

Find The Setting You Need

User Guide

This guide is a map to the less obvious DjMirror Pulse settings and editors. It is organized around common tasks: correct the picture, configure startup and display, manage on-screen text and overlays, rehearse lighting or automation, and find help.

DjMirror Pulse User Manual Series

Source: docs_user_manuals\SETTINGS_TOUR_GUIDE.md

Revision 2026.10 • Release 1.0.743

Table of Contents

Chapter 1: Correct The Picture On Screen

Chapter 2: Configure Startup, Display And Privacy

Chapter 3: Manage Ticker Messages And Visual Overlays

Chapter 4: Rehearse Lighting And Automate A Show

Chapter 5: Find Help And Check Your License

Chapter 6: Quick Lookup

Setting names can vary slightly with the app language and version. The paths below use the English UI. For audio, media search, or layer effects, use the dedicated [Audio Setup](#), [Media Search & AI](#), and [Layers, Shaders & FX](#) guides.

Chapter 1: Correct The Picture On Screen

Start with global output controls before compensating for the same problem separately in several layers.

1. Open **Settings** → **Global options**.
2. Adjust **Global Output Brightness**, **Contrast**, **Saturation** or **Blur** to correct the overall output. These master controls affect the composition as a whole.
3. If only one object or effect looks wrong, adjust that layer instead. See [Layers](#), [Shaders & FX](#).

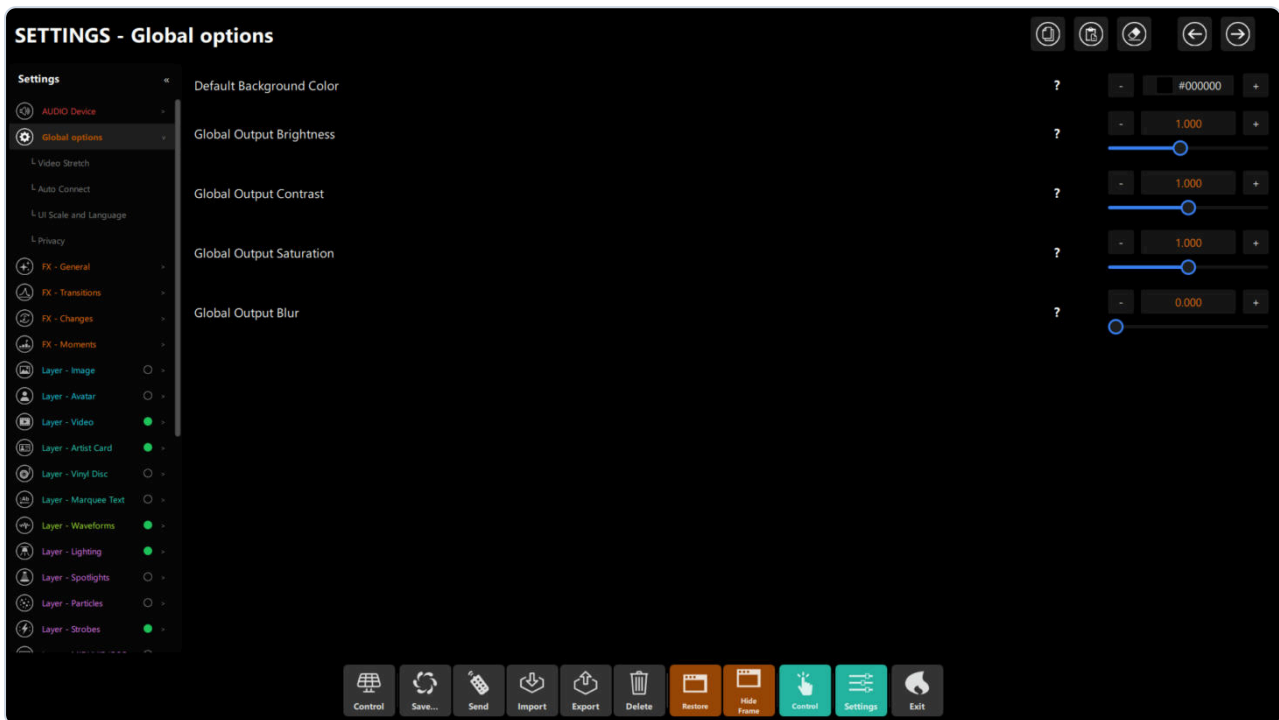


Figure 1: Settings → Global options. The sidebar lists its sub-pages (Video Stretch, Auto Connect, UI Scale and Language, Privacy); the page itself holds the master color, brightness, contrast, saturation and blur controls.

