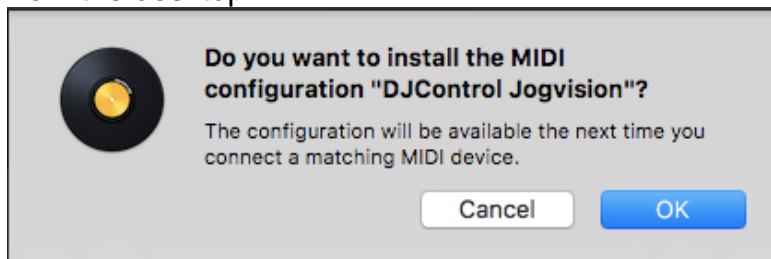


A. Djay Pro Settings

This mapping is for djay Pro (tested in djay Pro release 1.3.1 in Mac OS 10.11 & 10.12)

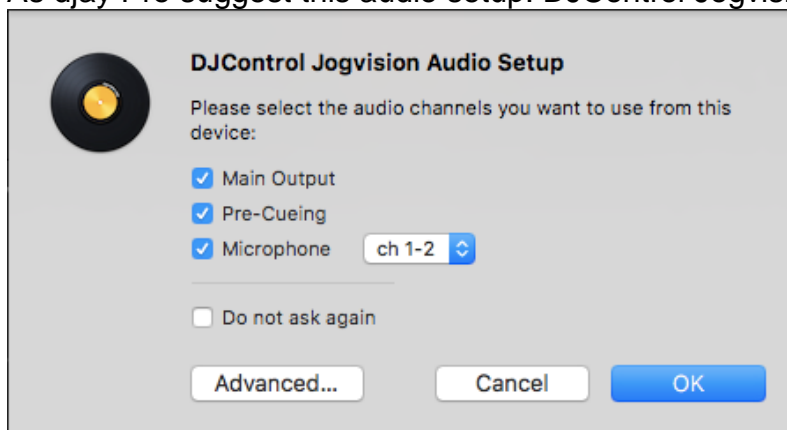
1. Install the MIDI map in djay Pro

- Download DJControl Jogvision map file from Hercules support website, in the MIDI mapping area <https://support.hercules.com/en/product/djcontroljogvision-en/>
- Uncompress it to get the .xml file, copy the xml file on Mac OS desktop
- Double click on it: djay Pro asks "Do you want to install the MIDI configuration "DJControl Jogvision"?". Click OK, the xml is installed in djay Pro and removed from the desktop.



2. Set the audio in djay Pro

- Connect your DJControl Jogvision to the Mac.
- Run djay Pro: it detects DJControl Jogvision.
- As djay Pro suggest this audio setup: DJControl Jogvision Audio Setup:

