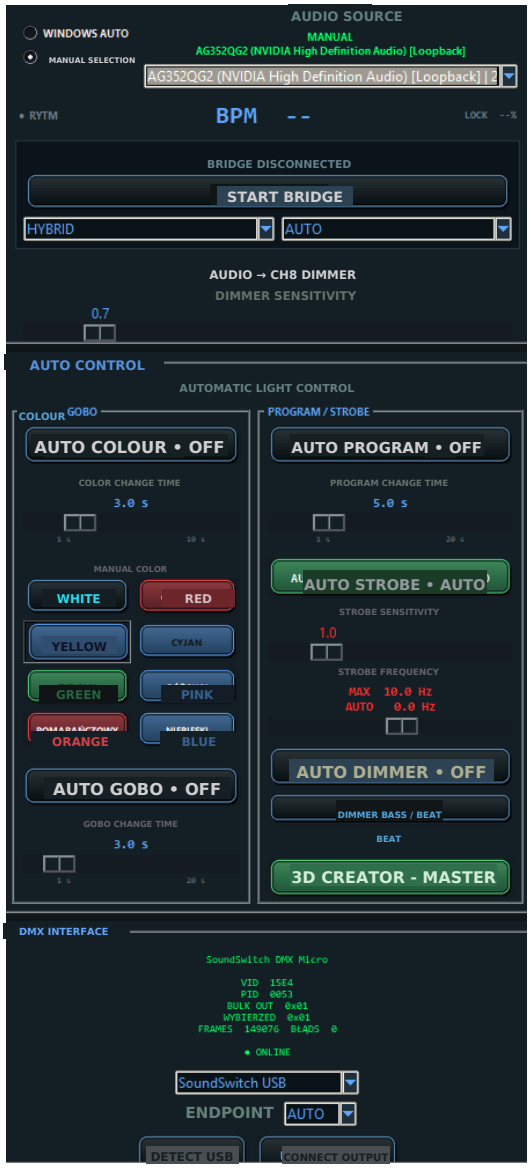
User screenshot with labels adapted to the guide language. Example values and states.

No.	Element / action	Operation
1	**Fixtures**	ADD DEVICE: select the manufacturer, model and exact channel mode. Set the same mode on the physical fixture. DUPLICATE adds another fixture; verify its address.
2	**Address table**	Each fixture has a start address and channel range. Example: 001-011, next fixture at 012. Do not copy screenshot addresses without checking your channel mode.
3	**Map and conflicts**	Colours show occupied channels; FREE ZONES lists free ranges. AUTO ADDRESS changes software patch addresses; set physical fixtures to match.
4	**Test and save**	EDIT edits the profile/address. DEVICE TEST and CONTROL LIVE test a fixture. APPLY AND SAVE commits the patch. Resolve conflicts before programming scenes.

The profile defines DMX value meanings. Colour, gobo, dimmer and strobe ranges vary by fixture. An output connection does not confirm a correct profile.

KRISDMX / EN / 04

Audio Source / input and automation



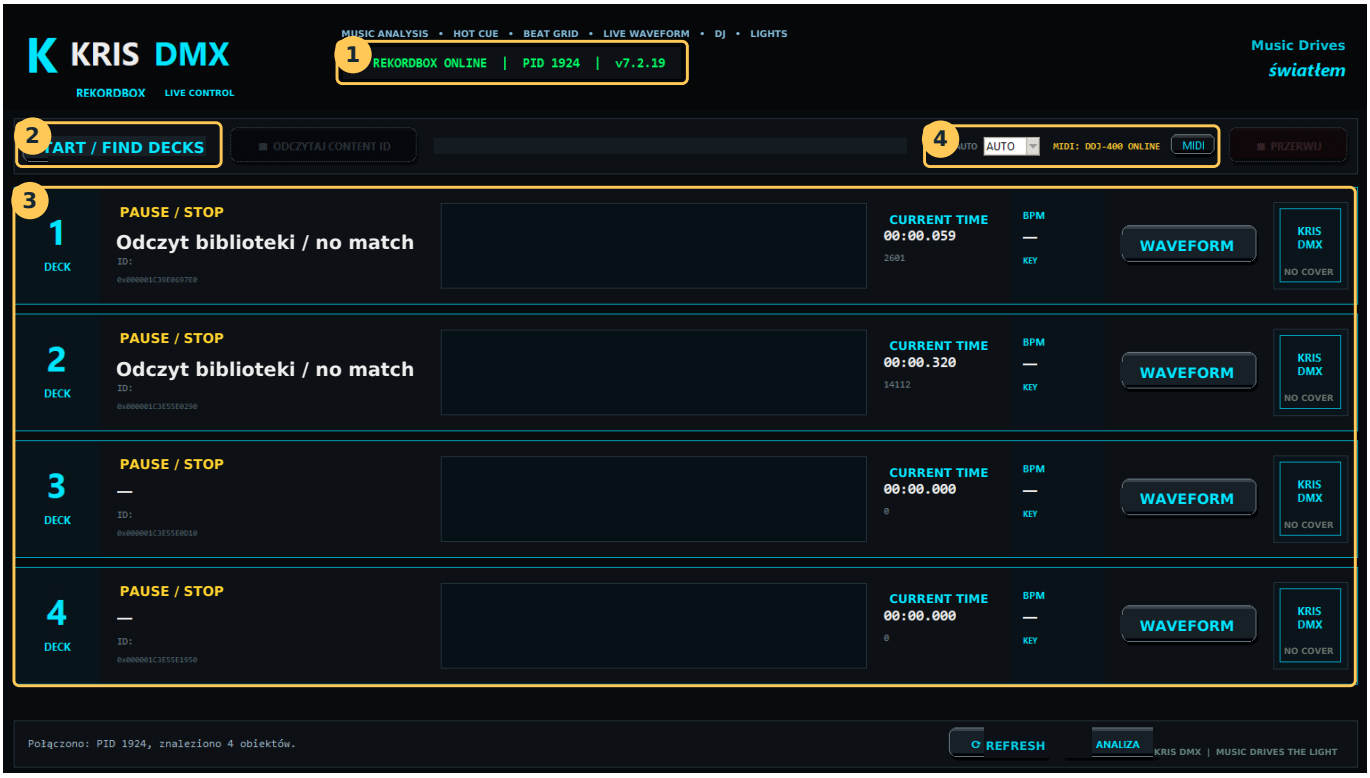
Element / action	Operation
WINDOWS AUTO / MANUAL SELECTION	WINDOWS AUTO follows the Windows default output through WASAPI loopback. Manual selection uses a specific available list entry. Choose the device carrying the music.
Clock and deck	AUDIO uses audio analysis. REKORDBOX uses bridge playback data when available. HYBRID uses active Rekordbox playback and can fall back to audio when it is absent. AUTO or DECK 1-4 selects the deck.
Audio and intensity	AUDIO → DIMMER links intensity to audio. Sensitivity adjusts the response. DIMMER BASS / BEAT opens rhythm settings; this is separate from choosing the Windows output device.
Automation	COLOR/GOBO/PROGRAM have separate change intervals. AUTO STROBE has sensitivity and a frequency limit. Manual white/colour sets the target colour; physical ranges come from the profile.

