

Hercules®



# DJCONTROL INSTINCT

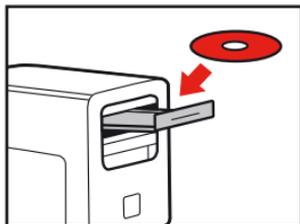
  GETTING STARTED WITH DJCONTROL INSTINCT AND DJUCED™

 DJUCED™

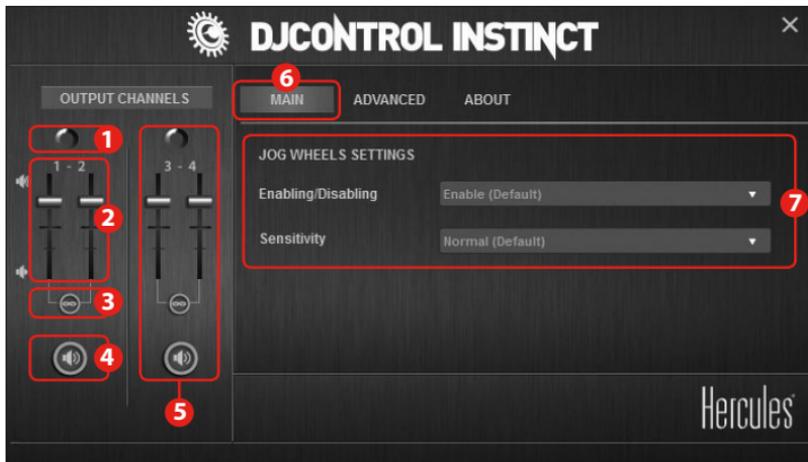


# INSTALLATION

- Insert the CD-ROM.



- Run the installer program.
- Follow the instructions.



- 1- Channels 1-2 (mix output) balance
- 2- Volume on channels 1 (left) and 2 (right)
- 3- Lock/unlock right and left channel volume

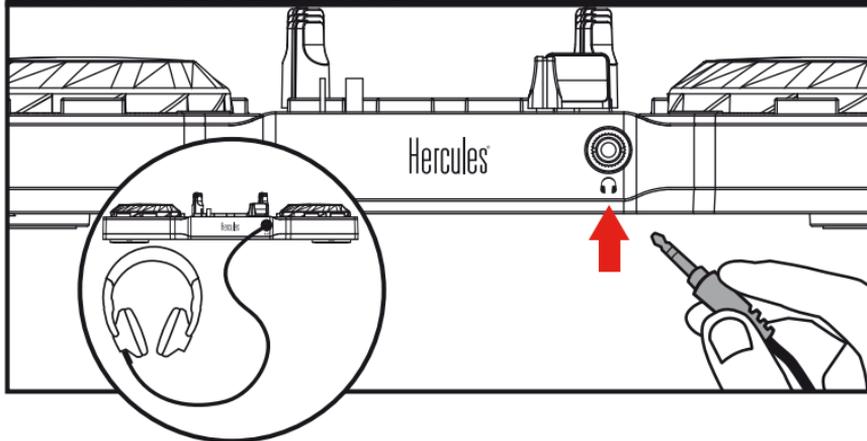
- 4- Mute on/off
- 5- Channels 3-4 (headphones output) control
- 6- Main panel

- 7- Set jog wheels (enable/disable and set sensitivity)

More information (forum, tutorials, videos...) available at  
[www.HERCULESDJMIXROOM.com](http://www.HERCULESDJMIXROOM.com)

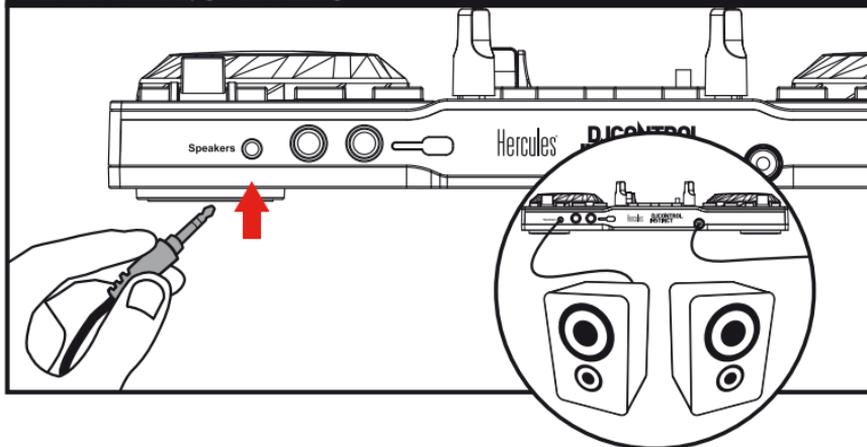
# 1 - **CONNECTING HEADPHONES AND SPEAKERS**