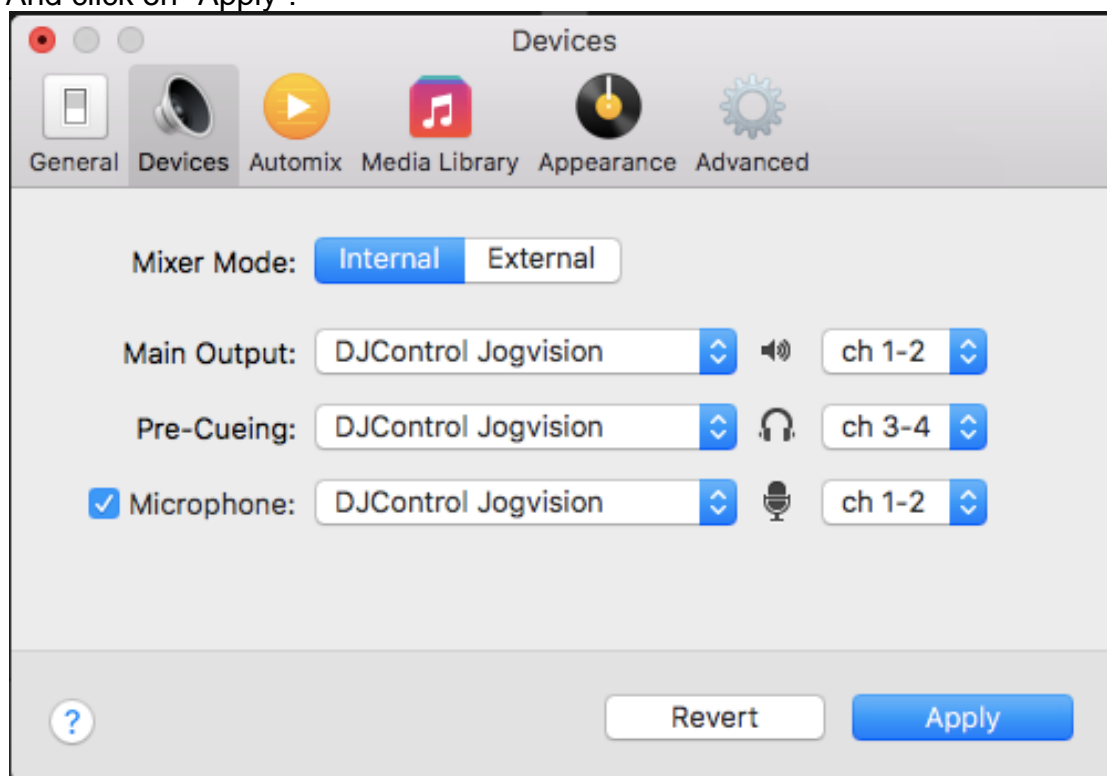


"Please select the audio channels you want to use from this device:", then check:

"Main Output
Pre-Cueing
Microphone ch 1-2"
And click on "OK".

- If you get no suggestion as audio setting, click on djay Pro > Preferences > Devices, and set:
Mixer Mode: Internal

Main Output: DJControl Jogvision ch 1-2
Pre-Cueing: DJControl Jogvision ch 3-4
Microphone DJControl Jogvision ch 1-2
And click on "Apply".



B. djay Pro Graphic User Interface

djay Pro has a 2-deck and a 4-deck mode; you chose it with an icon on right of the top bar:

- 2-deck: click on the circle icon



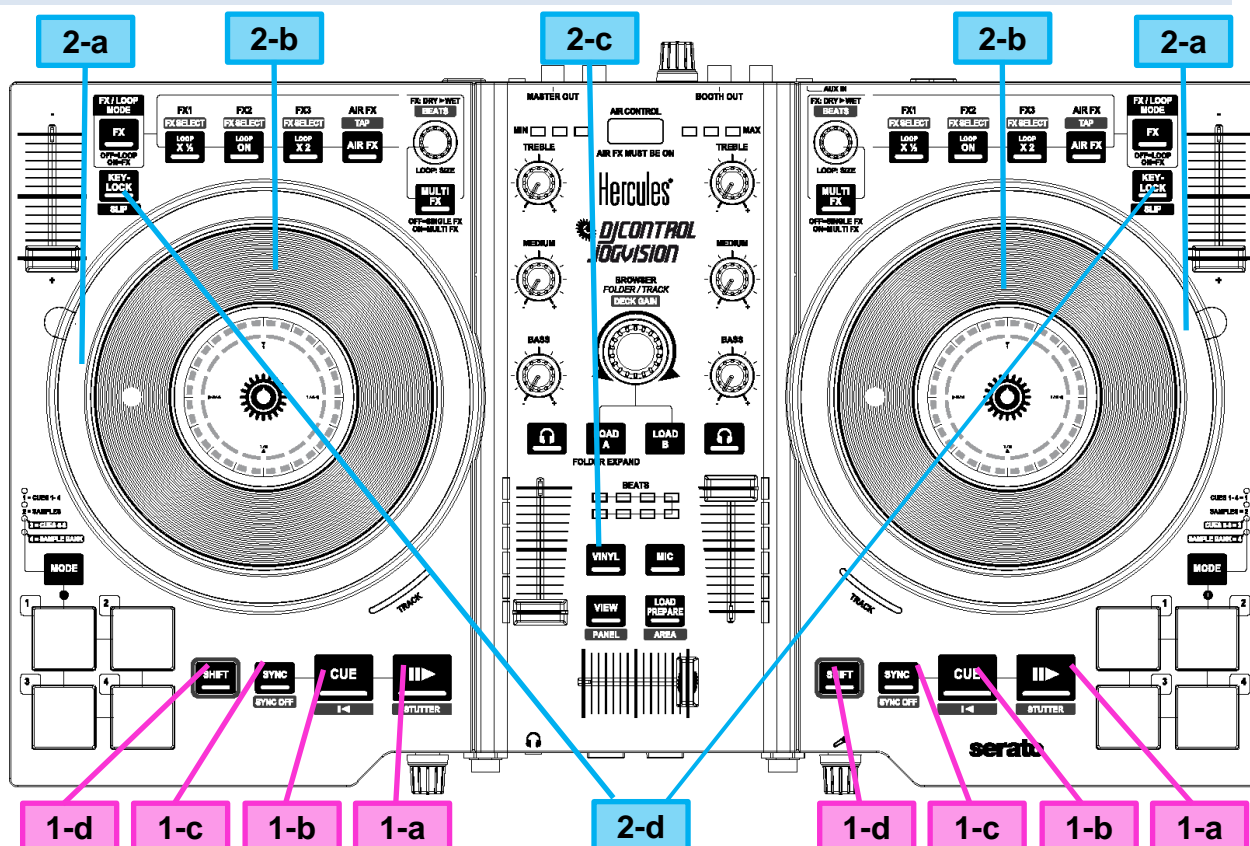
- 4-deck: click on the 4 vertical bars.



