



— DJCONTROL MIX —

GRAB IT AND MIX

User Manual



WORKS WITH



The djay interface may vary depending on the operating system being used.

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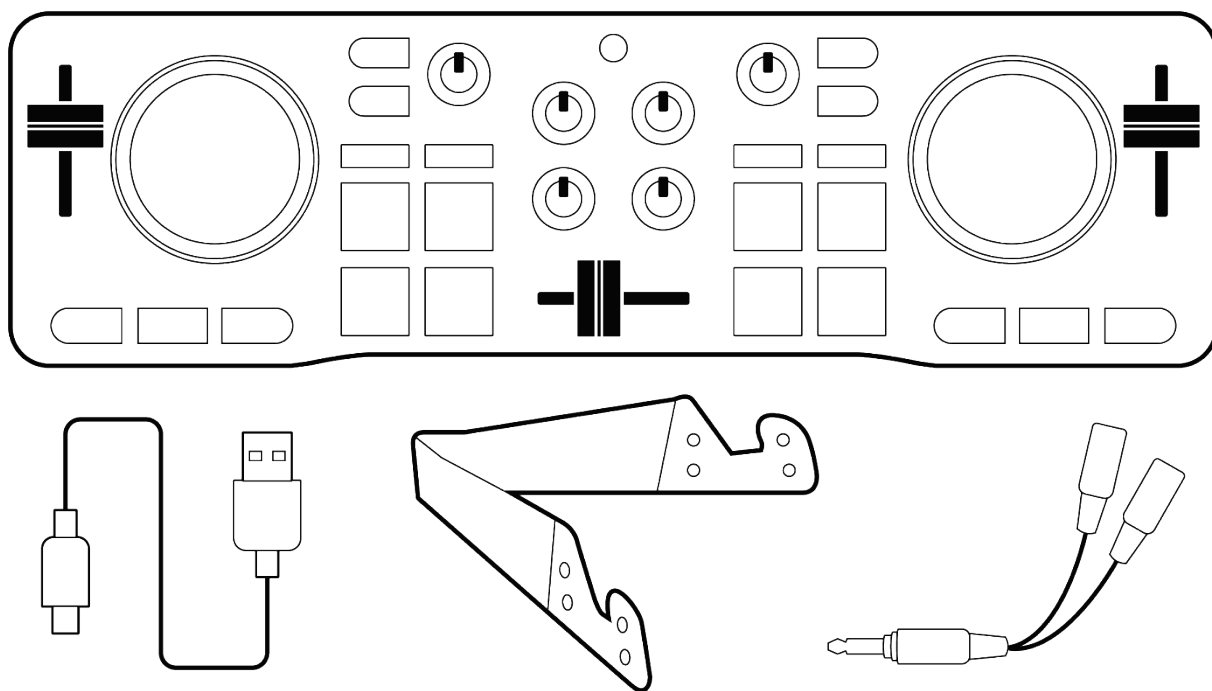
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This user manual applies to Hercules DJControl Mix, Hercules DJControl Mix Blue Edition and Hercules DJControl Mix Orange Edition.

1. Box contents

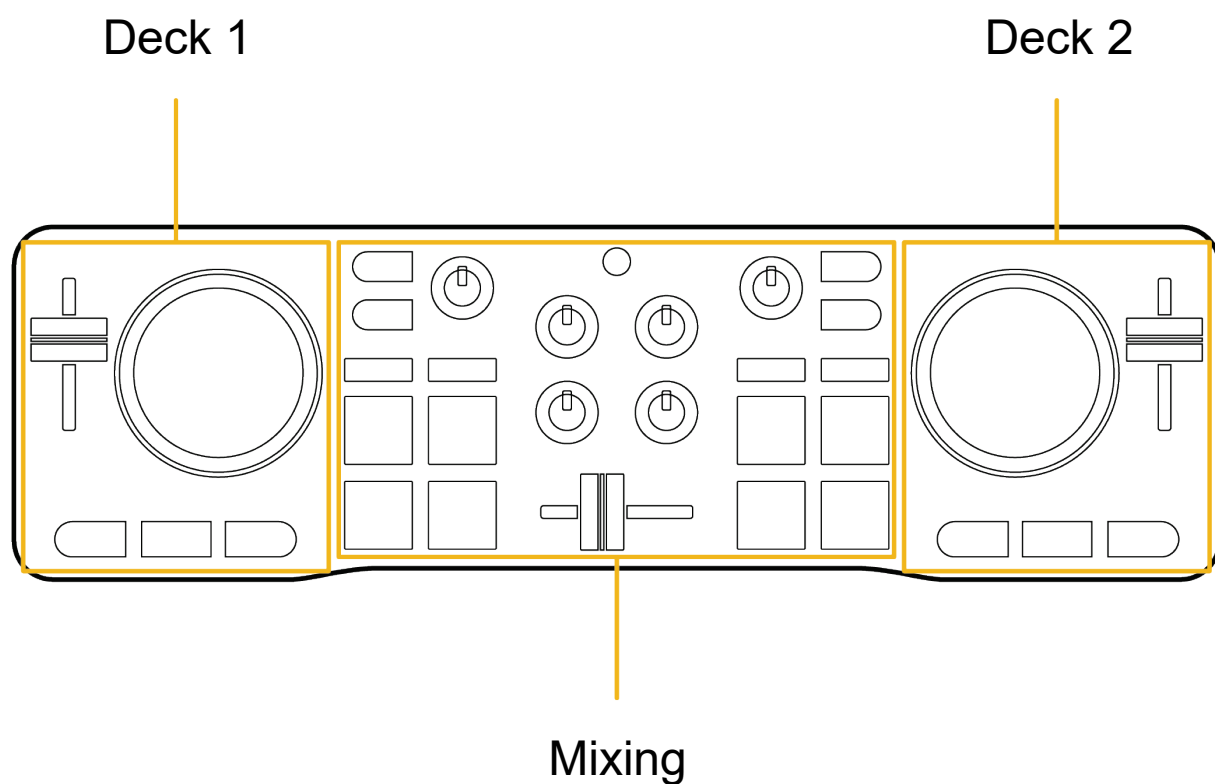
- DJControl Mix
- Power cable (USB-C – USB-A)
- Foldable stand for smartphone or tablet
- Speakers/headphones DJ splitter cable
- Quick start guide and warranty conditions



When the stand for smartphone or tablet is unfolded, do not place weight in excess of 2.2 lb / 1 kg on the stand, or apply a force greater than 10 newtons.



