

32 HERCULES P32 DJ

Hercules P32 DJ Mapping Details with Djay Pro

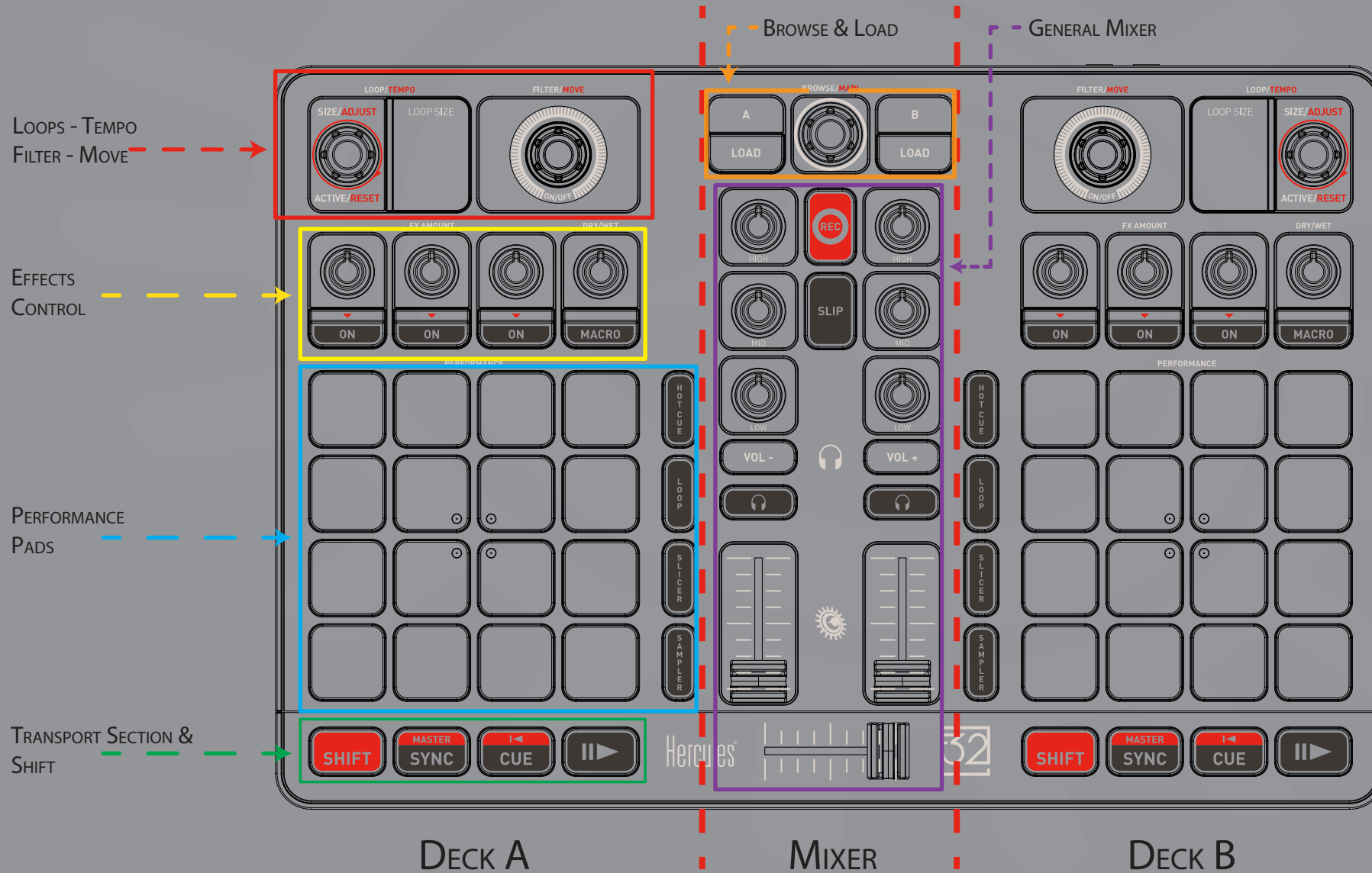


INSTALLATION:

