

Hercules®

dj CONTROL AIR+

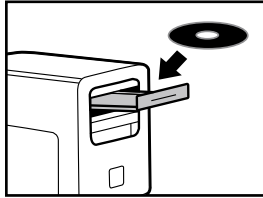


  GETTING STARTED WITH DJCONTROL AIR+ AND DJUCED™ 40°



INSTALLATION

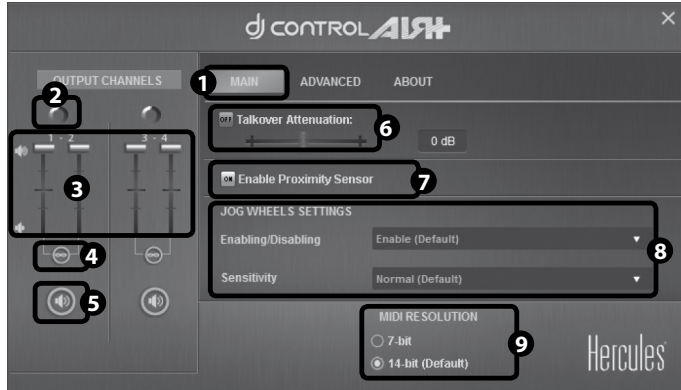
- Insert the CD-ROM.



- Run the installer program.
- Follow the instructions.

The DJControl AIR+ drivers and control panel software are installed on your system, along with the DJUCED™ 40° software.

The DJControl AIR+ control panel:



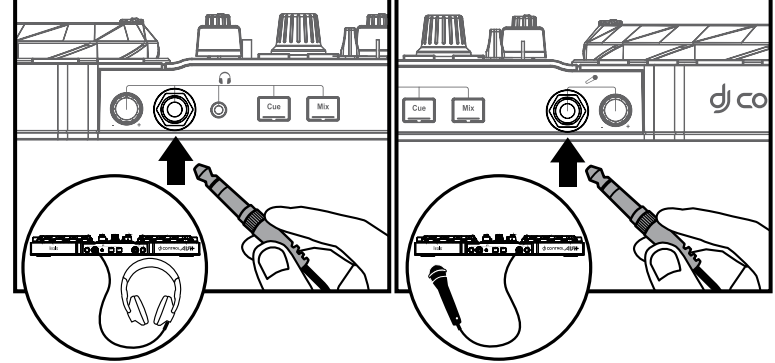
- 1- Main tab
- 2- Output balance (left/right) for channels
- 3- Volume on channels 1-2 and 3-4
- 4- Unlock/lock right and left channel volume
- 5- Mute on/off
- 6- Adjust talkover attenuation level
- 7- Disable/enable proximity sensor
- 8- Set jog wheels (disable/enable and set sensitivity)
- 9- Select MIDI resolution

Please note that the DJControl AIR+ control panel may differ slightly on Mac.

More information (forum, tutorials, videos...) available at www.HERCULESDJMIXROOM.com

1 - CONNECTING HEADPHONES, A MICROPHONE AND SPEAKERS

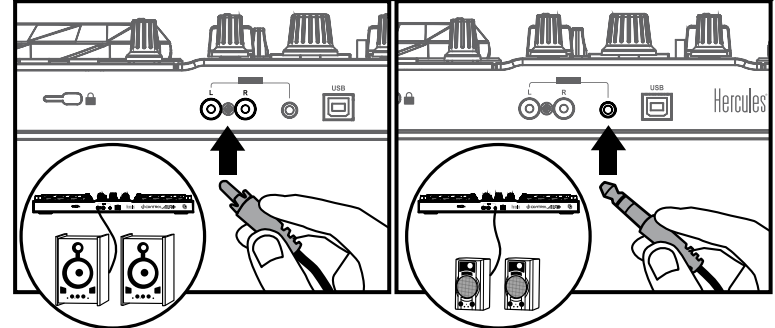
FRONT PANEL: HEADPHONES AND MICROPHONE



! When connecting headphones, make sure that the volume level is suitable for listening with headphones: start playing a music track before putting on the headphones, and turn down the volume if it seems that the sound coming from the headphones is too loud.

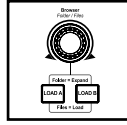
Microphone: you can only connect a balanced microphone, such as a dynamic balanced microphone.