User screenshot with labels adapted to the guide language. Example values and states.

Mode, device, SYNC, DECK, dimmer link and sensitivity are saved. If the saved device is unavailable, select a valid one. The bridge alone does not feed audio to the analyser.

KRISDMX / EN / 05

Rekordbox Bridge / four decks



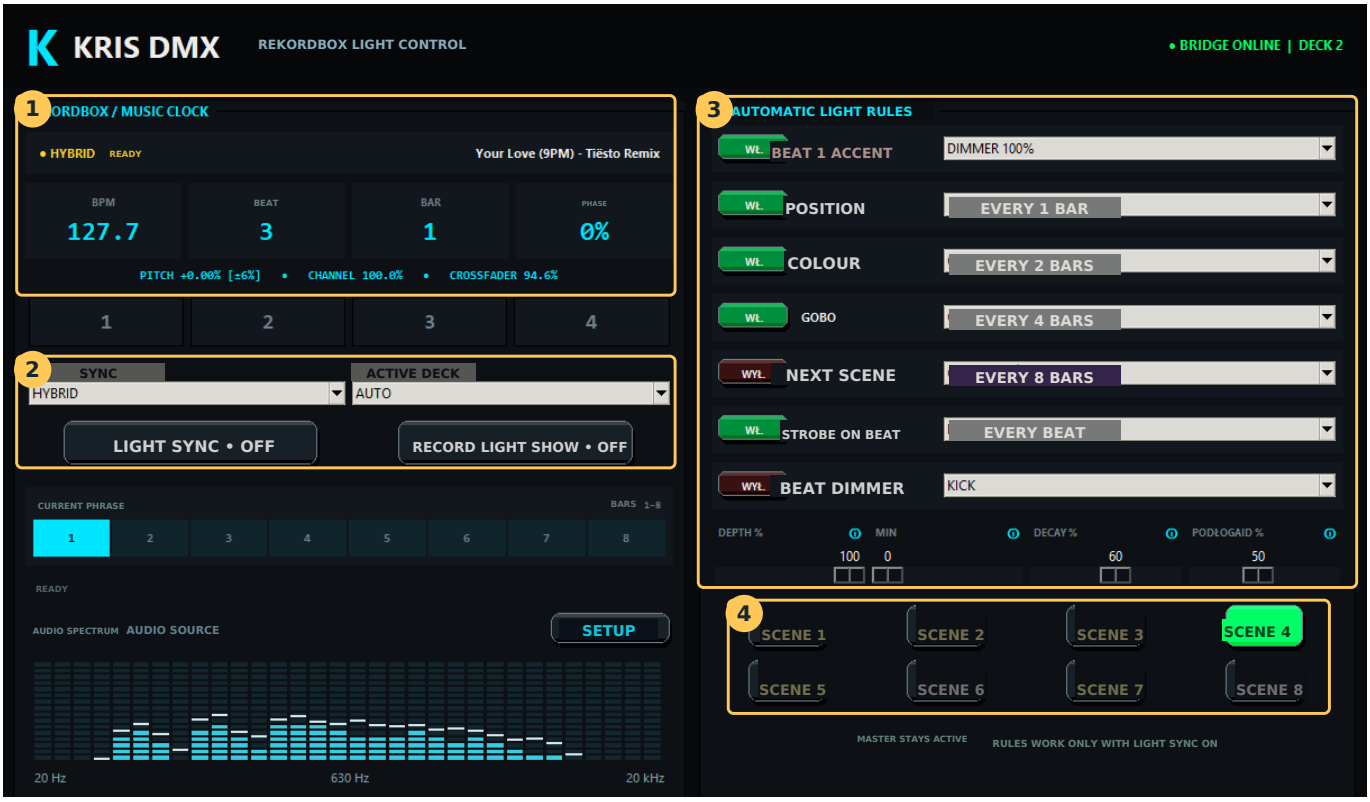
User screenshot with labels adapted to the guide language. Example values and states.