For content that appears stretched or cropped, open **Settings** → **Global options** → **Video Stretch** and set it to **Crop**, **Fit** or **Stretch** for the projector/display aspect ratio:

- **Fit** keeps the whole image visible and may leave unused space.
- **Crop** fills the display but can cut off the edges.
- **Stretch** fills the display by changing the image proportions.

Choose the result by checking the actual output screen, not only the control window.

Chapter 2: Configure Startup, Display And Privacy

Setting	Where	What it does
DMX Auto Connect at Startup (<code>dmxAutoConnect</code>)	Global options → Auto Connect	Reconnects to configured DMX hardware at launch. Useful in a fixed installation; verify the correct interface is connected before a show.
UI Scale (<code>screenScale</code> , 0.7–2.2)	Global options → UI Scale and Language	Changes the size of the app controls, not the audience output.
Language (<code>language</code>)	Global options → UI Scale and Language	Choose a supported language or Auto to follow the system.
Send Usage Statistics (<code>analyticsConsent</code>)	Global options → Privacy	Controls optional usage analytics. License checks are separate and are not disabled by turning analytics off.

Most user settings are saved by the app. Do not edit `config.json` to change an option unless you know that option is file-backed; see [Config & CLI](#) for which settings live in that file and where the effective copy is located.

Chapter 3: Manage Ticker Messages And Visual Overlays

Text Messages (marquee)

Open **Settings** → **Layer - Marquee Text** → **Text Messages** to add, edit or remove ticker messages. A message can use custom text, the selected artist's name, or the artist's bio (choose with the **Custom**, **Artist Name** and **Artist Bio** buttons). Use the switch at the left of each entry to enable or disable it, **Add message** to create one and **X** to remove it. The **Marquee Text** layer's main page controls how the ticker looks — for example its color, speed and font — while this editor controls what it says. If no message is enabled, the artist's bio is shown.

