CONNECTORS AT BACKSIDE [1] [2] [3]

USB-B IN [1]: Connects Dark Fire to the MIDI host, Dark Fire is USB bus powered, no additional power needed in stand alone operation.

DC POWER IN (5V, polarity + inside) [2]: Available if an active hub is mounted. Intended use: Relieve any power consumption from USB IN, powering daisy chain connected devices on USB Out.

USB-A OUT (optionally) [3]: Available if hub is mounted, allows connecting other MIDI devices in daisy chain.

DECK SELECT BUTTON [4]

Button toggles the MIDI channel of all control elements; Bicolored LED indicates current active deck assignment. Button can be customized to a 2-deck toggle, 4-deck toggle or normal button.

RGB LED BOOSTER: Button offers an inbuilt feature: Holding DECK SELECT and pushing LEFT Encoder to toggle and store permanently the intensities of all 10 RGB PAD LEDs (3 levels: dimmed/normal/boosted).

ENCODER [5]

Push/Rotate Encoder, free MIDI mappable. Typical usage: Beat jump (left) & Looping (right), FX control in addition layer etc.

8 RGB CENTRAL PADS [6]

Illuminated RGB PADs, buttons are optimized for high force presses, RGB LEDs inside support real RGB color mix (5 intensities per R/G/B=125 colors).

Typical usage: 8 Traktor hotcues with all hotcue type colors on the PADs (e.g. CUE=blue, LOOP=green etc) and additional colors (e.g. RED for deleting hotcues).

PADs can be mapped to different MIDI features on different SHIFT & BANK layers, color coding helps to indicate and memorize all mapped actions.

Memorize trick: Mapping low intensity color in OFF mode and same color in higher intensity if ON.

CENTRAL BUTTON [7]

Bicolor illuminated button (GREEN/YELLOW), free for any mapping purposes.

2 RGB BOTTOM PADS [8]

Illuminated RGB PADs (same as the 8 RGB CENTRAL PADs). Typically mapped to important or paired MIDI actions, e.g. CUE/PLAY or NUDGE-/+ or any other needed MIDI features. Layer specific RGB colors keep mappings intuitive, examples: Mapping the 2 PADs to CUE (orange) and PLAY (green), on SHIFT layer as NUDGE pair (e.g. cyan), on BANK2 for FX effects – all with their own action color.

SHIFT BUTTON [9]

Real SHIFT button, 'real' means: modifies the notes of other controls. Default: Press and hold button toggles from NORMAL to 2nd SHIFT layer, activating the 2nd MIDI functions of all other buttons. SHIFT feature can be enabled/disabled and modified to user needs via customizing.

MID BUTTON [10]

Free mappable button/LED. Button sends layer related notes (same a all buttons) and a global note, allowing an easy mapping of global features, example: DJ application supported SHIFT features.

BANK BUTTON [11]

Activates next BANK, modifying the notes of all other buttons (similar SHIFT). BANK feature can be disabled or activated. 2 or even 4 banks supported. All banks can be combined with SHIFT to allow multiple feature mappings. Bicolored LED indicates current active bank (default: 1=GREEN, 2=RED, 3=GREEN flashing, 4=RED flashing).

DARK
FIRE