No.	Element / action	Operation
1	**Connection status**	ONLINE means the process was found. Also check deck titles, BPM and time. The screenshot shows ONLINE together with “no match” (no match): the library read is not fully confirmed.
2	**START / FIND DECKS**	Start Rekordbox, load tracks and run deck detection. If the state is incorrect, refresh the readout and check actual Rekordbox playback.
3	**Deck rows**	Each row shows a deck, track, time and BPM. WAVEFORM opens its waveform view. Empty fields and “no match” require checking track recognition.
4	**Pitch / MIDI**	Pitch and MIDI settings concern controller readout/control. Replacing DDJ with XDJ does not guarantee identical messages; map and test the actual device.

The bridge supplies playback state, not audio. Correct titles and BPM do not provide a spectrum or bass detection without audio input.

KRISDMX / EN / 06

Rekordbox / lighting rules



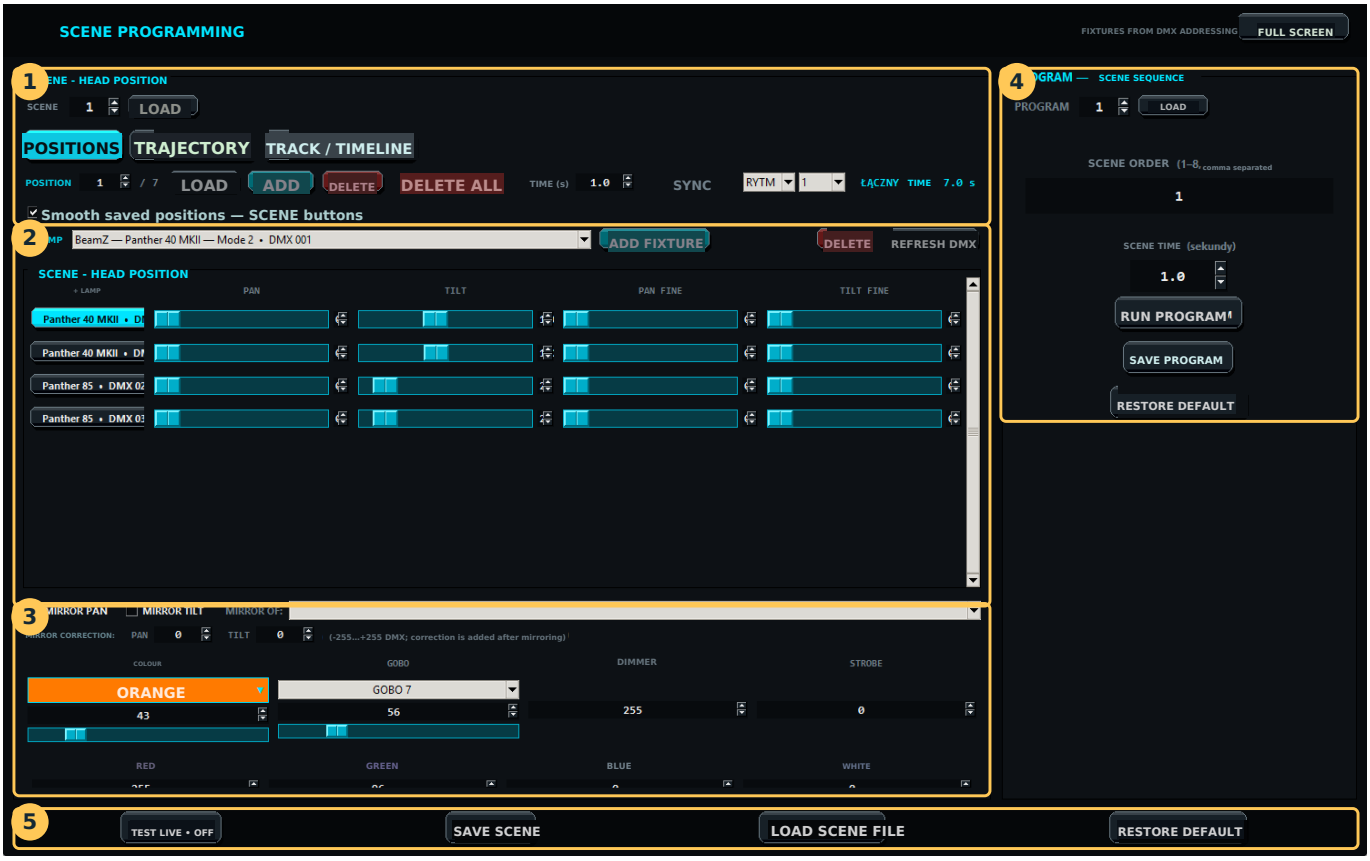
User screenshot with labels adapted to the guide language. Example values and states.