## FRONT PANEL: HEADPHONES



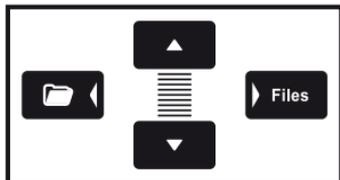
When connecting headphones, make sure that the volume level is suitable for listening with headphones: start playing a music track before putting on the headphones, and turn down the volume if it seems that the sound coming from the headphones is too loud.

## REAR PANEL: SPEAKERS



## 2 - LOADING YOUR MUSIC IN DJUCED™

Use the following buttons to browse through folders and files.



Browse through the list of folders or through files:



Expand/collapse folder's tree structure:



Access the list of files in a folder:



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™ automatically analyzes the BPM (number of beats per minute) of the track you have loaded.

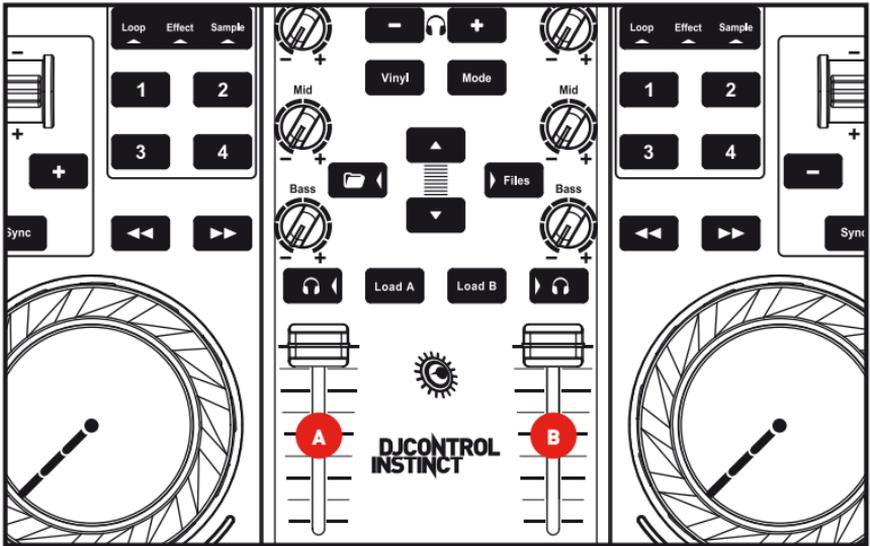


DJUCED™ lets you play the most popular audio file formats (mp3, wav, wma, aif...) if the codec is installed on your computer. Install iTunes, Windows Media Player... if they are not already installed on your system.

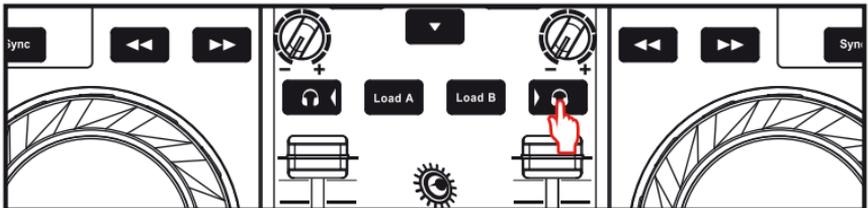
## 3 - PREVIEWING A TRACK

Previewing lets you prepare the next track to be played (following the track that you are currently playing for your audience). You can use previewing 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 Cue point, which will let you start playback of the track from that point (please also see section 7 – PLACING A CUE POINT).