2. Technical features



Bluetooth® LE technology

Maximum Bluetooth power: 5 mW

Bluetooth frequency band: 2402–2480 MHz

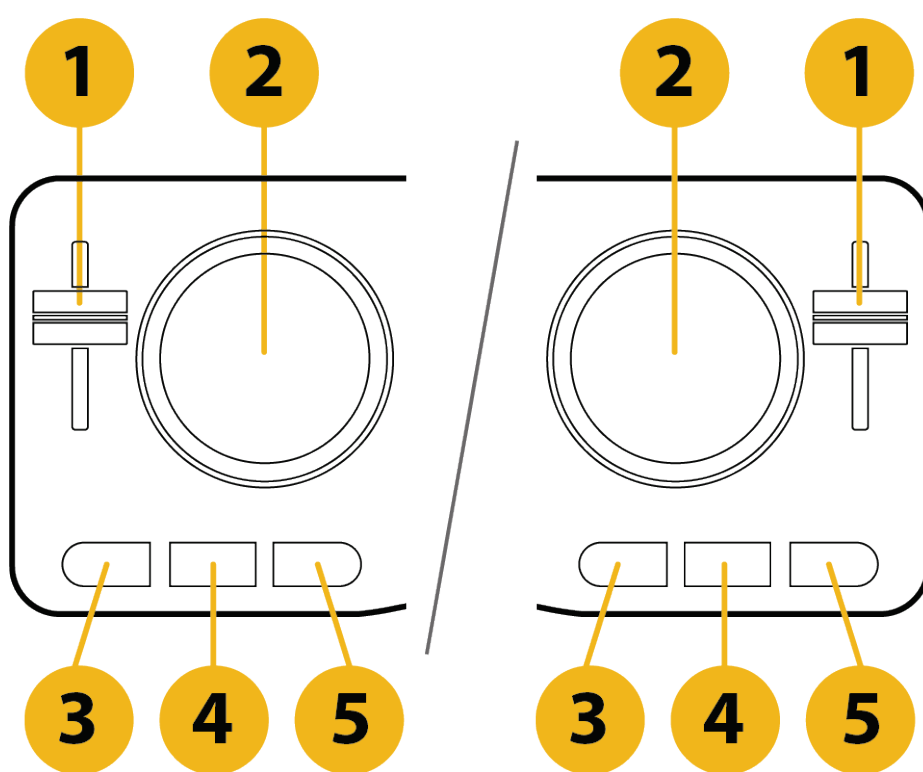


3. General features

The features described in this user manual are all available with the free version of the djay app for Android and iOS. Additional features are available with the paid version of djay, djay Pro.

Decks

The features of deck 1 are identical to those of deck 2.



1. Tempo fader
2. Touch-detecting jog wheel
3. SYNC button
4. CUE button
5. Play/Pause button



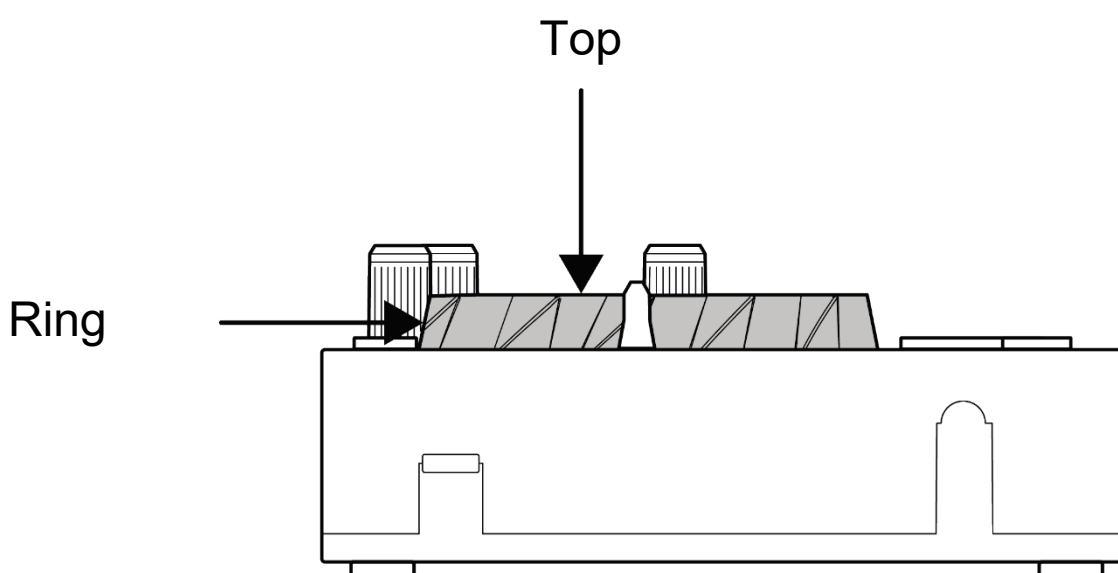
① **Tempo fader:** sets the track's playback speed by adjusting the number of BPM (beats per minute).

- Move up: speeds up the track.
- Move down: slows down the track.
- Tempo fader in the middle: the track's original speed.

② **Jog wheel:** lets you move within the track, modify the track's playback, and scratch.

The action carried out depends on three criteria:

- VINYL mode enabled or disabled;
- track playing or paused;
- the spot where you are touching the jog wheel.





| VINYL mode | Play/Pause | Jog wheel |
|---------------------------------------|-------------------|------------------|
| Enabled | Play | Top |
| <i>Move quickly within the track</i> | | |
| Enabled | Play | Ring |
| <i>Speed up or slow down playback</i> | | |
| Enabled | Pause | Top |
| <i>Move quickly within the track</i> | | |
| Enabled | Pause | Ring |
| <i>Move slowly within the track</i> | | |
| Disabled | Play | Top |
| <i>Speed up or slow down playback</i> | | |
| Disabled | Play | Ring |
| <i>Speed up or slow down playback</i> | | |
| Disabled | Pause | Top |
| <i>Move quickly within the track</i> | | |
| Disabled | Pause | Ring |
| <i>Move slowly within the track</i> | | |



When VINYL mode is enabled, place your finger on top of the jog wheel to stop playback of the track. Playback resumes when you remove your finger.



In the event that you encounter any problems with touch detection on the jog wheels when DJControl Mix is connected to an external battery, change the battery or put the battery in your pocket.

③ **SYNC:** enables or disables automatic synchronization of the BPM values of two tracks, or automatic synchronization of the BPM values of two tracks as well as alignment of their beats, depending on the settings selected in djay.