No.	Element / action	Operation
1	**Clock and deck selection**	Check track, BPM, beat 1-4, bar and phase. AUTO evaluates channel faders and crossfader position; at the centre, the louder channel matters. Manual DECK bypasses automatic selection.
2	**Sync / recording**	LIGHT SYNC must be ON for rules to run. RECORD LIGHT SHOW does not yet record events in this version; use the timeline to save a show.
3	**Rules**	Enable beat-1 accent, position, colour, gobo, next scene, strobe or dimmer rhythm individually. “Every 2 bars” means every two bars, not two beats. Start with one rule.
4	**Scenes and intensity**	SCENE buttons select scenes manually. DEPTH sets modulation depth, MIN the floor, DECAY the decay and HOLD UP the hold-up amount. MASTER remains active.

Practical start: HYBRID + AUTO, one saved scene, POSITION every bar, other rules off. Enable sync, verify the beat, then add colour and dimmer.

KRISDMX / EN / 07

Scenes / positions and appearance



User screenshot with labels adapted to the guide language. Example values and states.

No.	Element / action	Operation
1	**Scene and position**	Select SCENE 1-8 and LOAD. POSITION selects a step; + ADD adds and DELETE deletes. Seconds or BEAT plus a beat count set timing.
2	**Fixtures and motion**	Each row is a fixture from DMX ADDRESSING. Select it and set PAN/TILT and FINE if supported. A virtual fixture can be programmed without occupying a DMX address.
3	**Appearance / mirroring**	The selected fixture has colour, gobo, dimmer, strobe and RGBW. MIRROR OF selects the source; MIRROR PAN/TILT reverses an axis and correction adds an offset afterwards.
4	**Scene program**	On the right enter scene numbers 1-8 separated by commas, e.g. 1,2,1,3. The scene time sets the sequence interval. SAVE PROGRAM saves the program, not the edited scene.
5	**Test / save**	LIVE TEST checks the result. SAVE SCENE saves a JSON file and the scene slot. LOAD SCENE FILE imports into the selected slot. RESTORE DEFAULT replaces its settings with defaults.

KRISDMX / EN / 08

First scene / worked example

Element / action	Operation
What you save	Scene: positions, looks and trajectory. Program: scene order and interval. Show: actions linked to a track. AI 3D: visual scene and room layout.

1. Choose an unused SCENE slot and LOAD. Check fixtures; remove unwanted entries or add devices from the DMX patch.

2. Set position 1. For each fixture, choose point A with PAN/TILT. Set intensity and colour for a visible preview. Choose PAN/TILT values for your own mounting.

3. Click + ADD. At position 2, set point B for each fixture. Keep the look or change colour and gobo. Repeat for points C and D.

4. For motion independent of music, choose TIME, e.g. 2 s per position. For rhythm, choose BEAT, e.g. 4 beats. At 120 BPM four beats last 2 s; at 150 BPM they last 1.6 s.

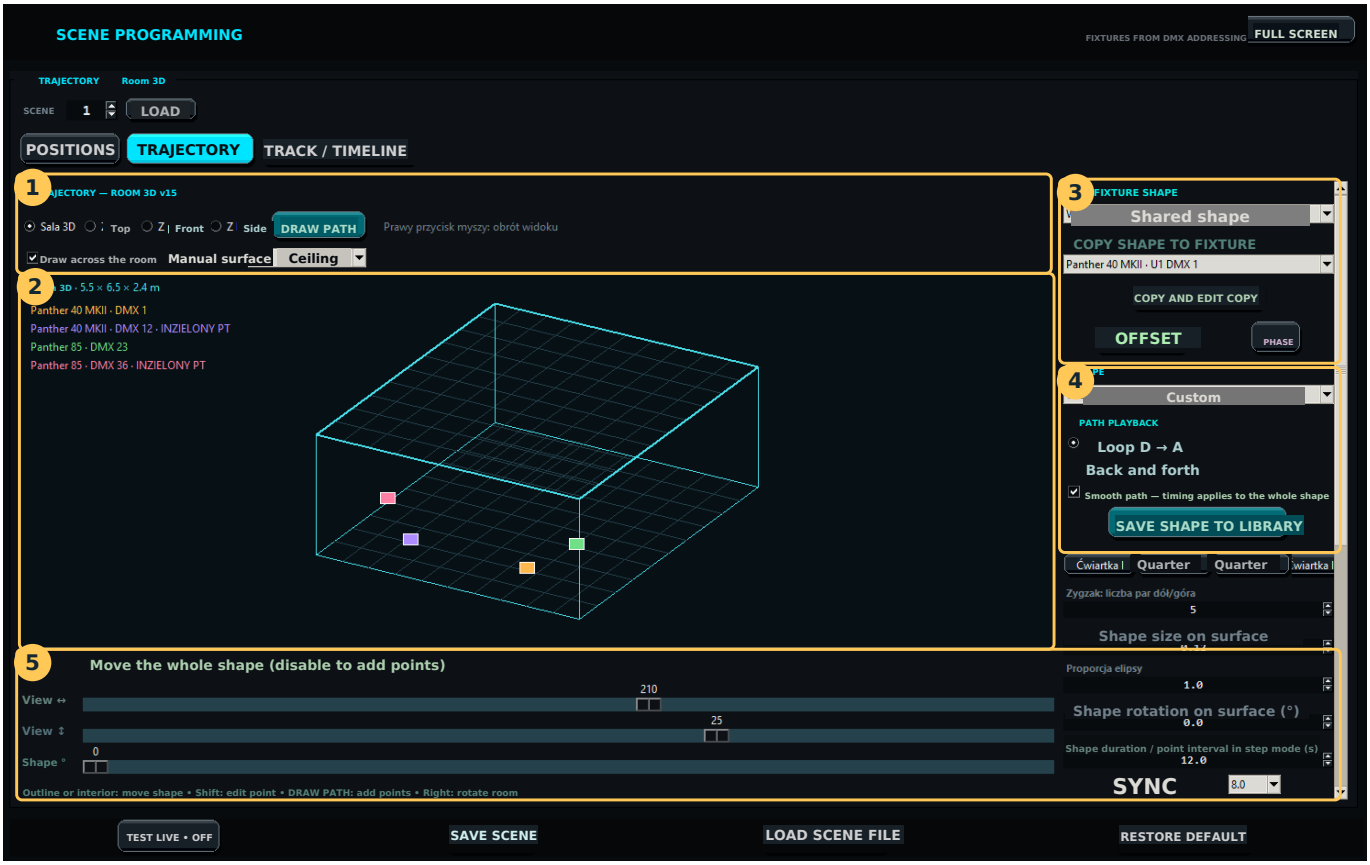
5. Enable “Smooth saved positions”, start LIVE TEST and watch the whole loop. If movement is abrupt, lengthen transitions or reduce point spacing. Closely spaced points do not require a separate beat for each point.