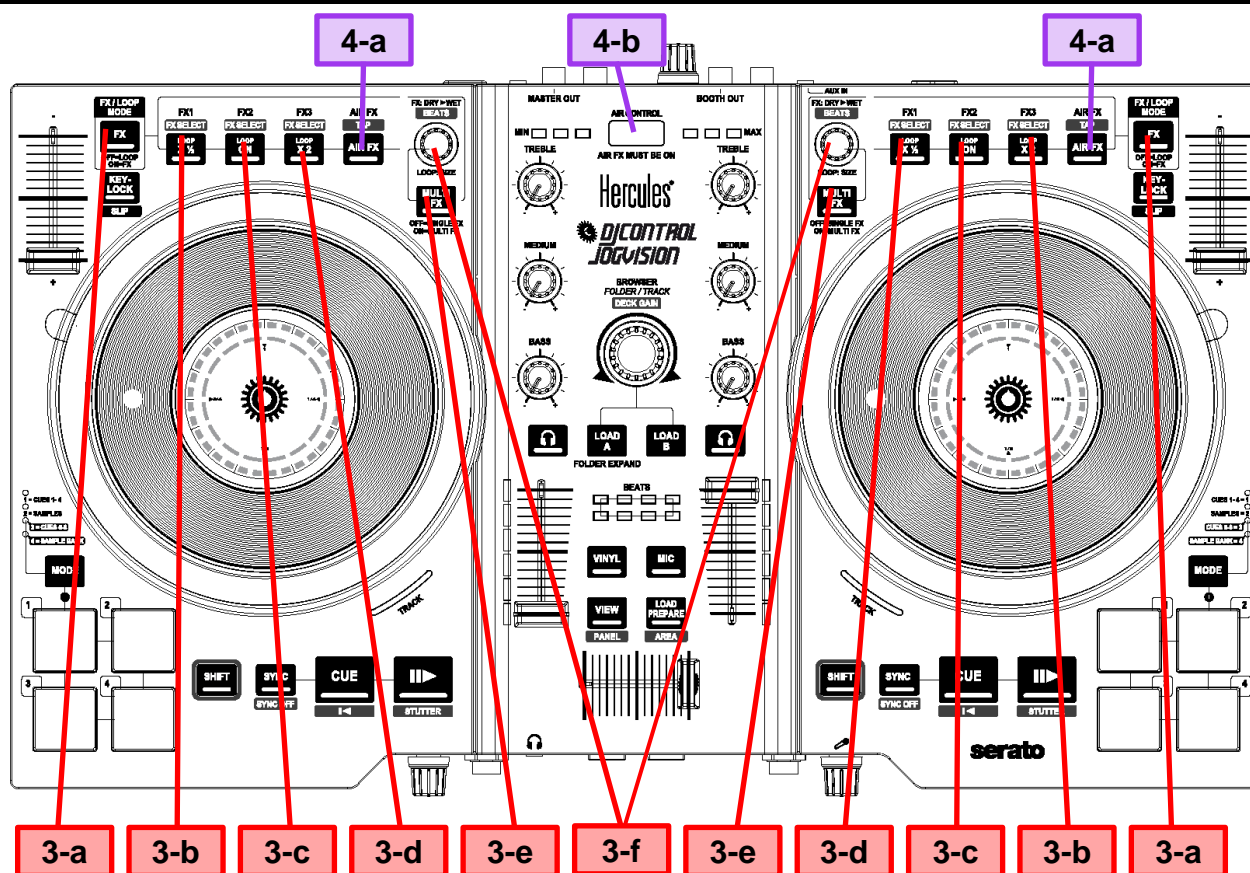
With DJControl Jogvision, you should use the 2-deck user interface, deck A = deck 1 and deck B = deck 2.