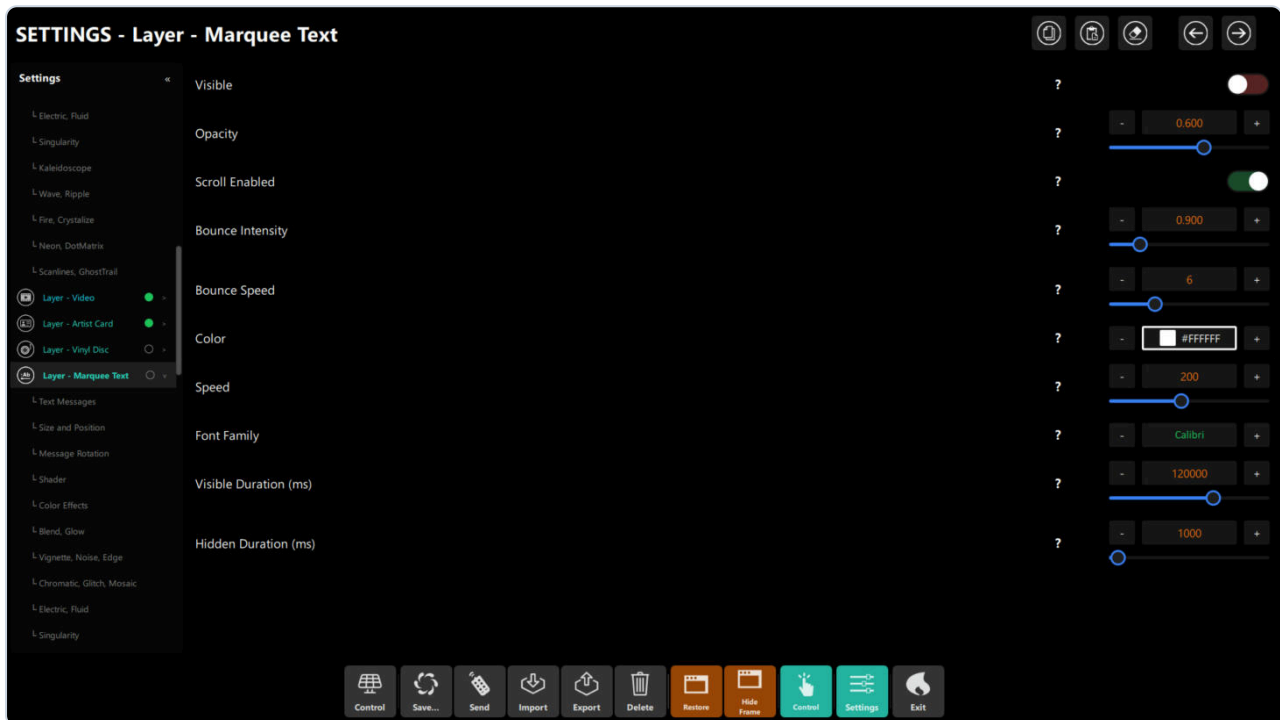


Figure 2: Settings → Layer - Marquee Text: visibility, opacity, scroll, bounce, color, speed, font and timing.

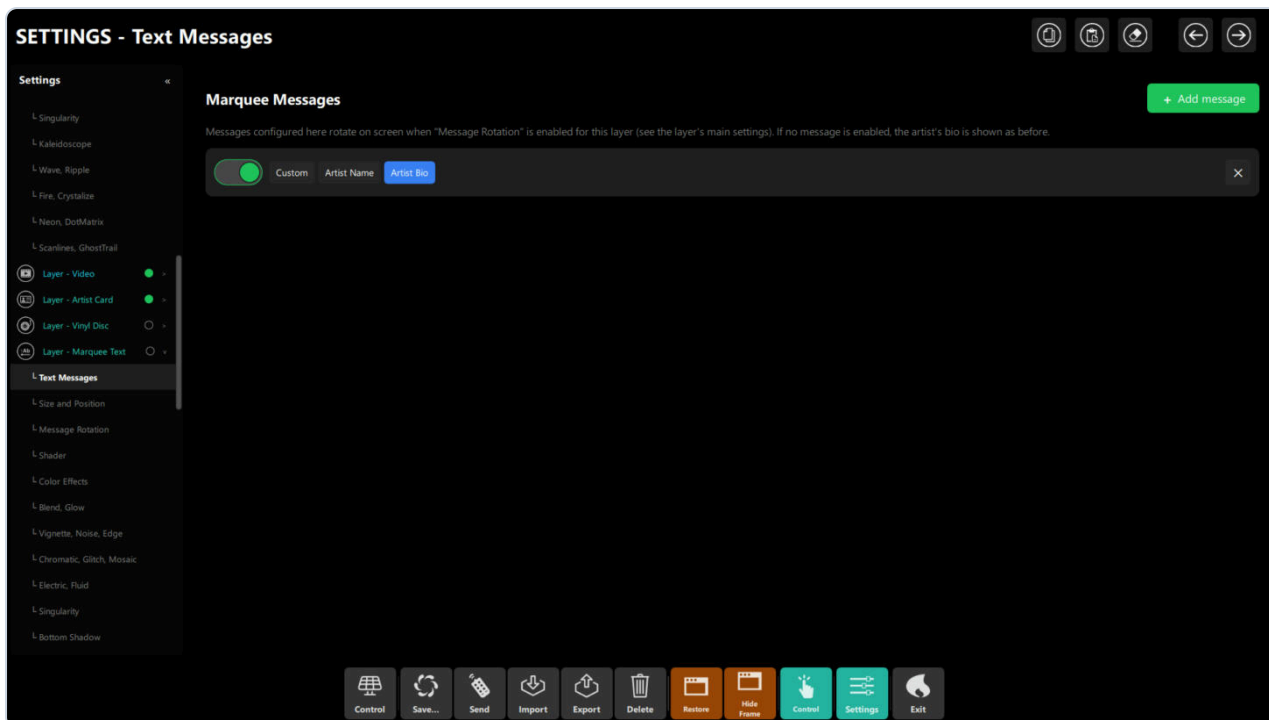


Figure 3: Text Messages sub-page: one row per message, each with an on/off switch and its source.