6. Stop LIVE TEST and use SAVE SCENE. Return to MASTER, select the scene and check SPEED. Keep the exported JSON as a scene backup.

The scene data model no longer has a fixed 64-position limit. Some controllers and grids expose groups or the first 64 only. A display limit is not the stored position count.

KRISDMX / EN / 09

Trajectory / drawing in the room

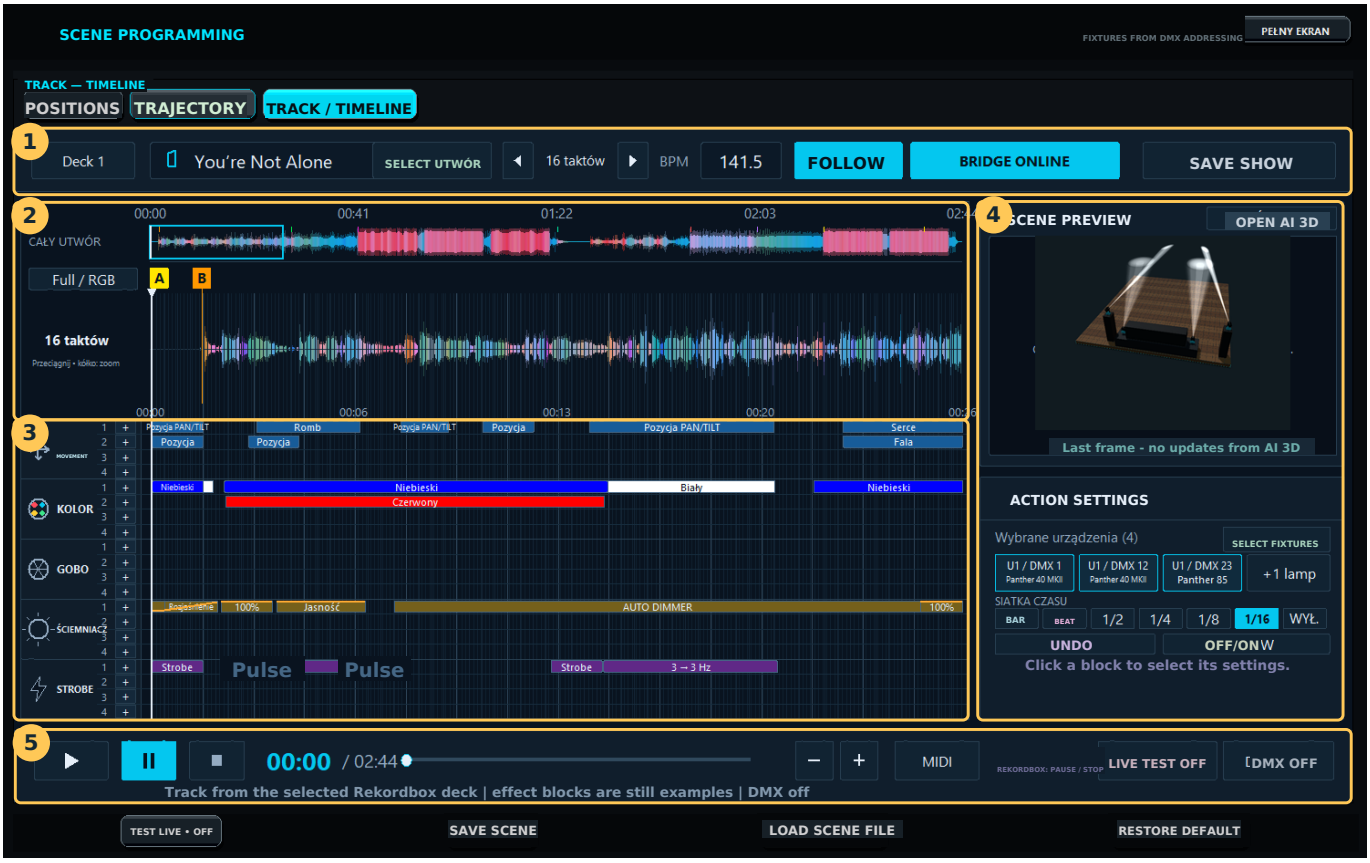


User screenshot with labels adapted to the guide language. Example values and states.