REAR PANEL: SPEAKERS



2 - LOADING YOUR MUSIC IN DJUCED™ 40°

Use the Files / Folders rotary browser knob to browse through files and folders.



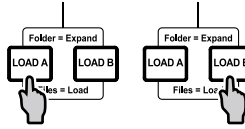
Browse through the list of folders or through files:



Press the browser knob to toggle between folders/files:



Press the **Load A** or **Load B** buttons to enter/exit the selected folder, or load the selected file on the corresponding deck:



2.1 Browse to the location where your music files are stored on your computer.



2.2 After highlighting a track, press **Load A** to load the track on deck A, or press **Load B** to load the track on deck B. DJUCED™ 40° automatically analyzes the BPM (number of beats per minute) of the track you have loaded.

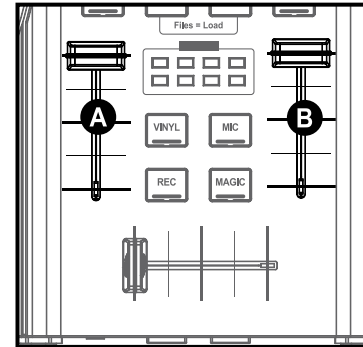


DJUCED™ 40° lets you play the most popular audio file formats (mp3, wav, wma, aif, ...) if the codec is installed on your computer. If a file format is not properly recognized in iTunes, Windows Media Player... update your version of the software in question.

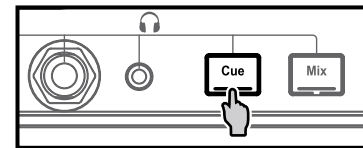
3 - MONITORING A TRACK

Monitoring lets you prepare the next track to be played (following the track that you are currently playing for your audience). You will use monitoring to beatmatch the next track to be played, or pause the track at a precise spot so that playback will start from this exact position. Or you can place a HotCue point, which will let you start playback of the track from that point (please also see section 6 - WORKING WITH HOTCUE POINTS).

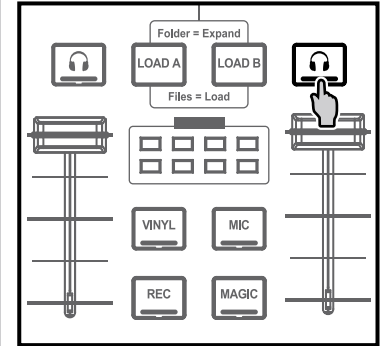
3.1 You are playing a track on deck A, and want to monitor the next track on deck B.



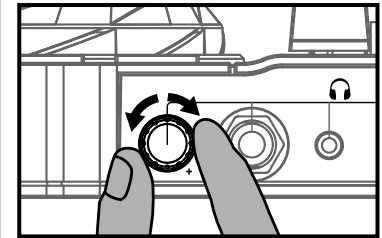
3.2 Press the **Cue** button before you start playing the track to be monitored.



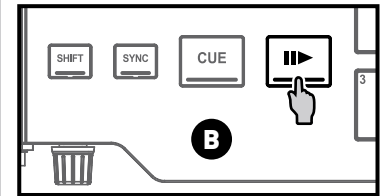
3.3 Press the **Headphones** button on deck B (the deck on which the track that you want to monitor is loaded).



3.4 Adjust the volume on your headphones using the headphones volume knob.



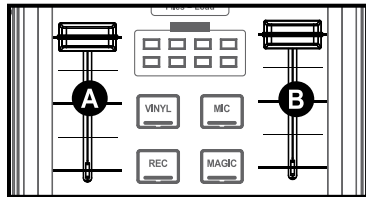
3.5 Start playing the track to be monitored on deck B. Prepare the track (beatmatch the track, place a HotCue point...).



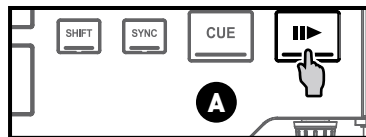
4 - MIXING TRACKS

Mixing tracks means to link up songs, one after another, without any gaps or silences between them.

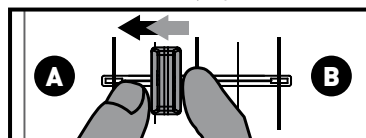
4.1 You have loaded a track onto each deck (A and B). Position the volume faders as shown below.