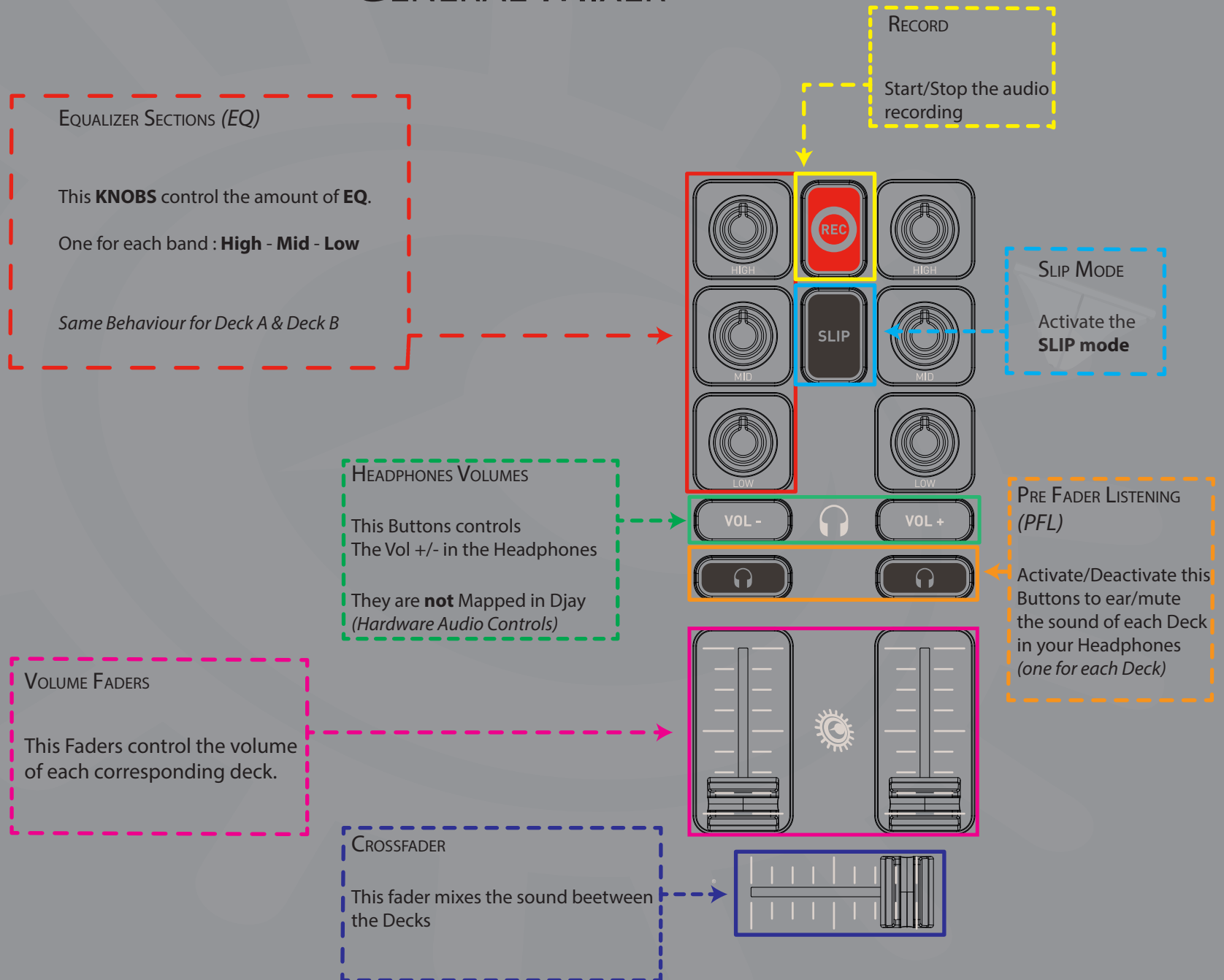
copy "Hercules P32 DJ.djayMidiMapping" to

"~/Library/Containers/com.algoriddim.djay-pro-mac/Data/Library/Application Support/Algoriddim" folder