No.	Element / action	Operation
1	**View and surface**	Room 3D, top, front and side are views of the same room. DRAW PATH adds points. Choose the whole room or a specific surface, such as the ceiling.
2	**Points and fixture**	The room uses calibrated geometry and fixture placement. Points can lie on different walls and the ceiling. Reachable directions depend on mounting and PAN/TILT limits.
3	**Shared or individual shape**	EDIT FIXTURE SHAPE selects the shared shape or a fixture. COPY AND EDIT COPY creates an individual variant. OFFSET changes placement; PHASE offsets progress along the path.
4	**Loop and smoothing**	Loop D → A closes the last point to the first. Back and forth plays A-B-C-D-C-B-A. With “Smooth path”, time applies to the whole shape; without it, to the steps.
5	**Moving and saving**	Enable whole-shape movement to drag it; disable it to add points. Shift edits a point; right-drag rotates the view. Saving a shape to Shapes does not replace SAVE SCENE.

KRISDMX / EN / 10

Timeline / track and action view



User screenshot with labels adapted to the guide language. Example values and states.

No.	Element / action	Operation
1	**Track source**	Deck, SELECT UTWÓR, BPM, FOLLOW and SAVE SHOW. A show belongs to a specific track; check the title and save after changing tracks.
2	**Waveform and grid**	The upper waveform shows the whole track; the lower one the selected range. Drag to pan, use the wheel to zoom. FOLLOW resumes playback following. Waveform colours describe analysis, not fixture colour.
3	**Action lanes**	MOVEMENT, COLOUR, GOBO, DIMMER and STROBE contain fixture-linked blocks. Click a block to edit its settings. The + buttons add actions to a lane.
4	**Fixtures and preview**	SELECT FIXTURES selects action targets. The time grid aligns edits to bars/beats. OPEN AI 3D opens the visualiser; “no updates” means a last frame, not current animation.
5	**Transport / LIVE TEST / DMX**	Audio playback, show testing and DMX output are separate states. For physical testing check DMX ON and LIVE TEST. Moving the waveform view does not automatically seek Rekordbox.

KRISDMX / EN / 11

Timeline / building and playing a show

1. Source. Choose a deck or library track. Wait for the title, duration and waveform. Verify BPM and the beat grid before arranging blocks.

2. Fixtures. Use SELECT FIXTURES to choose devices. Add a MOVEMENT/motion block and configure its action. Then add independent colour, gobo, intensity or strobe blocks.

3. Timing. Select a bar, beat or subdivision grid. Move the block and adjust its length. Alt lets the edit cursor move without grid snapping. Check the action’s fixture targets.

4. Playback. A local track supports local Play/Pause/Stop and seeking. A Rekordbox deck needs a working bridge, and remote transport needs the appropriate MIDI configuration. Read the message below the transport.

5. Test. LIVE TEST requires a loaded track and actions. It starts at the edit cursor or selected action. For a local source it also starts audio. Clicking again ends the test and releases control to MASTER.

6. Save. SAVE SHOW saves this track’s actions. Check again after switching decks or tracks. A preview containing example blocks does not confirm a saved show.

If audio and cursor drift, first check track identity, duration, BPM, grid and playback source. Smooth waveform drawing alone does not guarantee audio timing accuracy.

KRISDMX / EN / 12

AI 3D / room and controls



User screenshot with labels adapted to the guide language. Example values and states.

Open 3D VISUALIZATION in MASTER or OPEN AI 3D in the timeline. The illustration enlarges the preview from your timeline screenshot. These attachments do not show the full AI 3D interface; the steps below were checked in the code.

Fixture import. ADD FROM DMX512 reads devices from the DMX patch. Choose those to display. A decorative object added through SCENE OBJECTS does not automatically create a physical patched fixture.

Selection and motion. Click selects one fixture; Ctrl+click adds/removes selection. Drag moves X/Z; Shift changes height. MOVE, ROTATE, SIZE and AXES choose object tools. TOP/3D changes the camera.

Placement versus aiming. X/Y/Z defines room placement. PAN/TILT aims the beam. STANDING/HANGING mounting and motion ranges must match the real fixture. Lock the position after placing it.

Manual control of an imported fixture can send changes to MASTER through the application bridge. An image or a page opened outside KrisDMX does not confirm physical DMX control.

KRISDMX / EN / 13

AI 3D / calibration, generator and saving

1. Geometry. In ADVANCED AI 3D CALIBRATION SETTINGS set room width, depth and height in metres. Set fixture distance from the side/back wall and base height. Check object dimensions too.

2. Orientation. Check standing/hanging, PAN/TILT ranges, TILT zero and inversion. If the image moves opposite to the fixture, first correct orientation and profile rather than applying arbitrary offsets.

3. Targets. TESTOWANIE KALIBRACJI provides ceiling/wall targets. SET TARGET FROM GEOMETRY aims from geometry. Correct the selected fixture with faders and use SAVE SELECTED FIXTURE CORRECTION. STOP TEST ends testing.

