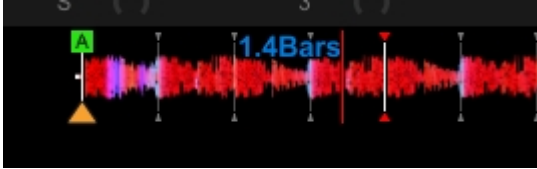


finding the deck multilevel pointer in rekordbox

- 1) open up rekordbox and load a track into a deck
- 2) open up cheat engine and open the rekordbox.exe process
- 3) start a new scan for an exact 4 byte value with the current beat number



(currently its 4)

- 4) change the beat number by skipping a few seconds into the track and use that new number to make a next scan
- 5) repeat step 4) until you have only one number in the address list

Found: 1

Address	Value
1BFB35CF8AC	3

- 6) double clicking it will add it into the bottom panel, double click its address and copy the value
- 7) subtract 0x245c (this is the beat number offset) from it

Hex Calculator

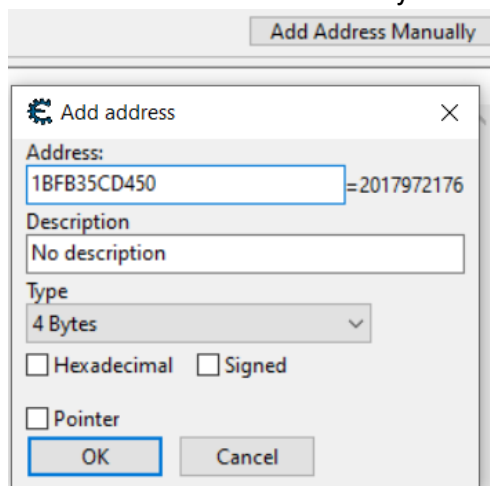
Hexadecimal Calculation—Add, Subtract, Multiply, or Divide

Result

Hex value:

1BFB35CF8AC – 245c = **1BFB35CD450**

- 8) the result is the deck's base address, now we could use this address but it would change every time we open up rekordbox, so we have to get a pointer to it
- 9) add this new address manually into the bottom panel



- 10) right click > pointer scan for this address > leave everything default (skip warnings if they come up) > select a random save location (we wont need this)

11) sort the table with the last offset column so we get the fewest offsets possible

Pointer scan : werwerw.PTR

File Distributed pointer scan Pointer scanner

4 Bytes

Base Address	Offset 0	Offset 1	Offset 2	Offset 3	Offset 4	Offset 5	Offset 6
"rekordbox.exe"+03F2AF...	40	E00	E8	1D8	1C0	A0	0
"rekordbox.exe"+03F43C...	F0	E8	78	60	200	0	0
"rekordbox.exe"+03F71C...	F0	E8	78	60	200	0	0
"rekordbox.exe"+03F7D2...	100	8	0	170	160	C0	0
"rekordbox.exe"+03F7BC...	68	228	0	170	160	C0	0

12) You should get something like this and remember to use the one with the „rekordbox.exe” module and not anything else. If you have *0xf0* and *0x28* then you got the correct address 99.999%, but its possible that with a newer rekordbox version you will get different ones. If this happens then you will have to update those offsets too but i did not bother creating variables for them in the code.

Pointer scan : werwerw.PTR

File Distributed pointer scan Pointer scanner

4 Bytes

Base Address	Offset 0	Offset 1	Offset 2	C
"THREADSTACK0"-00000388	670	148	0	
"THREADSTACK0"-00000380	670	148	0	
"rekordbox.exe"-03F72180	F0	28	0	
"rekordbox.exe"+03F85360	750	148	0	

```
const int deckPointer = 0x03f72180;
```

also check the next page!

finding the master deck pointer

- 1) open up rekordbox and switch to 4 deck view
- 2) open up cheat engine and attach to rekordbox.exe
- 3) change the master to a random deck

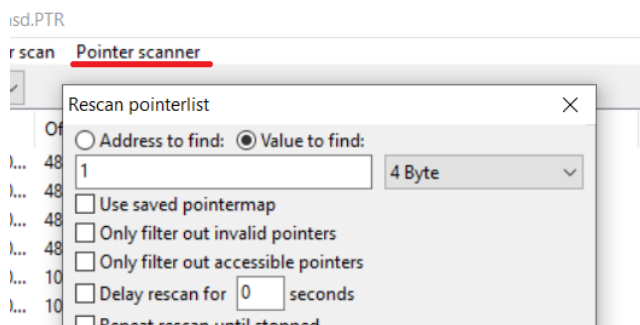


- 4) in cheat engine do a new scan with a 4 byte exact value for **the number of the deck – 1 (!)** (pro tip: avoid using deck#1 because if you search for 0 it will be slow)
- 5) repeat changing decks and do a next scan until you get only a handful of results

Found: 8

Address	Value
1BFAC1FFAD4	2
1BFAD87690C	2
1BFADDE82A0	2
1BFADE07AB0	2
1BFADE08AD0	2
1BFADE09AF0	2
1BFB39E575C	2
1BFBB5ED610	2

- 6) add them into the bottom panel, select one randomly and do a pointerscan same as mentioned above (step 10).
- 7) change the master deck one more time and then do pointer scanner > rescan memory



- 8) change its type to „value to find” and enter the new value > click ok
- 9) sort the table and double click on like 10-15 pointers (with the rekordbox.exe module) which adds them into the bottom panel
- 10) restart rekordbox and wait for it to load then set a master deck
- 11) reattach cheat engine to rekordbox.exe and KEEP the current address list
- 12) you should see 1 or 2 pointers with the correct master deck value, those are what you need, just paste them into the config file