Mask

Open **Settings** → **Layer - Mask** to enable the mask, set its opacity, choose a shape and adjust its scale. A mask changes the visible image area; it does not crop or modify the source media file.

Artist Card

Open **Settings** → **Layer - Artist Card** for presentation controls such as 2D/3D logo style, visibility, opacity, size, position, rotation and animation. These are presentation settings for the card layer, not per-artist profile fields. The selected artist's name, logo and bio are managed in the Artists section; see [Content Management](#).

Vinyl Disc

Open **Settings** → **Layer - Vinyl Disc** to show or hide the disc layer and adjust its opacity, color, rotation speed, line thickness, size and position. Treat the range values as tuning controls: change one at a time and check the audience output.

MIDI/HID/OSC reaction overlay

The MIDI/HID/OSC overlay is a visual feedback layer for controller activity. Its **Visible** and **Opacity** controls affect that glow; they do not configure the controller mapping itself. See [MIDI & HID Controller Setup](#) to map hardware actions.

Chapter 4: Rehearse Lighting And Automate A Show

These editors are optional. If you are new to the app, first make a manual change and confirm what it does before adding automation.

DMX Simulator

Open **Settings** → **DMX Simulator** to arrange virtual fixtures and rehearse output without relying on the physical stage lights. Use the simulator to check layout, colors, movement and dimmer behavior before connecting the real rig. For fixture patching and safety checks, follow the [DMX Rig Configuration Guide](#).

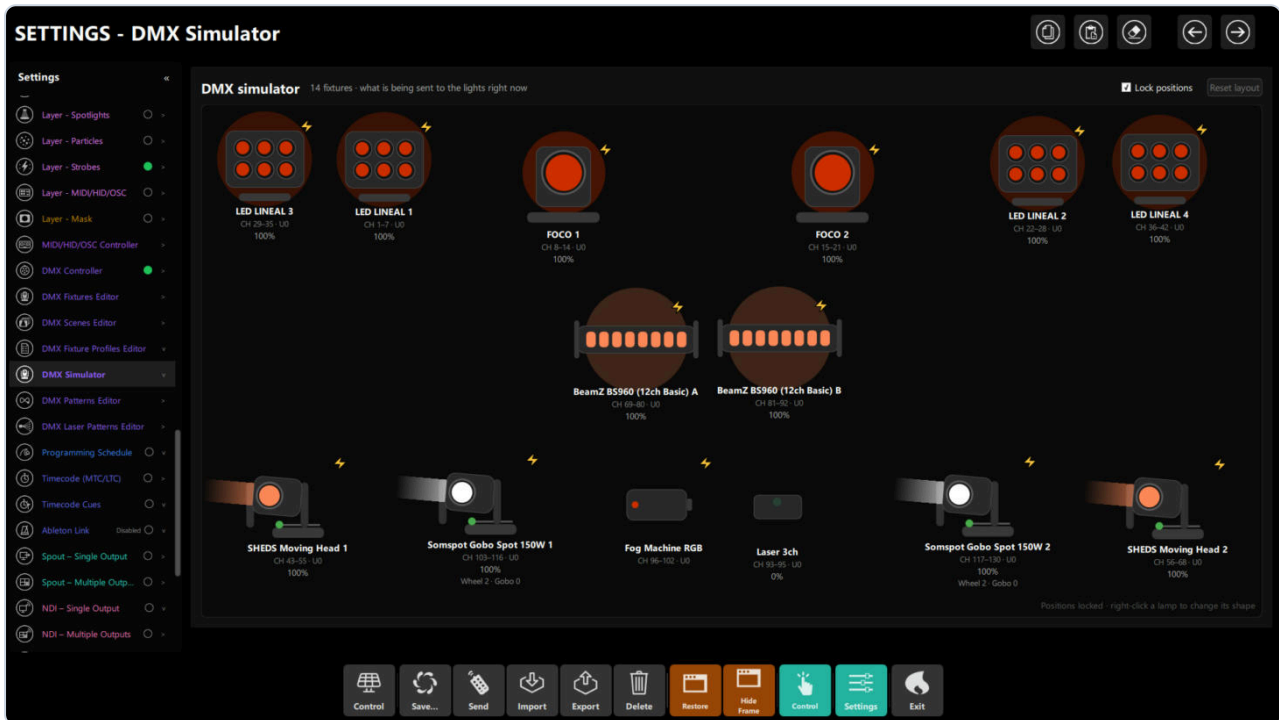


Figure 4: Settings → DMX Simulator. Each lamp shows its channel range, universe and current level, so you can see what is being sent to the lights right now. Untick **Lock positions** to rearrange the lamps; right-click a lamp to change its shape.