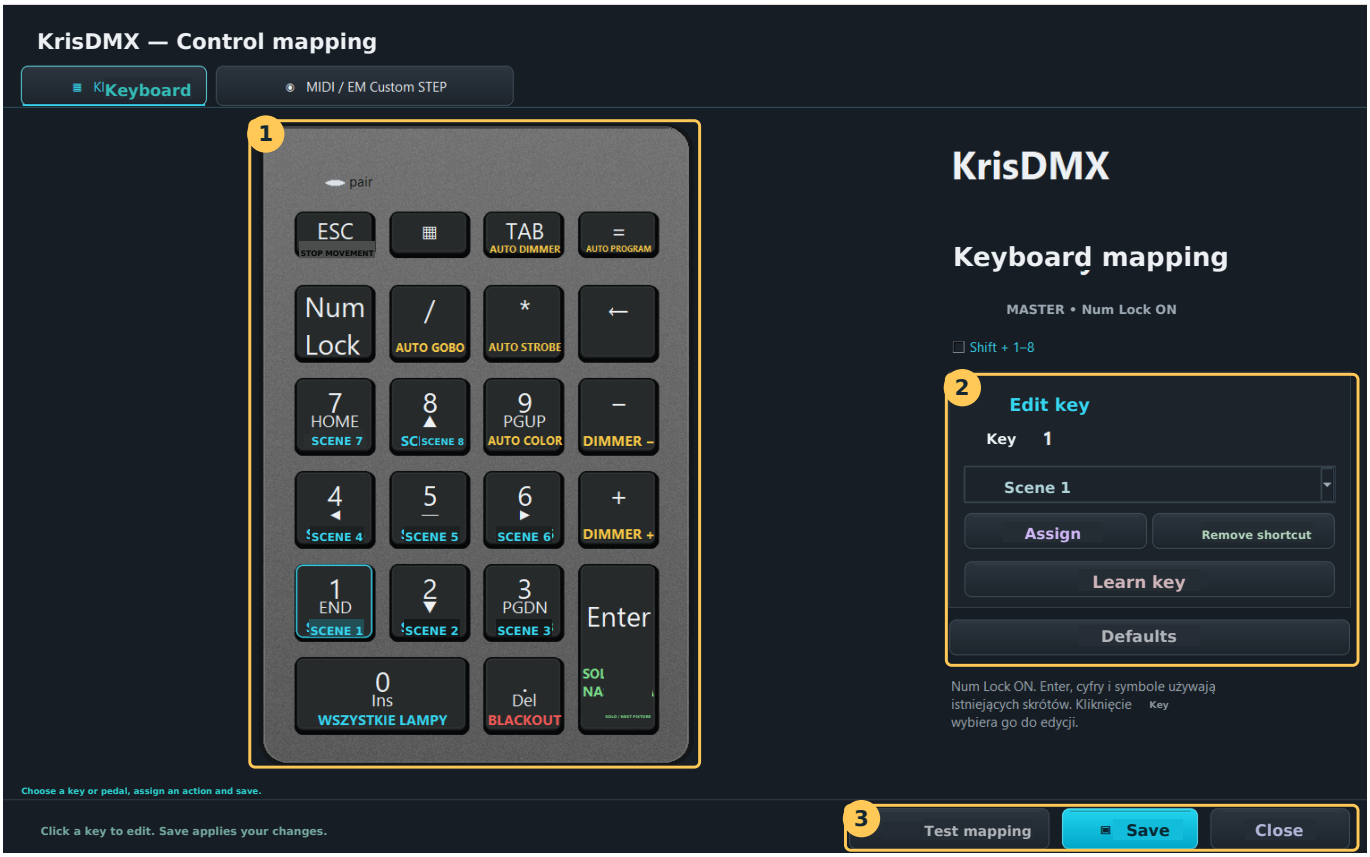
4. Generator. In the assistant choose audio, use ANALYSE MP3 and check estimated BPM and duration. Set BPM, bars, duration and club/warm/calm style, then GENERATE PREVIEW.

5. Generator scope. This is an analysis/rule-based visual preview generator. It requires DMX fixtures or lasers in the scene. Generating a preview does not save a MASTER scene or timeline show and does not start physical DMX output.

6. Save. SAVE/LOAD in AI 3D manage the visual scene file. Save after changing geometry or placement. Save motion scenes and track shows with their own scene-editor controls.