SECTIONS DEFINITIONS



GENERAL MIXER

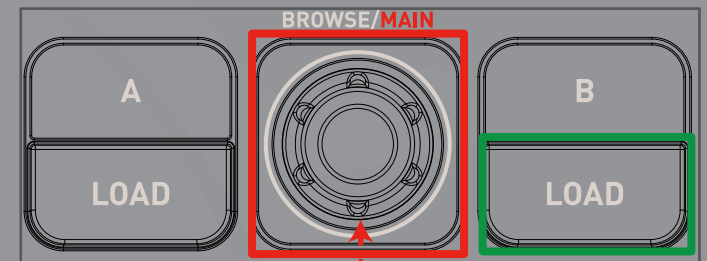


BROWSE & LOAD

BROWSE ENCODER PUSH

This **ENCODER PUSH** controls many things :

- 1- Simply navigate **UP/DOWN** into your music library when turning the Encoder to the **LEFT/RIGHT**.
- 2- **PUSH** on this encoder to **SWITCH** between **FOLDERS/FILES**
- 3- Push **SHIFT + TURN** to change file source



LOAD BUTTONS

-Load the selected track into the destination deck

LOOP - FILTER

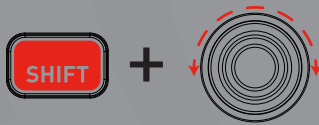
TEMPO - SEEK

LOOP/TEMPO ENCODER PUSH

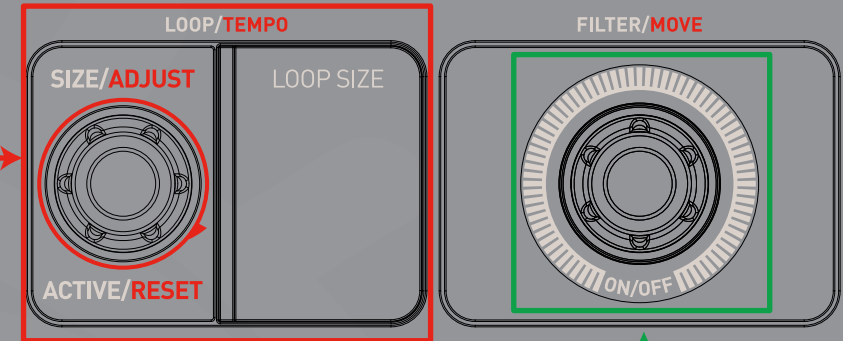
This **ENCODER PUSH** controls many things :

- 1- Simply change the **LOOP lenght** when turning the Encoder to the **LEFT/RIGHT**.
- 2- **PUSH** on this encoder to **SWITCH ON** a LOOP, **PUSH** again to **SWITCH** it **OFF**

- 3-Keep pressed **SHIFT** button and turn the Encoder **LEFT/RIGHT** to **DECREASE/INCREASE** the **TEMPO (BPM)** value by 0.2



- 4-Keep pressed **SHIFT** and **Push the Encoder** button to **reset the current track BPM** to its default value



FILTER/MOVE ENCODER PUSH

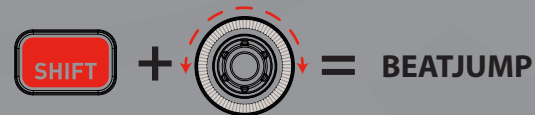
This **ENCODER PUSH** controls many things :

FILTER :

- 1- Simply change the **FILTER value** when turning the Encoder to the **LEFT/RIGHT**.
- 2- **PUSH** on this encoder to **RESET** the **FILTER value**.

3-When a track is playing :

- Keep pressed **SHIFT** button and turn the Encoder **LEFT/RIGHT** to **BEATJUMP** from the **LOOP SIZE** value.
This works when a loop is active too !



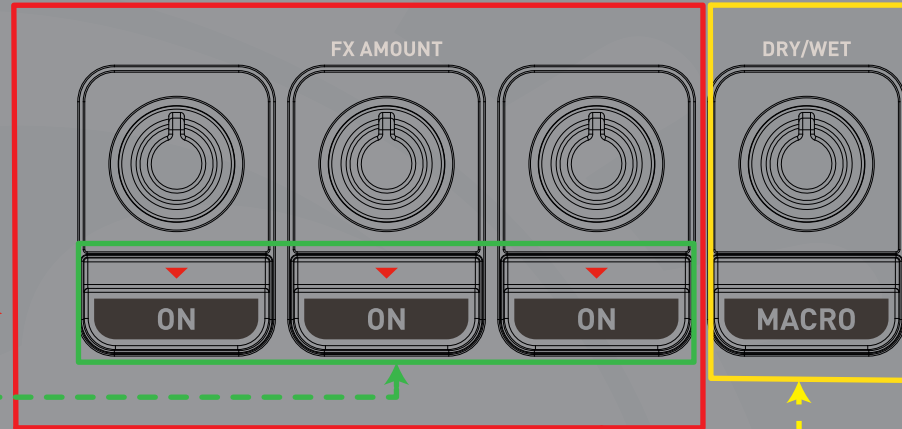
4-When a track is NOT playing :