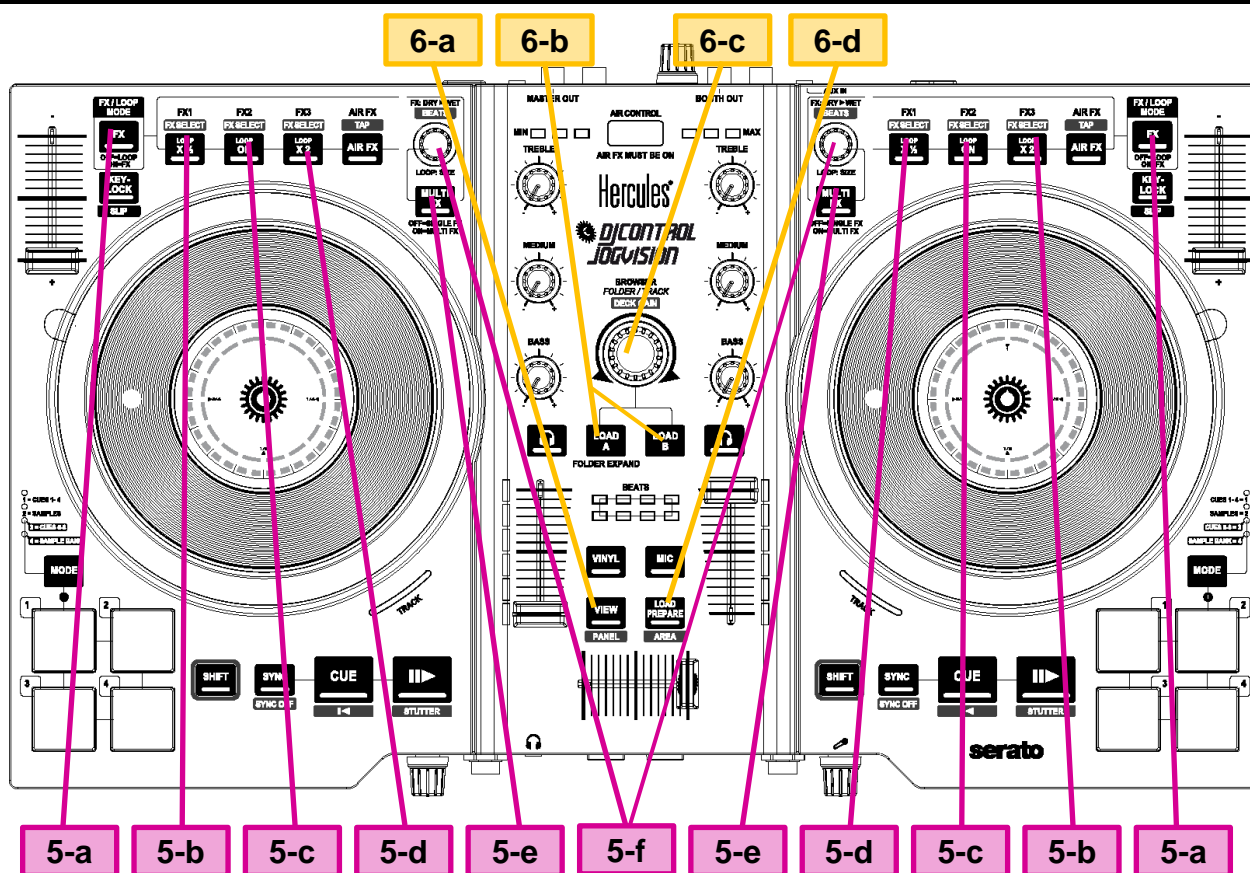
C. DJControl Jogvision controls with dJAY Pro