KRISDMX / EN / 14

Keyboard / assigning functions



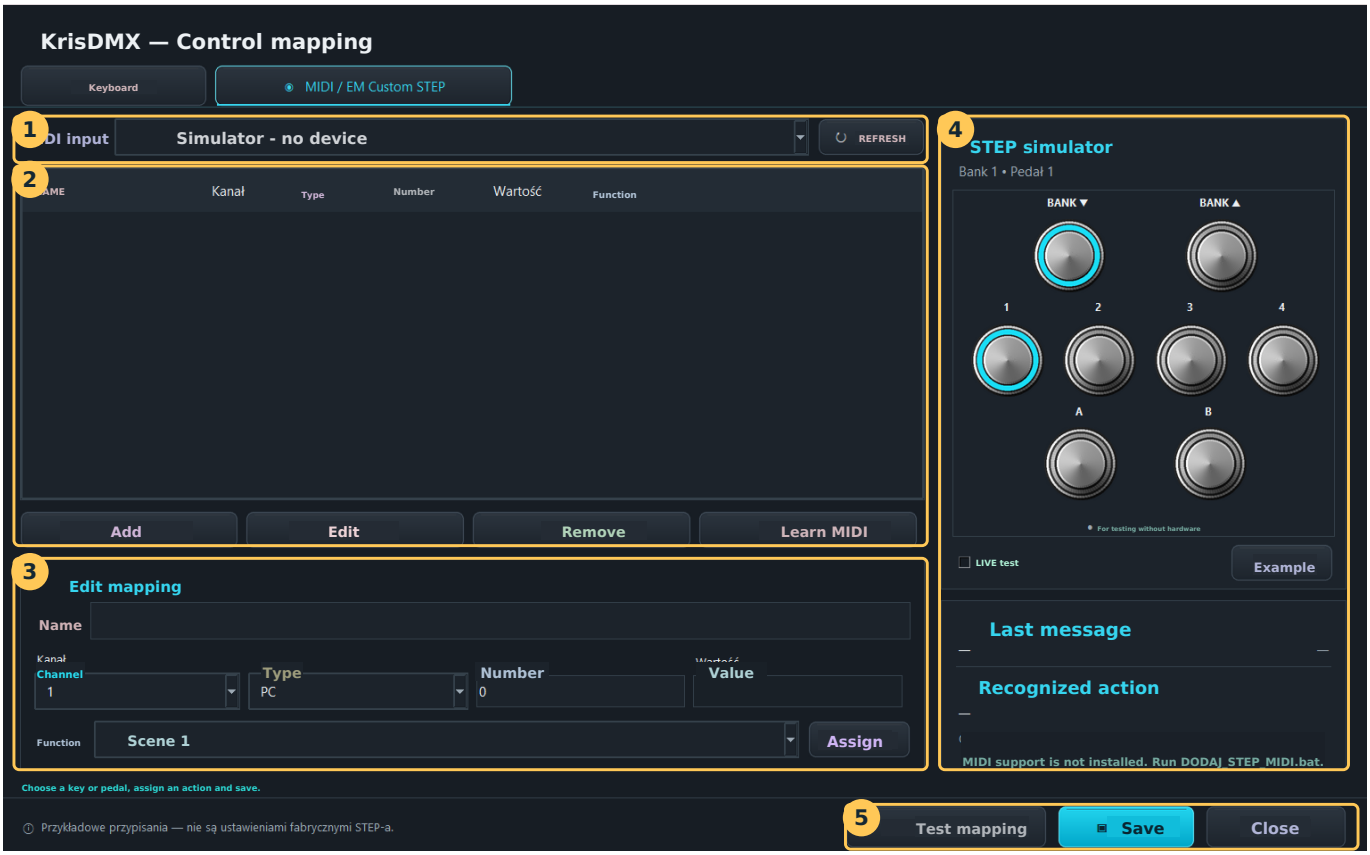
User screenshot with labels adapted to the guide language. Example values and states.

No.	Element / action	Operation
1	**Choose a key**	KEYBOARD/STEP opens mapping. Click a drawn key or use LEARN KEY and press the physical key. Check Num Lock for a numeric keypad.
2	**Function**	Select an action and ASSIGN. REMOVE SHORTCUT removes its binding; DEFAULTS restores defaults. Shift + 1-8 is a separate shortcut set.
3	**Test and save**	TEST MAPPING tests the action. SAVE persists changes. The picture includes scenes 1-8, blackout, ALL/SOLO and AUTO; after custom edits follow your saved map.

Shortcuts require KrisDMX to be running. Editing keyboard bindings does not automatically change a hardware MIDI controller’s messages.

KRISDMX / EN / 15

MIDI / EM Custom STEP



User screenshot with labels adapted to the guide language. Example values and states.

No.	Element / action	Operation
1	**MIDI input**	Choose a real port; refresh after connecting hardware. “Simulator - no device” does not confirm physical connection. The screenshot reports missing MIDI support.
2	**Rule list**	ADD/EDIT/DELETE manages bindings. LEARN MIDI captures a pedal/button event. Verify type, channel, number and value before assigning.
3	**Parameters**	PC = Program Change, CC = Control Change, NOTE = Note On. Channel: 1-16; number: 0-127. Choose a KrisDMX action and ASSIGN. Avoid duplicate messages or bank/pedal pairs.
4	**Simulator and diagnostics**	The simulator tests logic without hardware. LIVE TEST can execute actions. LAST MESSAGE and RECOGNIZED ACTION confirm decoding. EXAMPLE is not a factory STEP map.
5	**Save**	After testing press SAVE. If MIDI support is missing, use the application’s DODAJ_STEP_MIDI.bat, restart the application and select the port.

KRISDMX / EN / 16

Quick troubleshooting and saving

Element / action	Operation
Fixtures do not respond	Check DMX output, fixture address/mode, software profile, target, DIMMER, shutter and BLACKOUT. Then test one fixture through DMX 512.
BPM but no spectrum	BPM can come from the bridge. The analyser needs real audio. Check the loopback device and where Rekordbox sends audio.
Wrong track or beat	Check AUTO/DECK, crossfader and channel faders. Compare title, BPM and beat with the playing deck. Select a fixed DECK for diagnosis.
Scene stops / motion jerks	Check SPEED, clock source, time/beats, smoothing and point spacing. Motor speed and PAN/TILT limits remain physical constraints.
Timeline differs from audio	Check track identity, local/deck source, duration and beat grid. Distinguish view panning from playback seeking. Read transport messages.
AI 3D shows an old frame	Open the actual AI 3D window from the application. “Last image - no updates” is not an active preview. Check the connection and imported fixtures.
Before closing	Save the scene, program and show with their own controls. Also save the AI 3D layout and controller mappings. Audio-source settings are saved separately.

This guide was checked against the code and supplied screenshots of the KrisDMX 14.10 working version. It is not a physical test of fixtures or every controller model. Screenshots also contain error/off states, explained in the text.