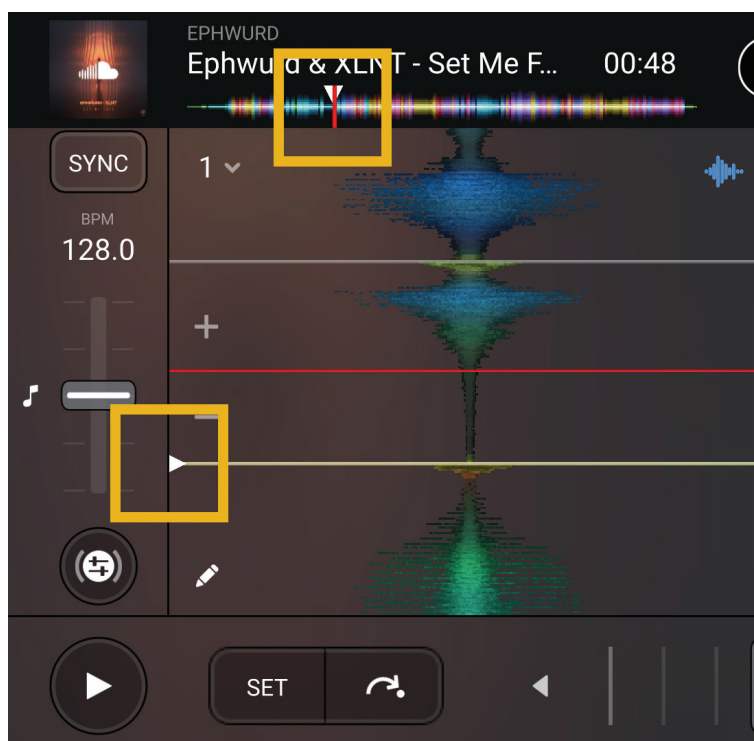
- Enabled mode: button lit up.
- Disabled mode: button not lit up.



④ **CUE:** inserts a CUE point in the track to identify a specific instant, or moves the progress marker to the CUE point's position.

Only one CUE point can be set per track.

In djay, the CUE point is represented by a white triangle:



- Track paused: inserts a CUE point at the spot where the track is stopped.
- Track playing: stops playback of the track and moves the progress marker to the CUE point.
- When no CUE point has been set, pressing CUE stops playback of the track and moves the progress marker to the beginning of the track.
- CUE + PLAY: moves the progress marker to the CUE point and plays the track from that point.
- SHIFT + CUE: plays the track from the beginning.



To move the CUE point, pause the track, then move the progress marker to the spot where you want to set the CUE point. Press the CUE button.



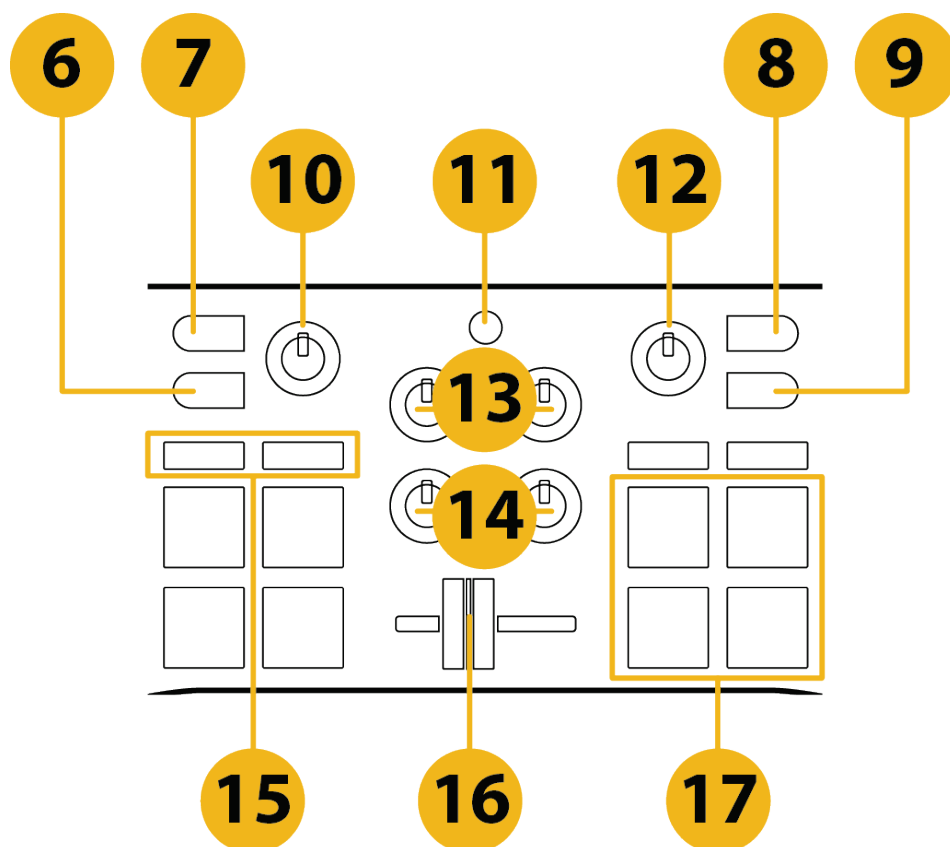
To remove a CUE point, pause the track and then, in djay, tap and hold the **SET** button for three seconds.

⑤ **Play/Pause:** plays or pauses the track.

- Play: steady light.
- Pause: light that flashes to the rhythm of the track.
- SHIFT + Play/Pause: restarts playback from the CUE point.



Mixing



6. SHIFT button
7. Monitoring button (deck 1)
8. Monitoring button (deck 2)
9. VINYL button
10. MASTER volume (main output)
11. Bluetooth pairing LED / FILTER/BASS selection button
12. HEADPHONES volume (headphones output)
13. Volume control knobs for deck 1 and deck 2
14. Filter/bass control knobs (FILTER/BASS) for deck 1 and deck 2
15. Two mode buttons
16. Crossfader
17. Four performance pads



⑥ **SHIFT**: combined control.

- SHIFT + CUE: plays the track from the beginning.
- SHIFT + HOT CUE: enables FX mode.
- SHIFT + SAMPLER: enables LOOP mode.
- SHIFT + Monitoring (deck 1): enables CUE MASTER mode.
- SHIFT + Monitoring (deck 2): enables SPLIT ON/OFF mode.
- SHIFT + pad 1, 2, 3 or 4: when HOT CUE mode is enabled, removes the corresponding HOT CUE point.

⑦ **Monitoring (deck 1)**: lets you play the sound from deck 1 on your headphones.

SHIFT + Monitoring (deck 1): enables CUE MASTER mode (lets you hear the main output on your headphones).

⑧ **Monitoring (deck 2)**: lets you play the sound from deck 2 on your headphones.

SHIFT + Monitoring (deck 2): enables SPLIT ON/OFF mode (lets you hear both the track being monitored, and the mix being played on the main output, on your headphones). This function must be enabled in the djay app's settings: **Settings > Split output – Enable split output for pre-cueing with audio adapter.**



- ⑨ **VINYL:** enables or disables VINYL mode.
 - Enabled mode: button lit up.
 - Disabled mode: button not lit up.

- ⑩ **MASTER volume:** adjusts the volume of the mix being played on your speakers.

- ⑪ **Bluetooth pairing LED:** indicates the status of the connection between DJControl Mix and your smartphone or tablet.
 - Devices connected via Bluetooth technology: LED off.
 - Devices not connected via Bluetooth technology: LED flashes.

- ⑪ **FILTER/BASS selection button:** lets you choose the function of the filter and bass knobs (FILTER/BASS).
 - Filter adjustment enabled: LED off.
 - Bass adjustment enabled: LED on.