DMX Patterns and Laser Patterns

- **DMX Patterns Editor** manages movement patterns and keyframes, including pattern duration and looping.
- **DMX Laser Patterns Editor** configures laser preset intervals and blackout-related behavior.

Laser settings are safety-critical. Follow the fixture manufacturer's instructions and venue requirements; never use a rehearsal preview as a substitute for verifying the real installation.

Programming Schedule and Timecode Cues

- **Programming Schedule** runs configured actions at specified days and times.
- **Timecode Cues** runs actions when an MTC/LTC or manual timecode reaches a cue.

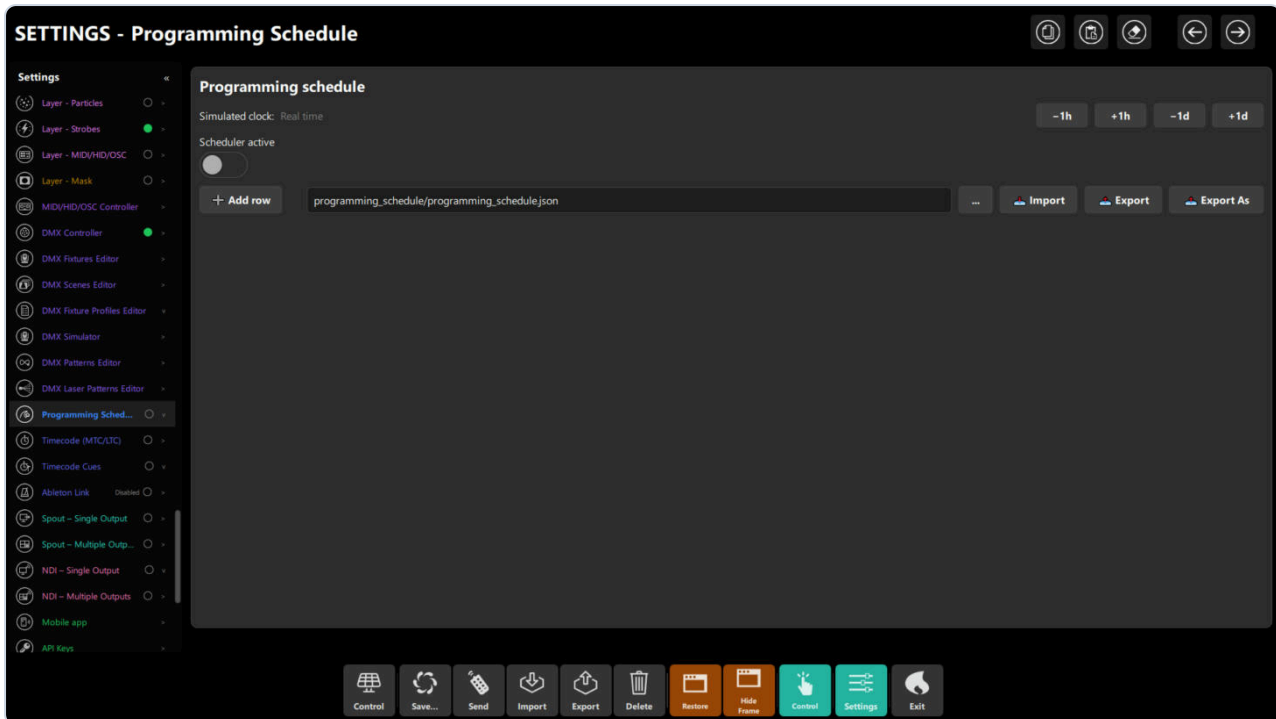


Figure 5: Settings → Programming Schedule. The **Scheduler active** master switch, the simulated-clock buttons (-1h, +1h, -1d, +1d), **Add row**, and the file Import/Export controls.