4.2 You start off by playing the track on deck A.

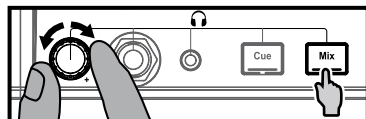


4.3 Set the crossfader to the side of the deck on which the track is playing (here, to the left).

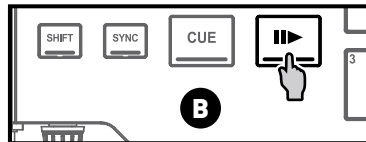


4.4 Press the **Mix** button on the front panel. The sound that will be played for your audience on the speakers will be the same as the sound being played on your headphones.

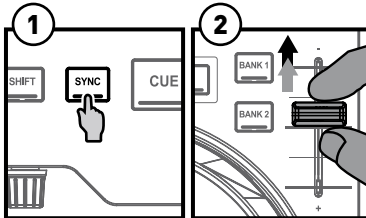
Adjust the volume on your headphones using the headphones volume knob.



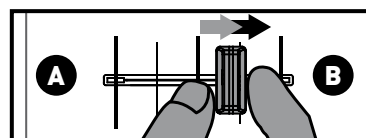
4.5 Before the end of the track being played, start playing the track loaded on deck B.



4.6 To ensure a transition at the same tempo, synchronize the BPM (number of beats per minute) of the track that you are getting ready to play. Here, press the **Sync** button on deck B (1), so that the BPM value of this track will match the BPM of the track that is about to finish (on deck A). Or set the same BPM as on Deck A using the pitch fader (2).



4.7 To make the transition, progressively move the crossfader toward the deck on which the new track is being played (here, to the right).

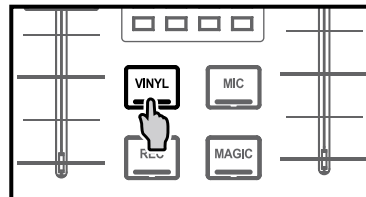


When there are 30 seconds remaining until the end of the track, an alert is displayed to let you know that it's time to get ready to play the next track.

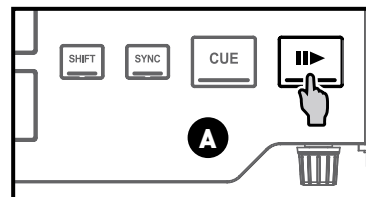


5 - SCRATCHING ON A TRACK

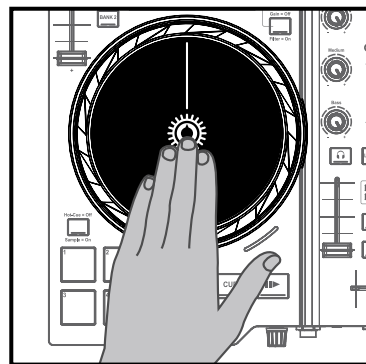
5.1 Make sure that the **Vinyl** button is lit up, so that you are in Scratch mode.



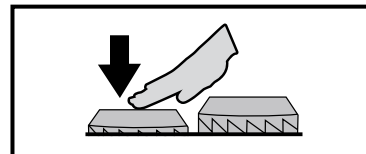
5.2 Start playing a track loaded on deck A, for example.



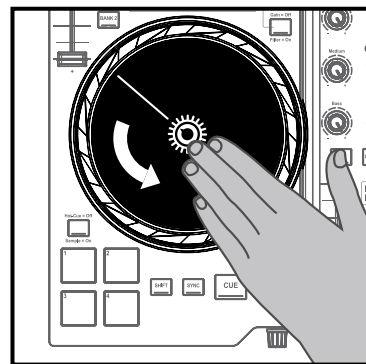
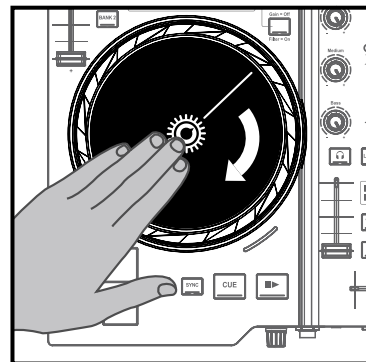
5.3 Place your hand on the jog wheel on deck A, as shown in the illustration.



5.4 Press down slightly on the jog wheel...



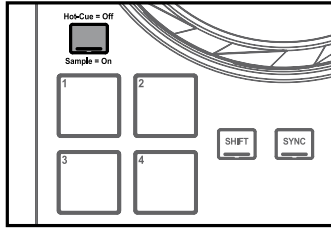
5.5 ... and gently turn the jog wheel to the right and to the left, in succession.