- ⑫ **HEADPHONES volume:** adjusts the volume of the headphones output.

- ⑬ **Volume control knobs for deck 1 and deck 2:** adjusts the volume for deck 1 or for deck 2.



⑭ **Filter/bass control knobs (FILTER/BASS) for deck 1 and deck 2:** adjusts the filter or the bass according to the function enabled with the FILTER/BASS selection button ⑪.

⑮ **Mode buttons:** let you enable 4 modes.

- HOT CUE: press HOT CUE.
- FX: press SHIFT and HOT CUE at the same time. The HOT CUE button flashes when FX mode is enabled. To disable FX mode, press HOT CUE.
- SAMPLER: press SAMPLER.
- LOOP: press SHIFT and SAMPLER at the same time. The SAMPLER button flashes when LOOP mode is enabled. To disable LOOP mode, press SAMPLER.

⑯ **Crossfader:** lets you make a transition between two tracks by increasing the volume of one of the decks, while decreasing the volume of the other deck.

- Crossfader all the way to the left: you only hear the track on deck 1.
- Crossfader all the way to the right: you only hear the track on deck 2.
- Crossfader in the middle: you hear the tracks on both decks 1 and 2 at the same time.

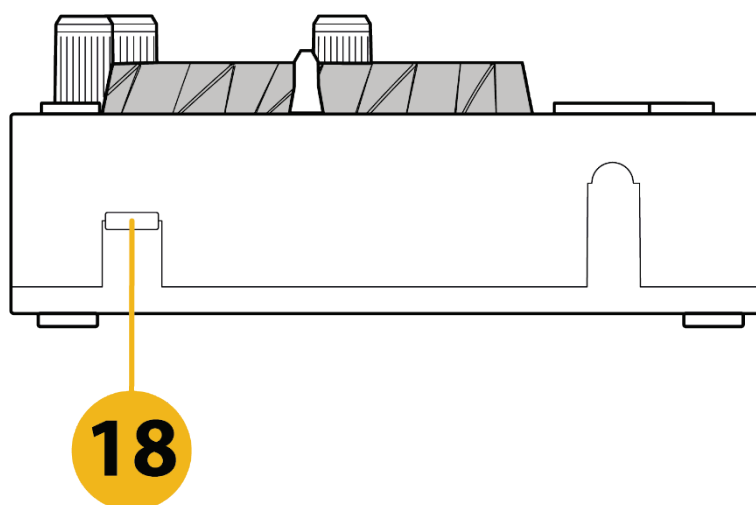


⑰ **Performance pads:** a pad performs an action.

- HOT CUE mode enabled: sets a HOT CUE point in the track.
- LOOP mode enabled: plays the track in a loop on 1, $\frac{1}{2}$, $\frac{1}{4}$ or $\frac{1}{8}$ of a beat.
- FX mode enabled: enables an effect.
- SAMPLER mode enabled: plays a sample.



Power supply



18. USB-C port

⑱ **USB-C port:** lets you connect the DJControl Mix controller to a USB power source (USB power adapter or external battery) with the included USB-C – USB-A power cable.



4. Installation

Downloading djay

1. On your smartphone or tablet, open Google Play on Android or the App Store on iOS.
2. Download and install the djay app by Algoriddim.

System requirements:

- Android 8.1 or higher.
- iOS 12.2 or higher.
- Bluetooth 4.1 or higher.



Make sure that you have enough free space on your smartphone or tablet to download the app (280 MB) and store music tracks.



Connecting DJControl Mix to djay

1. Enable location and the Bluetooth function on your smartphone or your tablet.
2. Connect the DJControl Mix controller to a USB power source (USB power adapter or external battery).
3. Open the djay app on your smartphone or your tablet.
4. If you do not want to upgrade to the paid version of the djay app (djay Pro), close the pop-up window by tapping the **X**.
5. Tap the **Dashboard** button, then tap **Settings** to access the app's settings.
6. Tap **MIDI**, then tap **Scan for Bluetooth MIDI Devices**. Select **DJControl Mix**.
7. The Bluetooth pairing LED turns off.

Your controller is now connected to djay!



- Every time you open the djay app, you must carry out the Bluetooth pairing procedure.
- If your smartphone or tablet's display turns off or goes into locked mode, the Bluetooth pairing is lost. You will then have to repeat the pairing procedure as indicated previously in steps 5 and 6.
- If you have connected DJControl Mix to an external battery and the controller does not power on, make sure that the external battery is charged. Next, press the external battery's power button twice.



Disable the option to automatically turn off your smartphone or tablet's display before starting a mixing session.

- In Android: select Settings > Display > Screen timeout > None (or the longest amount of time available).
- In iOS: select Settings > Display & Brightness > Auto-Lock > Never (or the longest amount of time available).

When your mixing session is done, return to the previous setting.

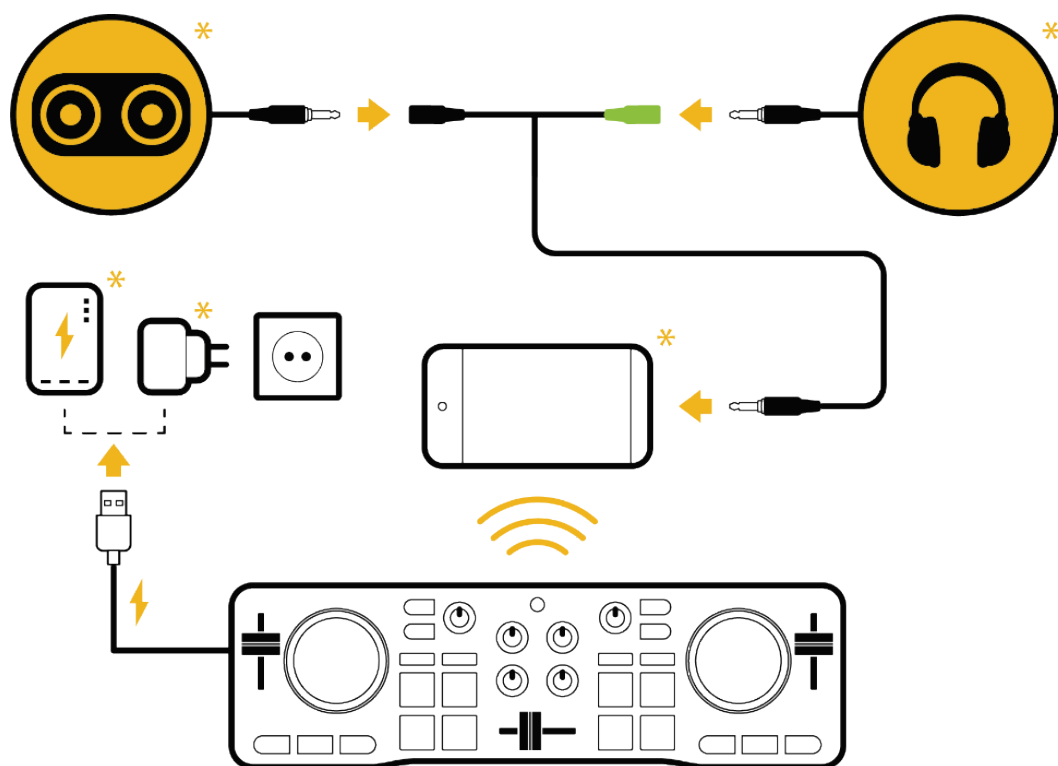


Configuring monitoring

Monitoring on headphones is an important step in a DJ's mix. This involves listening to a track on your headphones in order to prepare the transition with the track that is currently playing, without your audience noticing anything.