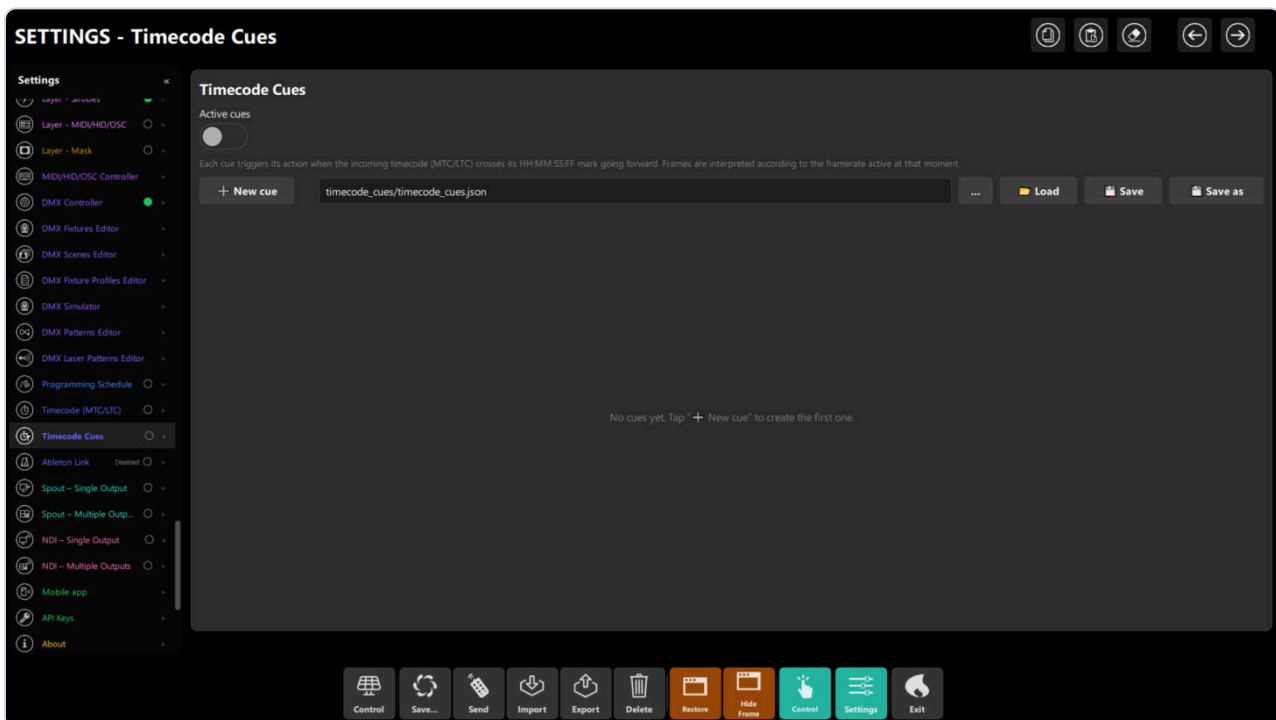


Figure 6: Settings → Timecode Cues: the **Active cues** switch, **New cue**, and the Load/Save/Save as file controls.

Rehearse each action before enabling it for a live event. The dedicated [Schedule](#) and [Timecode Shows](#) guides explain setup and cue behavior.

Ableton Link

Open **Settings** → **Ableton Link** to enable Link and select the clock source. The default **Audio analysis** uses the app's audio beat tracking. Choose a Link-based source only when you intend to synchronize with other Link

participants. Beat policy, downbeat, phrase and effect-tempo controls affect beat-driven behavior; the effect multiplier does not change the shared Link session tempo. Link and beat-clock settings are stored separately from `config.json`.