- Keep pressed **SHIFT** button and turn the Encoder **LEFT/RIGHT** to **MOVE** from the **LOOP SIZE** value.

EFFECTS CONTROLS (FX)

EFFECTS CONTROLS

1- The 3 First Knobs and buttons control the 3 Effects
(Amount on the Knob, ON/OFF on the Button)




2- The 4th Knob Controls
- the DRY/WET parameter for ALL Fx

3- Use **SHIFT + ON/OFF** buttons to select a different FX in the FX slot.


TRANSPORT SECTION

PLAY/CUE

- 1- Play Button : **PLAY/PAUSE** the track on Deck A & B (use **SHIFT** to control **Deck C & D**)
- 2- Cue Button :
 - If the track is **NOT playing**, Set a **CUE point** where the **PLAYBACK HEAD** is.
 - If the track **is playing**, the **PLAYBACK HEAD** goes to the **last CUE POINT used** and **stops the track**.
 - Keep pressing CUE Button** will **start** the track, **release** the button and it will **come back to CUE Point**.
 - Press **CUE Button + PLAY Button** to do **CUE-PLAY**. (CUP)
 - SHIFT + CUE** = Come Back to the **beginning of the track**. 

3- Sync Button :

press **SYNC** to **Beatsync** the deck with the master tempo.

press **SHIFT + SYNC** to **force** the actual deck as **master tempo**. 

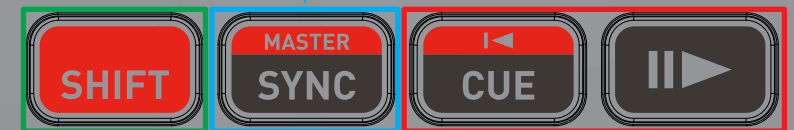
4- Shift Button :

Shift Buttons are not mapped directly in Djay.

These buttons are made to **access more options** on the P32 DJ layout.