If you want to monitor the track:

1. Connect the speakers/headphones DJ splitter cable to the headphones output on your smartphone or tablet.
2. In djay, tap the **Dashboard** button, then tap **Settings** to access the app's settings.
3. Enable **Split output – Enable split output for pre-cueing with audio adapter.**
4. Connect your headphones to the green output on the speakers/headphones DJ splitter cable, and your speakers to the black output.
5. When you want to monitor a track, simply push the Monitoring button corresponding to the track that you want to monitor.



**Not included*

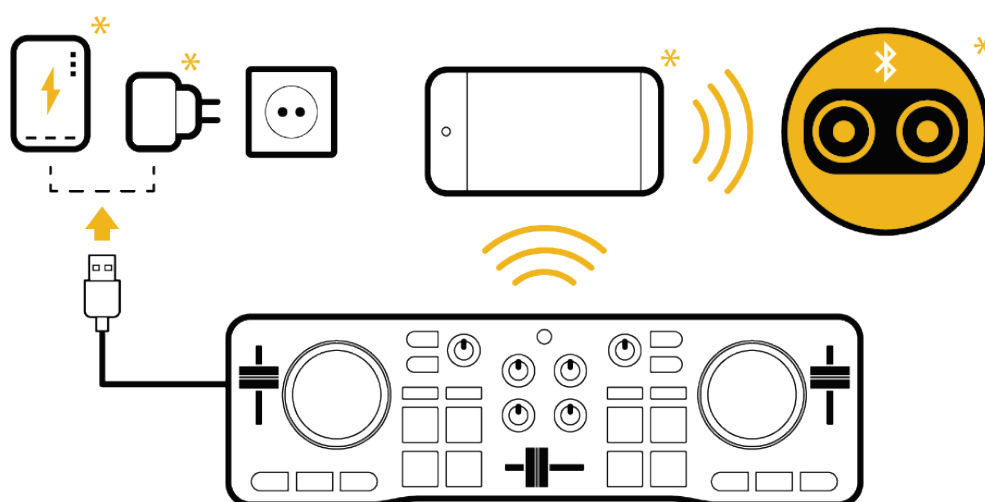


Only use wired headphones for monitoring.



If you do not want to monitor the track, play the mix on:

- wired speakers or headphones connected to the headphones output on your smartphone or your tablet;
- Bluetooth speakers or headphones connected to your smartphone or your tablet;
- the speaker built into your smartphone or your tablet.



**Not included*

You are now ready to mix!



5. Mixing

Make sure that your DJControl Mix controller is connected to the dJay app. Every time your smartphone or tablet's display turns off, the Bluetooth connection with dJay is lost and you must repeat the **Connecting DJControl Mix to dJay** pairing procedure (page 19).

Selecting two tracks

You can select tracks stored on your smartphone or your tablet, or tracks available on an online music streaming service (SoundCloud and TIDAL in Android, or SoundCloud, TIDAL, Beatport Link and Beatsource Link in iOS).


In dJay, the SoundCloud music streaming service offers tracks available free of charge.




To use an online music streaming service, you must be connected to the Internet. An active subscription may be required.



To select a track to load on deck 1:

1. In djay, tap  or on the cover artwork of the track already loaded in the upper left-hand part of the screen.
2. Select a music source in the drop-down menu, then select a track.
3. Start playing the track.
4. Move the crossfader all the way to the left.

To select a track to load on deck 2:

1. In djay, tap  or on the cover artwork of the track already loaded in the upper right-hand part of the screen.
2. Select a music source in the drop-down menu, then select a track.
3. Pause the track.



Formats supported by djay: MP3, WAV, Ogg, AAC.



- For smooth mixes, select two tracks with similar BPM values (ideally with no more than a difference of 4 BPM between the two tracks) and from the same musical genre.
- To automatically pause a track when it is loaded on a deck, go to djay's settings. Select **General**, then **Song loading**. Disable **Play immediately**.




Manual synchronization

Synchronizing one track with another track consists of:

- adjusting the number of BPM of the incoming track according to the number of BPM of the outgoing track;
- aligning the phase of the incoming track with the phase of the outgoing track.

This synchronization, or *beatmatching*, then allows you to transition from one track to the other without disrupting the rhythm. You can do this manually by using the tempo fader and the jog wheel, or automatically with the SYNC button.



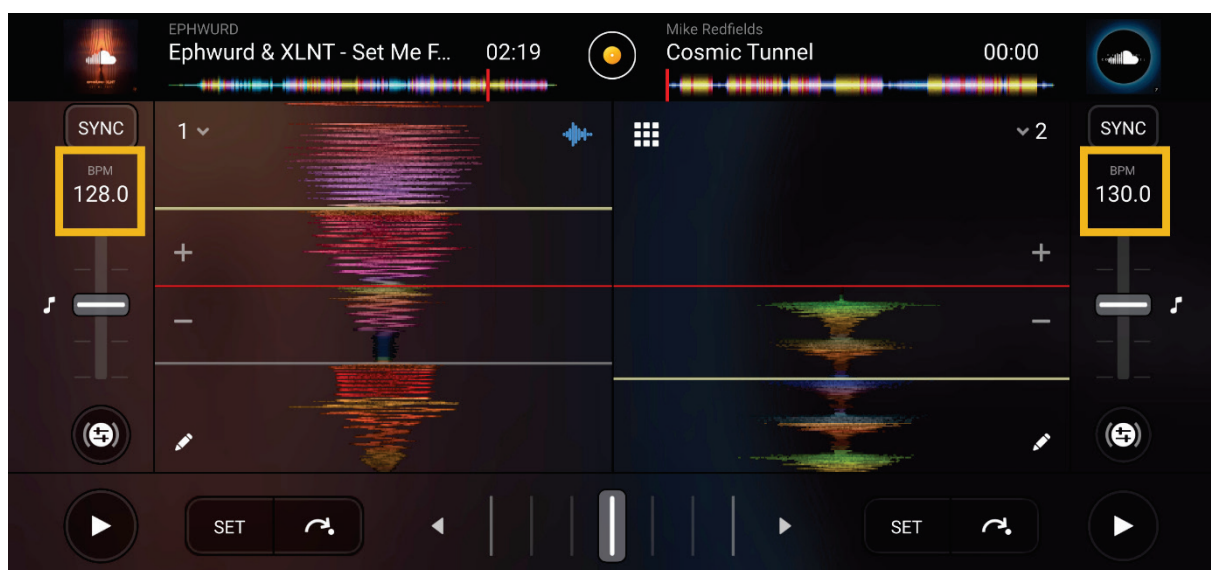
- Use a monitoring system to prepare the transition between the two tracks.
- To view the detailed waveform for each of the two tracks, display djay in landscape format, then tap the **Detailed waveform button** .