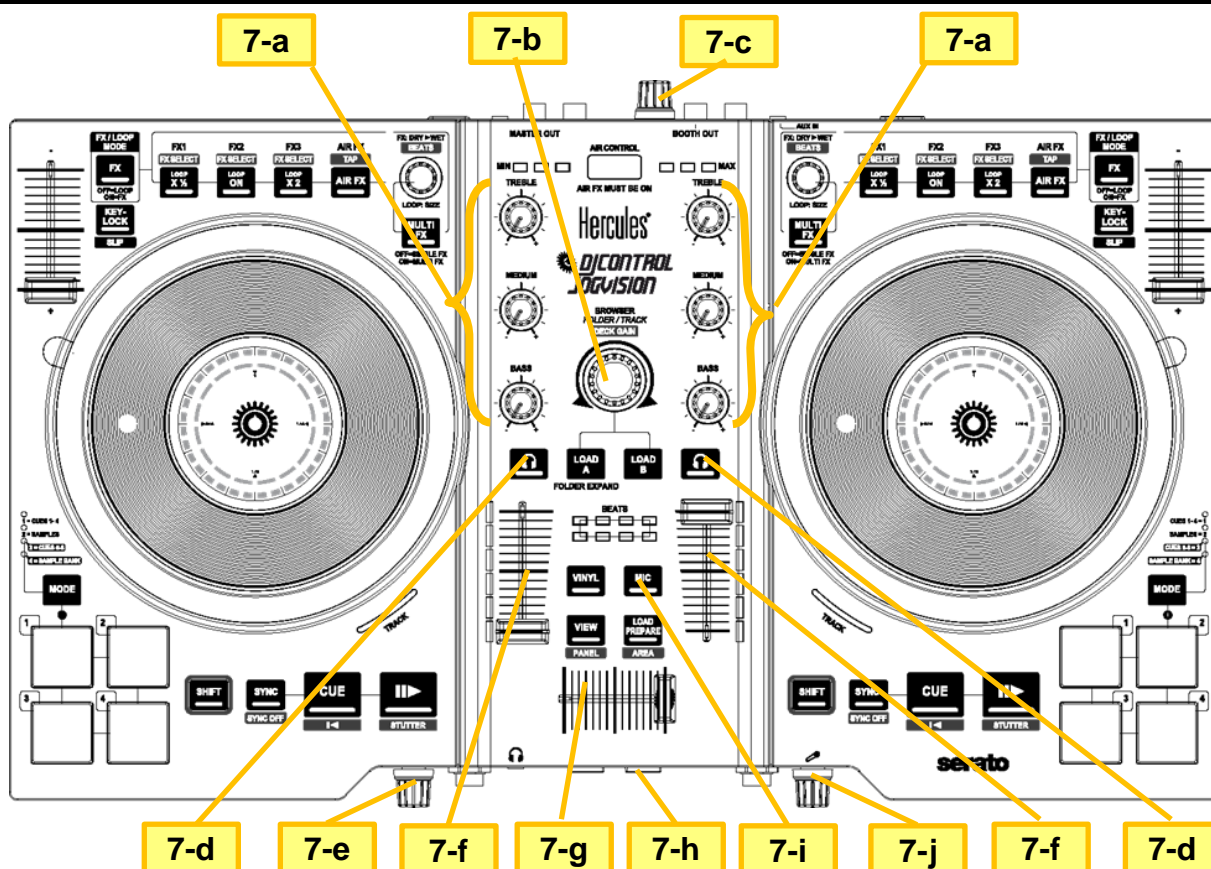
Area	Key	Control	Action
1. Track Transport			
1	a	Play/Pause	Play / Pause the playback Shift+Play/Pause: jump to start (Cue In if any, or beginning)
	b	Cue	Set a Cue In point (in pause) / Go to Cue In Point (in playback) Shift+Cue: Jump to track beginning
	c	Sync	Set at the same speed as the track on the other deck Shift+Sync: Key On/Off
	d	Shift	Second action assigned to many controls
2. Jog wheel controls			
2	a	Jog Ring	Pitch bend
	b	Jog top	Scratch In Vinyl mode, pitch bend in other mode.
	c	Vinyl	Set the jog wheel in Vinyl (scratch) mode.
	d	Slip	Shift+Keylock key = Slip mode = when you stop scratching, the music goes to the position it would have reached if you had not scratched