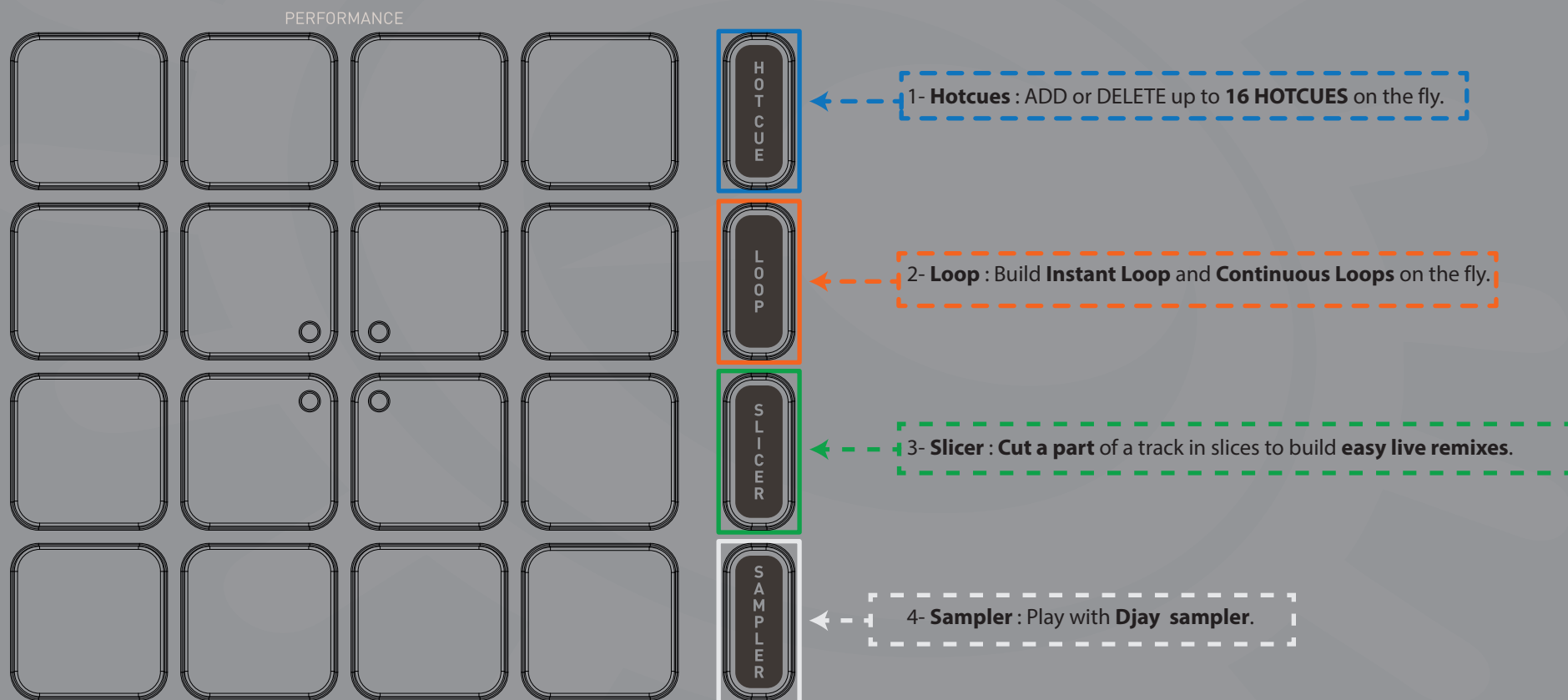
All the RED stamped functions are SHIFTED.

Each deck gets its own **SHIFT Button**.



PERFORMANCE PADS : MODES

4 MODES FOR PERFORMANCE PADS :



PERFORMANCE PADS : HOTCUES

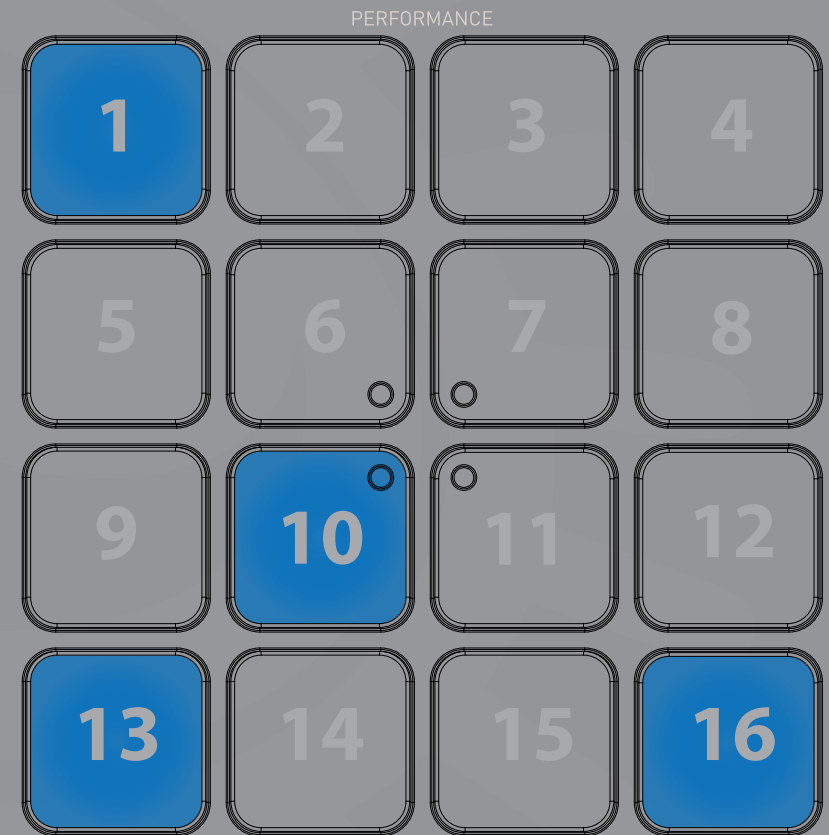
16 HOTCUES ON THE FLY :

ADD or **DELETE** up to **16 HOTCUES** on the fly.