Adjusting the BPM

Adjusting the number of beats per minute for the incoming track to match the number of beats per minute for the outgoing track lets you play both tracks at the same speed. By doing so, your audience will hear a smooth transition as you switch from one track to the other.

That BPM value for each track is displayed in djay:

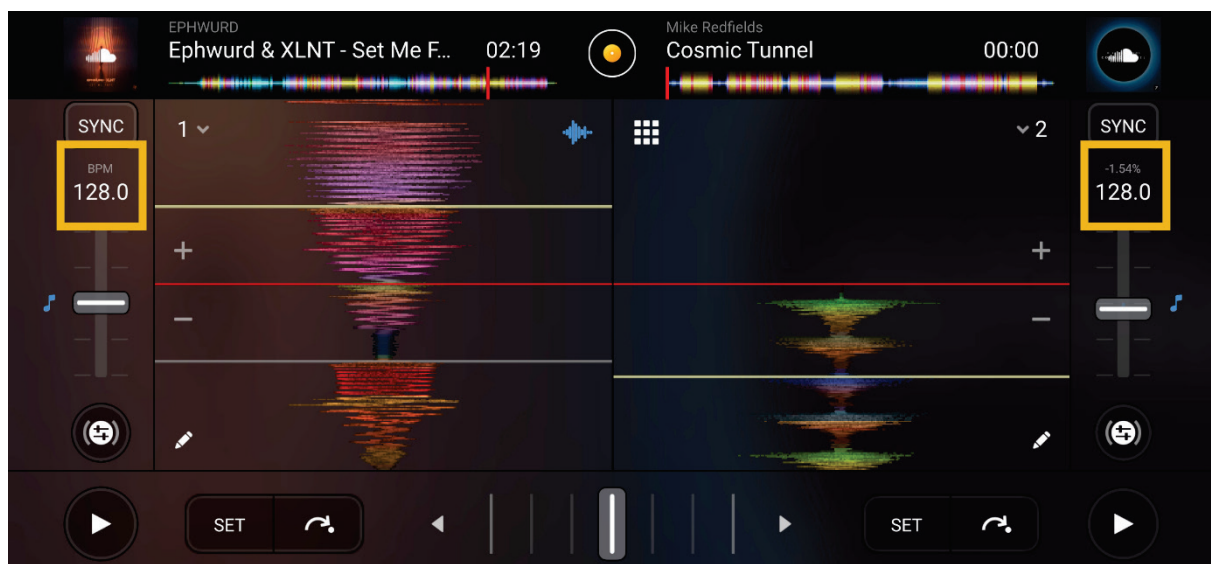



To adjust the number of beats per minute for the incoming track:

1. Move the tempo fader corresponding to the incoming track up to speed it up, or down to slow it down, so that it is at the same BPM value as that of the outgoing track.



The BPM values of both tracks are now identical:



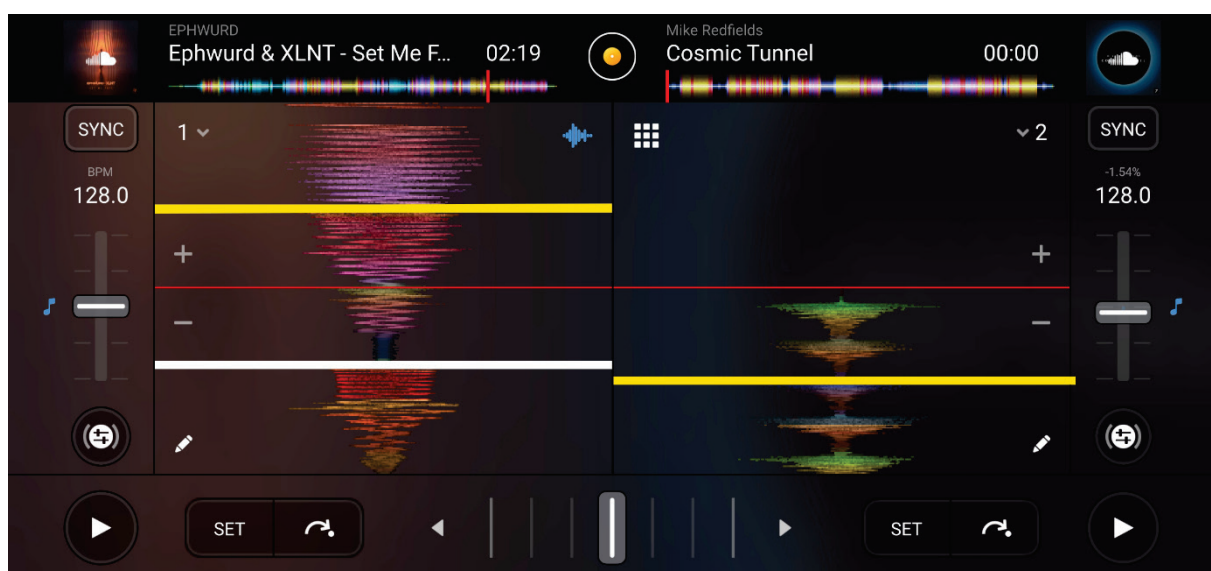
The musical key of a track changes when the BPM is modified. In djay, to maintain tracks' musical key, tap the **Key lock** buttons . The musical note icon then turns blue.



Phase alignment

When you start playing a track while another track is already playing, the two tracks may not be perfectly synchronized with one another. You will then have to align the phase (the beats) of both tracks.

djay displays a 4-beat grid allowing you to view the track's beats. The first beat of a bar (the main beat) is represented by a yellow line. The three following beats (intermediate beats) are each represented by a white line.