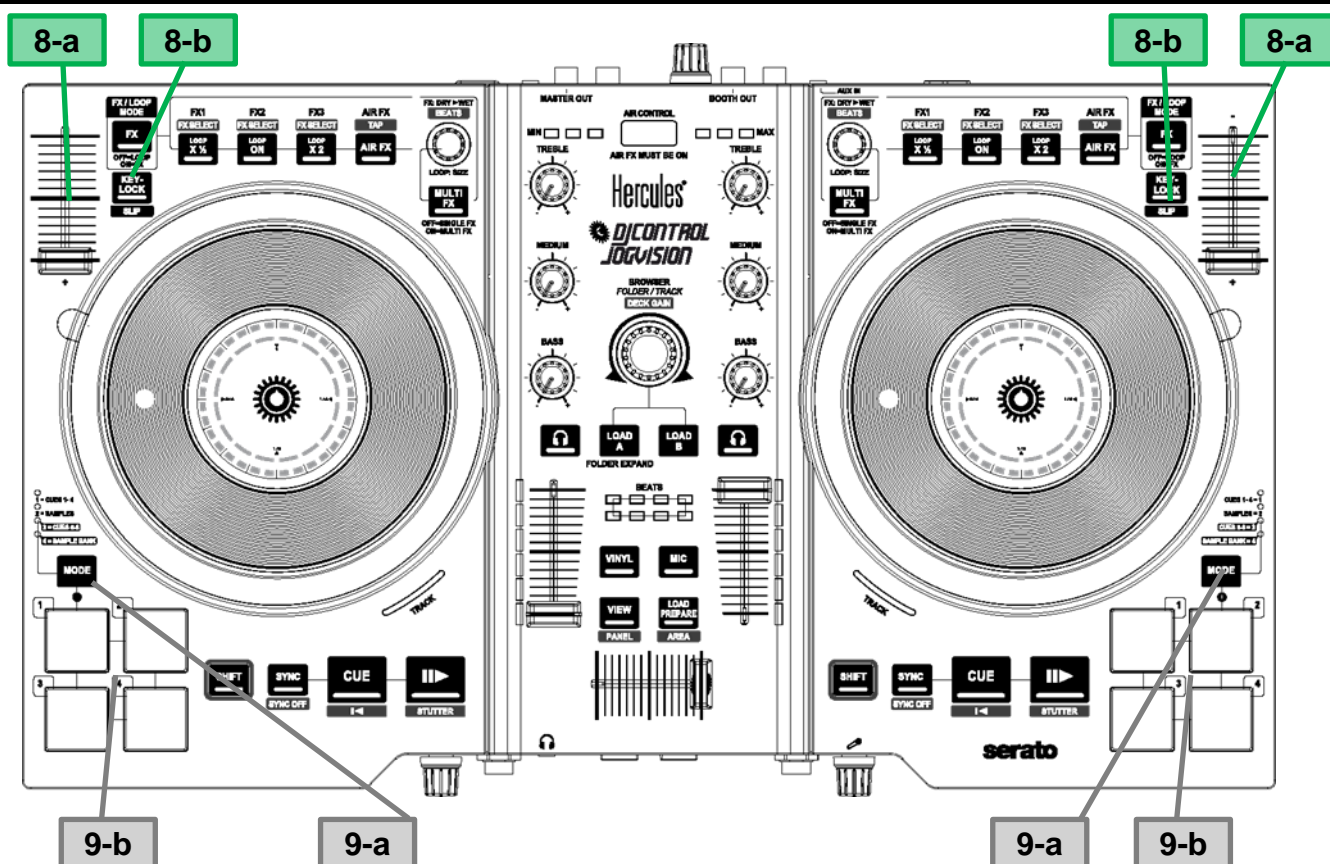
Area	Key	Control	Action
3. Fx Mode = Effects Mode			
3	a	FX / Loop Switch	FX On: if 3-a button is On, the 5 keys 3-b, 3-c, 3-d, 3-e, 3-f are Fx controls / if the Switch 3-a button is Off, the 5 keys control loops
	b, c, d	Fx1, Fx2, Fx3	Activate/Disable Fx1, Fx2 or Fx3 Shift+Fx1, 2 or 3 = Change effect controlled on button 1, 2 or 3
	e	Multi-Fx	Set the encoder as filter (MultiFx On) or as Dry-Wet (MultiFx Off)
	f	Rotary encoder	If Multi-Fx is Off, control the Dry->Wet of Fx1, Fx2, Fx3 If Multi-Fx is On, control the filter
4. Air Control			
4	a	Air Fx key	Activate Air Control on the deck
	b	Air Control sensor	When Air FX is activated on a deck, Air sensor controls at the same time Fx1 parameter, Fx2 parameter and Fx3 parameter.