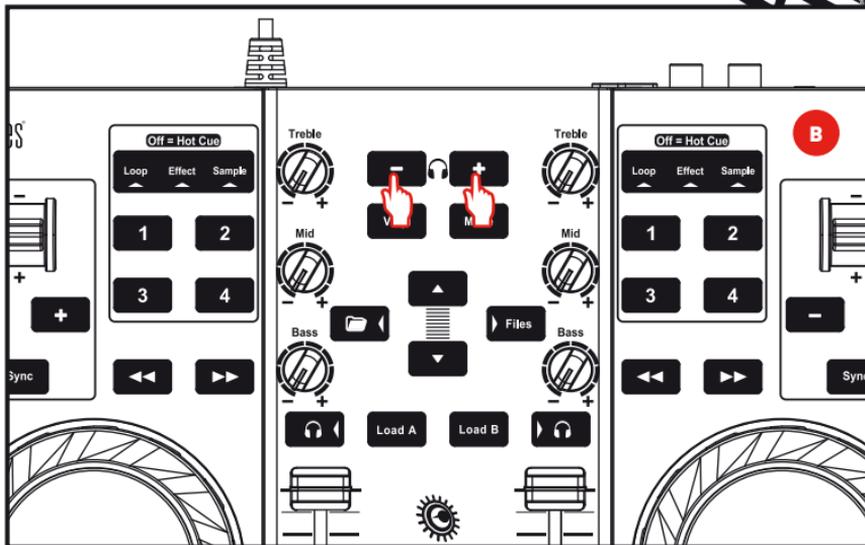
3.1 You are playing a track on deck A, and want to preview the next track on deck B.



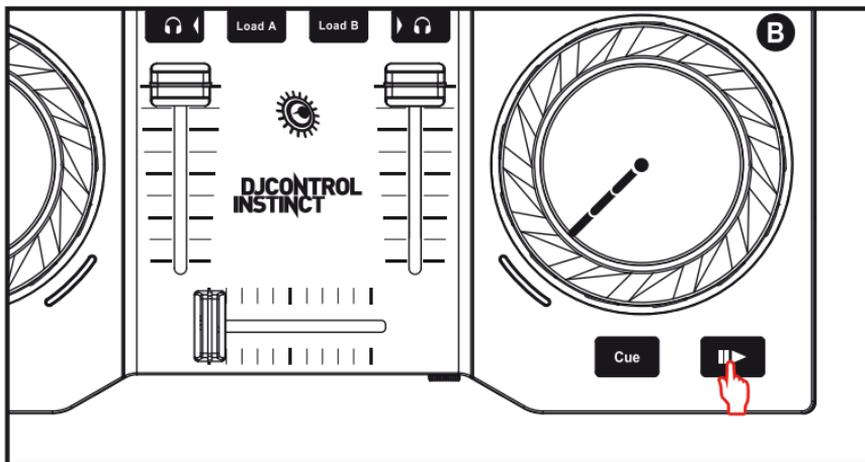
3.2 Press the  button on deck B (the deck on which the track that you want to preview is loaded).



3.3 Adjust the volume on your headphones using the buttons



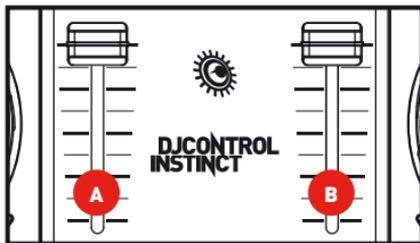
3.4 Start playing the track to be previewed on deck B. Prepare the track (beatmatch the track, place a Cue point...).



## 4 - MIXING TRACKS

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

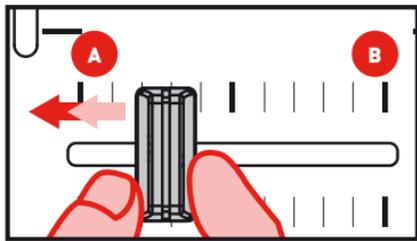
4.1 You have loaded a track on each deck (A and B). Position the volume faders as shown below.