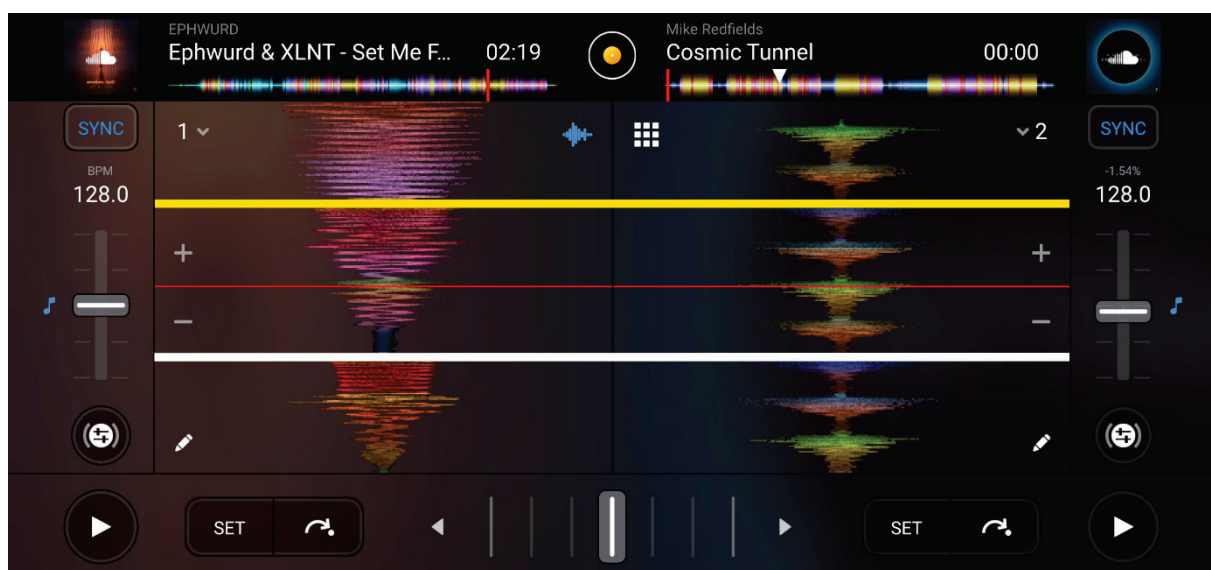
To align the phase of the incoming track with the phase of the outgoing track:

1. Before the end of the outgoing track, start playing the incoming track.

You can monitor the incoming track by pressing the Monitoring button corresponding to the incoming track.

2. If the tracks' phases are not perfectly aligned with one another, turn the ring of the jog wheel corresponding to the incoming track to align the two tracks.

The two tracks are aligned when the yellow lines are facing one another.





- When turning the jog wheel, make sure not to move the tempo fader: doing so will modify the track's BPM.
- Try to match the first beat of a bar of the incoming track with the first beat of a bar of the outgoing track: this technique is known as “dropping on the One”.



Transitions

Once the two tracks are synchronized with one another, you will have to fade in the incoming track while fading out the outgoing track in an elegant way.

To make a smooth transition:

1. Progressively move the crossfader from one extreme to the other while increasing the volume of the incoming track and decreasing the volume of the outgoing track.

When the crossfader has reached its limit, the volume of the incoming track must be at the maximum level and the volume of the outgoing track must be at the minimum level.

2. Stop playback of the outgoing track, and then load a new track on the outgoing track's deck.



Living up your mix

There are different ways to liven up your mix.

HOT CUE points

A HOT CUE point is a marker that you can set in a track. It lets you play the track from that spot.

Four HOT CUE points can be set per track. They stay saved, even when the djay app is closed.

1. To access HOT CUE mode, press HOT CUE. The HOT CUE button's light stays lit up.
 2. To set a HOT CUE point, press a pad.
 3. To play the track from a HOT CUE point, press the corresponding pad.
 4. To remove a HOT CUE point, press SHIFT and the pad at the same time.
- HOT CUE point enabled: pad lit up
 - HOT CUE point disabled: pad not lit up




To set a HOT CUE point, you can only use the performance pads corresponding to the deck on which the track is being played.

Overview of HOT CUE points on DJControl Mix and in djay:

| Deck 1 / Deck 2 | djay |
|-----------------|-----------------|
| Pad 1 | Red triangle |
| Pad 2 | Green triangle |
| Pad 3 | Blue triangle |
| Pad 4 | Orange triangle |

In djay, it is possible to set four additional HOT CUE points:

1. Display djay in landscape format.
2. Tap the **FX/Loop/Cue/EQ** button, then tap .
3. Select the Cue tab.



Samples (SAMPLER)


A sample is a short sound played over the track that is currently playing: it can be played either once or in repetition.

1. To access SAMPLER mode, press SAMPLER. The SAMPLER button's light stays lit up.
2. To play a sample, press a pad.
 - Sample being played: pad lit up
 - No sample being played: pad not lit up



To play a sample, you can use the performance pads on both decks.

In djay, three sample packs are available: Essentials, Hip Hop Vol. 4 and House Bass. To change sample packs:

1. Display djay in landscape format.
2. Tap the **Looper/Sampler** button to access the **Sampler** panel .



Effects (FX)

An effect is a filter or a combination of filters applied to a track to modify its sound (echo, reverb...).

1. To access FX mode, press SHIFT and HOT CUE at the same time. The HOT CUE button flashes.
 2. To apply an effect, press and hold a pad.
 3. To exit FX mode, press HOT CUE.
- Effect applied: pad lit up
 - No effect applied: pad not lit up



To apply an effect, you can only use the performance pads corresponding to the deck on which the track is being played.

In djay, it is possible to apply other effects:

1. Display djay in landscape format.
2. Tap the **FX/Loop/Cue/EQ** button, then tap **FX**.



Loops (LOOP)

A loop is a part of the track that is played repeatedly.

1. To access LOOP mode, press SHIFT and SAMPLER at the same time. The SAMPLER button flashes.
 2. To apply a loop, press a pad.
 3. To disable a loop, press the corresponding pad.
 4. To exit LOOP mode, press SAMPLER.
- Loop enabled: pad lit up
 - Loop disabled: pad not lit up




To apply a loop, you can only use the performance pads corresponding to the deck on which the track is being played.



Loop length:

| Deck 1 / Deck 2 | Loop |
|-----------------|-------------------------|
| Pad 1 | 1 beat |
| Pad 2 | $\frac{1}{2}$ of a beat |
| Pad 3 | $\frac{1}{4}$ of a beat |
| Pad 4 | $\frac{1}{8}$ of a beat |

In djay, it is possible to apply other loops:

1. Display djay in landscape format.
2. Tap the **FX/Loop/Cue/EQ** button, then tap .

Scratching

Scratching consists of producing a sound effect from a track, by turning the jog wheel.

1. To enable the SCRATCH function, press the VINYL button. The VINYL button's light stays lit up.
2. Place your index finger on top of the jog wheel and make small, quick movements to the right and to the left.

You can repeat this scratch multiple times to create a rhythm.



Filters

Adjustment of the track's filter and bass lets you attenuate certain frequencies.

- Adjusting the filter (Bluetooth pairing light not lit up):
 - Attenuate the high frequencies (known as a low-pass filter or high-cut filter): turn the filter knob (FILTER/BASS) to the left.
 - Attenuate the low frequencies (known as a high-pass filter or low-cut filter): turn the filter knob (FILTER/BASS) to the right.

- Adjusting the bass (Bluetooth pairing light lit up):
 - Decrease the bass: turn the filter knob (FILTER/BASS) to the left.
 - Increase the bass: turn the filter knob (FILTER/BASS) to the right.