Area	Key	Control	Action
5. Loop Mode			
5	a	Loop / Fx Switch	LED Off: the 5 keys 3-b, 3-c, 3-d, 3-e, 3-f control Loops LED On: the 5 keys control FX (see controls 3-a)
	c	Loop On	Loop On / Off
	b, d	Loop / 2 Loop X 2	5-b: Loop / 2 = divides the loop length in half 5-d: Loop x 2 = double the loop length
	e	Multi-Fx	Modify the action of 5-f rotary button
	f	Rotary encoder	If Multi-Fx is Off, control the loop length If Multi-Fx is On, control the filter on the deck
6. Browser controls			
6	a	View	Choose the source: iTunes, Spotify, Video, History, Finder Shift+View: choose the browser section: tracks, artists, albums...
	b	Load A / B	Load the track on deck A or on deck B
	c	Browse	Rotation: move in the library selection Press: Switch in the library table, for example Artist->Tracks
	d	Load Prepare	Start recording / Stop recording



Area	Key	Control	Function
7. Mixer controls			
7	a	Low, mid, High	Set the treble, medium or bass frequencies of the deck
	b	Gain	Press shift + turn Brower rotary = set the deck Gain
	c	Booth volume	Set the volume of the booth out (can be used as master)
	d	Cue Select	Select which deck you hear in headphones in cue mode
	e	Headphones volume	Set the headphones volume
	f	Volume fader	Set the volume of the deck
	g	Cross fader	Mix the sound from left and right
	h	Cue-Mix	Choose headphones contents: Cue (preview) / Mix (Master)
	i	Mic	Activates the microphone input
	j	Microphone volume	Set the microphone volume



Area	Key	Control	Action
8. Pitch control			
8	a	Pitch fader	Control the track playback speed
	b	Key-lock	Lock/unlock the tone of the track on the current pitch position
9. Pads			
9	a	Pads mode	Set the mode of the pads: press Mode + Pad X = Mode X Mode 1 = Cue points 1-4 Mode 2 = Samples 1-4 Mode 3 = Cue points 5-8 Mode 4 = Loops
	b	Pads 1-4	Cue Modes: (Mode 1 and Mode 3) - press pads 1 to 4 to place cue point 1 to 4 or 5 to 8 / go to cue 1 to 4 or 5 to 8 if cue points already exist - Shift+pad: delete cue point Sample mode (Mode 2): press pad 1 to 4 to play sample 1 to 4 Loop mode (mode 4) : press pads 1 to 4 to loop track on ¼, ½, 1 or 2 beats as long as you keep pressing on pad