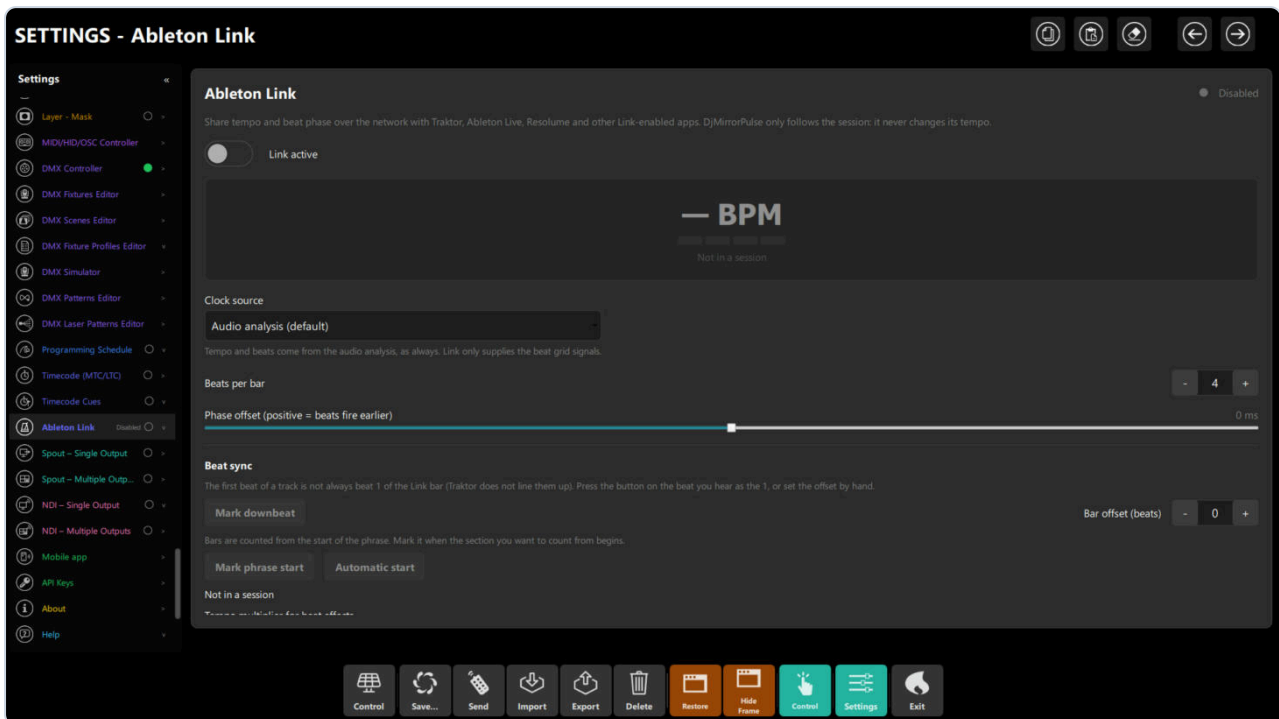


Figure 7: Settings → Ableton Link while disabled. **Link active** is the master switch; below it are the live BPM display, the **Clock source** (default: Audio analysis), beats per bar, phase offset and the beat-sync buttons.

DMX Quick Controls

The DMX panel's quick controls provide one-touch actions such as Strobe Burst, Clear Blackout, Movement Engine, Auto Dimmer and Long Fog Burst. They act on the live rig. Test their behavior with the simulator or in a controlled rehearsal before using them during a show.

Chapter 5: Find Help And Check Your License

- **Help** → **Active License** shows the edition, activation status, partial key, machine/distributor IDs and feature availability. Start here if a feature appears locked.
- **What's New** shows the app changelog.
- **Network & Configuration** summarizes server/client networking.
- **MCP Server** summarizes the MCP connection. For setup, see [MCP Server for Users](#).
- **Command Line** summarizes launch flags. For file locations and flag behavior, see [Config & CLI](#).
- **About, License** and **Third-party licenses** provide product and legal information.

Chapter 6: Quick Lookup

I want to...	Start here
Fix brightness, contrast or saturation across the output	Settings → Global options
Change how video fits the display	Settings → Global options → Video Stretch
Add or edit ticker text	Settings → Layer - Marquee Text → Text Messages
Enter stock-media and AI keys	Settings → API Keys (Pixabay/Pexels image+video, Gemini)
Change a logo/card's presentation	Settings → Layer - Artist Card
Rehearse a lighting change	Settings → DMX Simulator
Schedule a change by clock time	Programming Schedule
Trigger changes from MTC/LTC	Timecode Cues
Diagnose a locked feature	Help → Active License