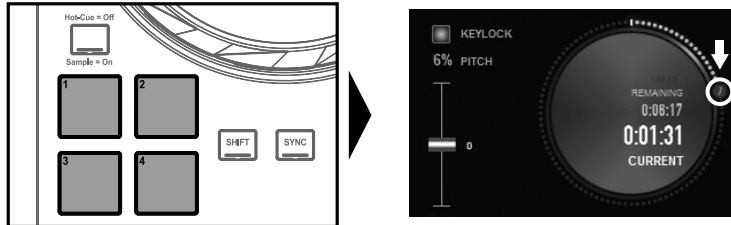
6 - WORKING WITH HOTCUE POINTS

A **HotCue point** is a marker that you can place in a music track. It lets you start playback of the track from that point.

6.1 Make sure that the **HotCue/Sample** button is **off** (this is HotCue mode, the default mode).

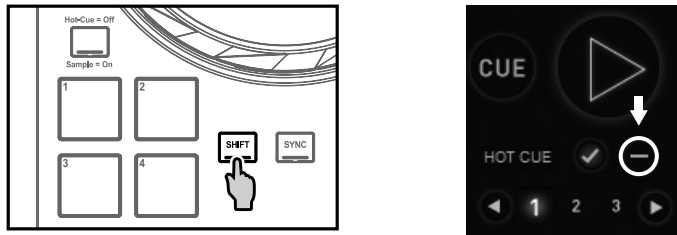


6.2 You can place up to 4 markers, known as HotCue points: press pad 1 to place HotCue 1, pad 2 to place HotCue 2, etc. Once this is done, when you are in HotCue mode simply press one of pads 1 to 4 to access the corresponding marker in the track.



When you press the **Cue** button, playback starts from the last HotCue point you have placed in the track.

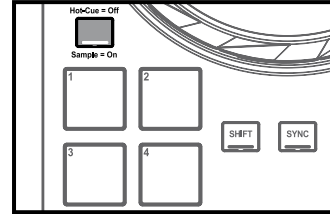
6.3 To delete a HotCue point: when in HotCue mode, press the **Shift** button and press the pad associated with the HotCue point that you want to delete. Or you can click on the **Minus sign** button (in the DJUCED™ 40° software) to delete the corresponding HotCue point.



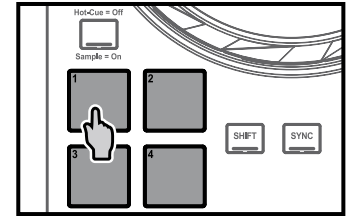
7 - WORKING WITH SAMPLES

Playing a sample on a track that has been loaded and is being played:

7.1 Make sure that the **HotCue/Sample** button is **on** (this is Sample mode).

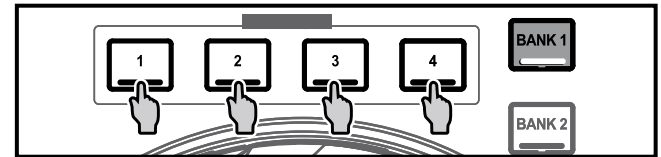


7.2 Tap on one or more pads to trigger the samples (a short snippet of music or sound). The more pressure you apply on the pad, the louder the volume of the sample played will be; however, you can disable this velocity-dependent aspect in the control panel, if you prefer. When a sample is triggered on a pad, the pad stays lit up the same amount of time as the sample length: perhaps one second, for a short sound like a drum hit; a few seconds, for a sample of music (for example).



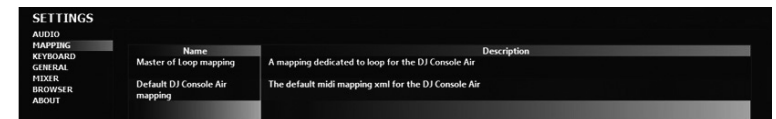
8 - WORKING WITH EFFECTS

8.1 Applying an effect on a track that has been loaded and is being played: Make sure that the **Bank 1** button is **on**. Press **button(s) 1, 2 and/or 3** to toggle the corresponding effect(s) on or off. Press **button 4** to toggle MacroFx (a combination of effects) on or off.



The corresponding effect is displayed in DJUCED™ 40°, and is applied to the track being played.