In djay, it is possible to adjust the filter, the gain and the equalizer:

1. Display djay in landscape format.
2. Tap the **FX/Loop/Cue/EQ** button, then tap **EQ**.



Stutter effect

To create a stutter effect, press and hold SHIFT and then press the Play/Pause button multiple times in succession. This combination of buttons lets you restart playback from the CUE point multiple times in succession.

The more of a stutter effect you want to create, the faster you will need to press the Play/Pause button.



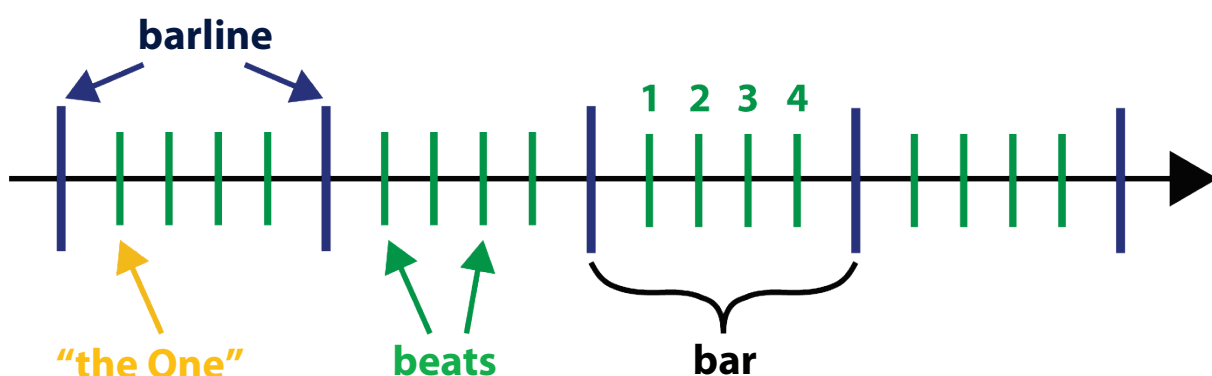
Make sure that a CUE point has already been set in the track.



6. Other helpful information

Most tracks used by DJs have a similar rhythmic structure, in 4/4 time (with 4-beat bars). This classic notation means that you count four beats per bar.

A 4-beat bar includes a main beat (called “the One” in DJing), followed by three intermediate beats. “The One” indicates the first beat of a bar, which is usually when a DJ will start playing the second track. This mixing technique is known as “dropping on the One”, and consists of matching the first beat of a bar of the incoming track with the first beat of a bar of the outgoing track.



The unit used to measure the speed (the tempo) of a track is the BPM (beats per minute). It corresponds to the number of beats per minute. The higher the BPM value, the faster the track is; and conversely, the lower the BPM value, the slower the track is.



Here are some BPM values for different styles of music:

- Drum and bass: 160–190 BPM
- House: 124–130 BPM
- Hip hop: 80–100 BPM
- Dubstep: approximately 140 BPM



7. Additional resources

5 tutorials by Phil Harris on our YouTube channel*:

<https://www.youtube.com/playlist?list=PLvBPf5gwVxRNStKml3ZzZdEF-Ibllft7>

djay manual:

<https://support.hercules.com/product/djcontrolmix/>

djay technical support and online help*:

<https://help.algoriddim.com/hc/>

Royalty-free music tracks that you can download free of charge**:

<https://www.hercules.com/music/>

DJ Academy by Hercules**:

<https://www.hercules.com/dj-academy/>

Hercules DJ glossary**:

<https://www.hercules.com/dj/glossary/>

** Available in English only.*

*** Available in English, French, German, Dutch, Italian, Spanish, Portuguese, simplified Chinese and traditional Chinese only.*



8. FAQ

1. No sound is coming out of my headphones

- If you are using wired headphones, make sure that the headphones are properly connected to the green output on the speakers/headphones DJ splitter cable.
- If you are using Bluetooth headphones, make sure that the headphones are properly connected to your smartphone or your tablet.
- Make sure that the volume for your headphones is not set to zero.
- Verify the monitoring settings. By default, monitoring of the two virtual decks is enabled the first time that the app starts up. You can then choose to listen to one of the decks or the master output on your headphones.
- In djay, if you want to monitor the next track to be played, make sure that the **Split output – Enable split output for pre-cueing with audio adapter** option is enabled.



2. No sound is coming out of my speakers

- If you are using wired speakers, make sure that the speakers are properly connected to the black output on the speakers/headphones DJ splitter cable.
- If you are using Bluetooth speakers, make sure that the speakers are properly connected to your smartphone or your tablet.
- Make sure that the volume for your speakers is not set to zero.
- Verify the monitoring settings. By default, monitoring of the two virtual decks is enabled the first time that the app starts up. You can then choose to listen to one of the decks or the master output on your headphones.
- In djay, if you want to monitor the next track to be played, make sure that the **Split output – Enable split output for pre-cueing with audio adapter** option is enabled.



3. No sound is coming out of my headphones or my speakers

- In the djay settings, make sure that the **Split output**
 - **Enable split output for pre-cueing with audio adapter** option is enabled.
- Make sure that the volume for your headphones and your speakers is not set to zero.

4. My controller won't power on

- Make sure that the controller is properly connected to the external battery* or to the USB cable for the power adapter*.
- Make sure that the external battery is charged.
- If you are using an external battery, press the external battery's power button twice.

*Not included



5. I want to use wired speakers / wired headphones, but my smartphone / tablet doesn't have a headphones output

If your smartphone or your tablet does not have a 1/8" / 3.5 mm stereo mini-jack headphones output, connect an adapter (data port to 1/8" / 3.5 mm stereo mini-jack) to your device's data port. For example:

- Apple Lightning to 3.5mm Headphone Jack Adapter (Apple MMX62AM)
- Samsung USB-C to 3.5mm Headphone Jack Adapter (Samsung EE-UC10JUWEGUS)
- Belkin RockStar adapters, allowing you to connect a charger to your smartphone or tablet while playing the device's audio at the same time:
 - 3.5mm Audio + Charge RockStar Lightning Adapter (Belkin F8J212btWHT)
 - RockStar 3.5mm Audio + USB-C Charge Adapter (Belkin NPA004btBK)



6. The sound is played with a delay (i.e. latency) on my Bluetooth speaker or Bluetooth headphones. What should I do?

There is always some degree of latency when using Bluetooth audio technology. To avoid this, it is preferable to use speakers or headphones with a wired connection — connected to the headphones output of your smartphone or tablet, or connected to the headphones output adapter.

Most Bluetooth speakers have some latency, even when using a wired connection. Multimedia speakers without a Bluetooth feature do not have any latency.

7. I have to pair DJControl Mix again every time my smartphone or tablet's display turns off. Is that normal?

Yes: this is due to the way that Bluetooth LE technology works, which is used for pairing in the app. Every time your smartphone or tablet's display turns off, the Bluetooth connection with djay is lost and you must repeat the pairing procedure.



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