1- **ADD** an Hotcue on the Playhead position by **taping a PAD**.
The **PAD Lights UP in BLUE** when a **HOTCUE is Set**.

2- If you **TAP** a **BLUE PAD**, Playhead goes on the corresponding **HOTCUE**

3- **DELETE** an Hotcue by pressing **SHIFT + PAD**
note that existing cue turn red upon pressing shift to denote their imminent deletion



Hotcues 1/10/13 and 16 are set (Blue LED)

PERFORMANCE PADS : LOOPS

16 PADS FOR 2 LOOPS MODE :

1- AUTOLOOP (*PERMANENT LOOP*) :

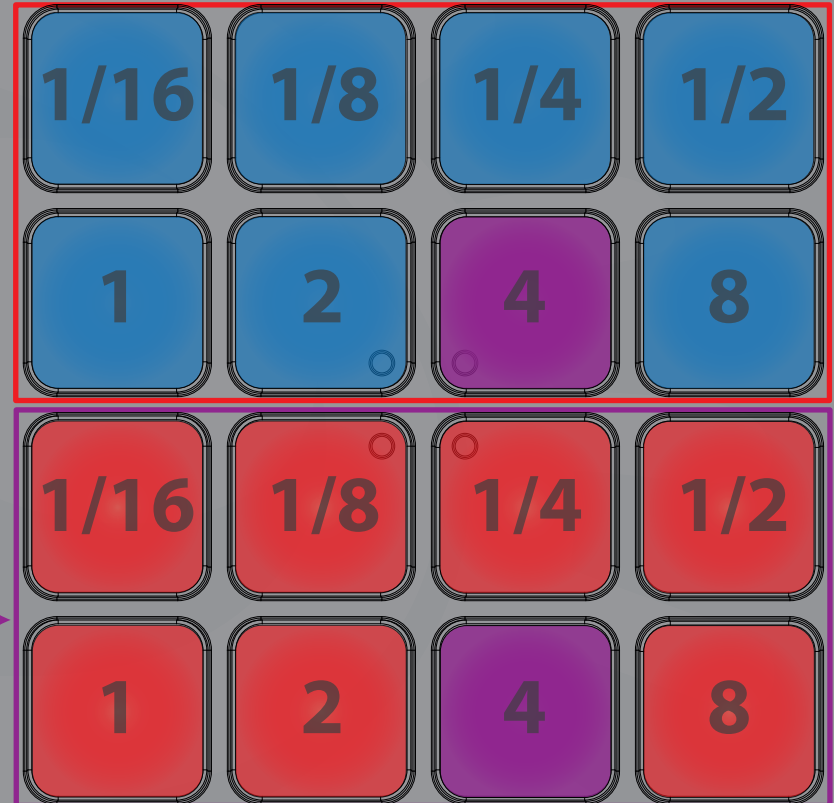
When you **TAP** a **BLUE PAD**, immediately build a Loop.
TAP the pad **again** to **release the LOOP**.

The **8 BLUE** let you build **INSTANT LOOPS** from **1/16th Beat to 8 Beats**.

2- BOUNCE LOOP (*TEMPORARY LOOP*)

When you **keep pressed** a **RED PAD**, immediately **build a Loop**.
The **LOOP stops** when you **release the PAD**.

PERFORMANCE



PERFORMANCE PADS : SLICER

SLICER MODE :

1- 8 BLUE PADS = 8 SLICES :

When you **keep pressed** a **BLUE PAD**, immediatly **jump into the corresponding Slice**.

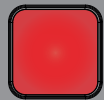
It will **Loop this Slice** until you release the PAD.

Note : an **Purple LED “stepper”** will progress in the **BLUE PADS** to show you in wich slice portion Djay is playing.

PERFORMANCE



PERFORMANCE PADS : SAMPLER



RED PAD = SAMPLER IS READY



PURPLE PAD = SAMPLE IS PLAYING

PERFORMANCE