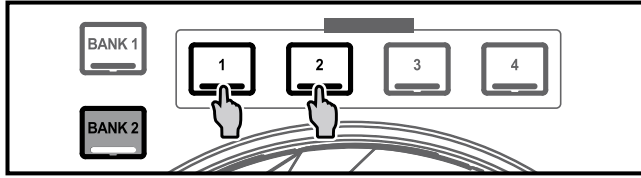
! The **Mapping** tab in the **SETTINGS** panel of the DJUCED™ 40° software lets you choose from among the different mapping configurations available for effects and loops.



9 - WORKING WITH LOOPS

9.1 Looping in or out

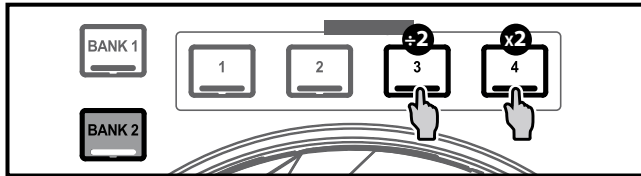
Make sure that the **Bank 2** button is **on**. Then press **button 1** to set the loop's start point, and **button 2** to set the loop's end point. Use the vertical lines in DJUCED™ 40° (1 line = 1 beat), as well as the music being played, to help you determine the best place for the end of the loop.



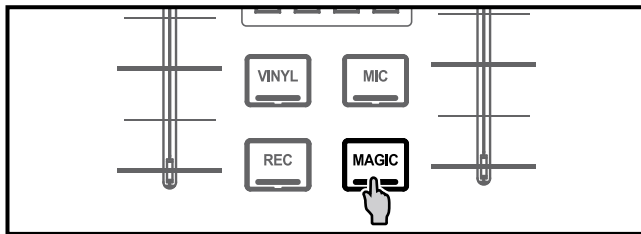
DJUCED™ 40° plays a part of the track as a loop.

9.2 Increasing or decreasing the length of the loop

Make sure that the **Bank 2** button is **on**. Then press **button 3** to divide the length of the current loop in half, or **button 4** to double the length of the loop.



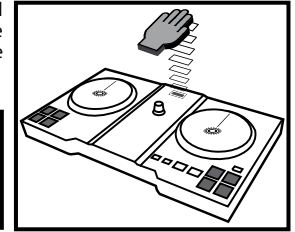
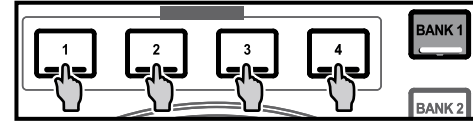
Press the **MAGIC** button to instantly split the current loop into 4 parts, and assign the parts of the loop to the 4 pads. If you press the **MAGIC** button without having a current loop, nothing will happen and a message will be displayed at the bottom of the DJUCED™ 40° window, instructing you to first create a loop before you can generate samples.



10 - USING THE AIR CONTROL

10.1 In the DJControl AIR+ control panel, make sure that the proximity sensor (air control) is enabled.

10.2 Make sure that the **Bank 1** button is **on**. Press and hold button **1, 2, 3** or **4** and move your hand above the proximity sensor at the same time to modulate the amount of the effect applied.



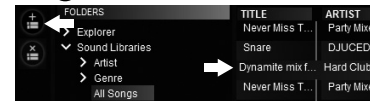
11 - CREATING A PLAYLIST

A playlist is a set of tracks that you choose to group together – as part of a specific genre (electro, rock...) or theme (favorites, party, birthday, 80s...).

11.1 Highlight one of the tracks that you want to add to the playlist, using the Files / Folders rotary browser knob:



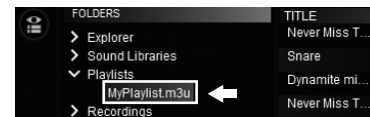
The **Ⓜ** button appears on the left.



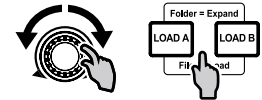
11.2 Click the **Ⓜ** button to create a playlist. Enter a name for the playlist, then click **OK**.



The new playlist appears in the Playlists folder.



11.3 Return to the folder containing your music, using these controls:



11.4 In DJUCED™ 40°, select one or more tracks using your mouse.

By holding down the SHIFT key on your computer's keyboard, you can select several consecutive files.

Drag and drop the selected files into the playlist you have created (here, **"My Playlist"**).