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

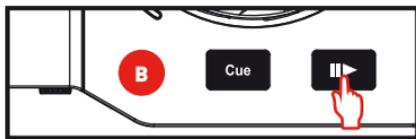


4.3 Set the crossfader to the side of the deck on which the track is playing (here, to the left).

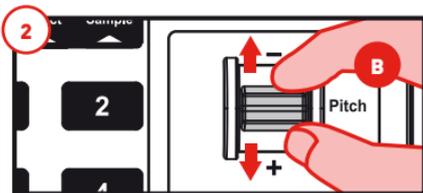
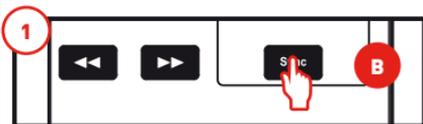


4.4 Select previewing on deck B (please see 3. Previewing a track).

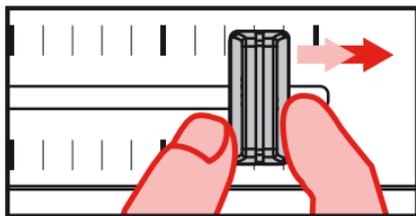
4.5 Before the end of the track being played, start playing the track loaded on deck B.



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) to make the BPM of this track match the BPM of the track that will be finishing (on deck A). Or you can adjust the BPM to match the BPM of the track on deck A using the pitch stick (2).

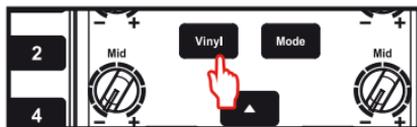


4.7 To make the transition, progressively move the crossfader toward the deck on which the new track is being played (here, to the right).



## 5 - SCRATCHING ON A TRACK

5.1 Press the **Vinyl** button to enable Scratch mode.



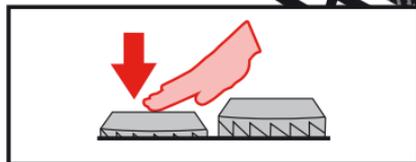
5.2 Start playing a track loaded on deck A, for example.



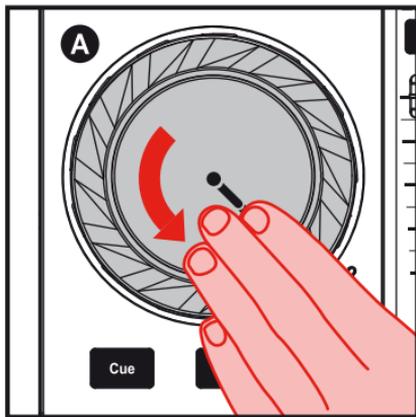
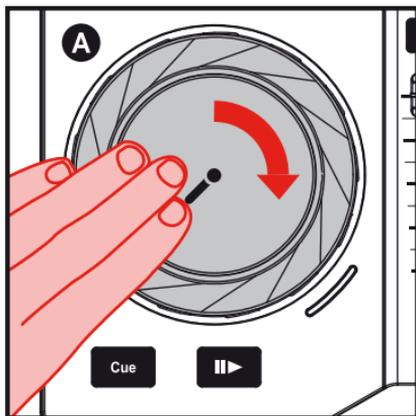
5.3 Place your hand on the jog wheel on deck A, as shown in the illustration.



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, for example over 1 or 2 beats.



## 6 - EFFECTS, LOOPS AND SAMPLES

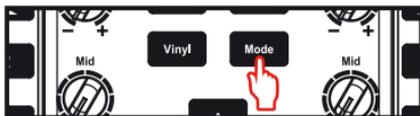
An effect is a filter (or a combination of filters) which modifies the sound: echo, reverb...

A loop is a part of a track whose beginning and end you define, and which is played repeatedly.

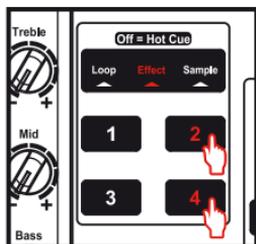
A sample is a short sound which can be played on its own or in conjunction with other samples, either over the music or in place of the music, and can be played either as a loop, or just one time (this is known as a "jingle").

### 6.1 Applying an effect on a track that is loaded and playing.

Press the **Mode** button to select **Effect** mode.



Press a button to apply an effect, or multiple buttons to apply a combination of effects. The corresponding effect or effects are displayed in DJUCED™.

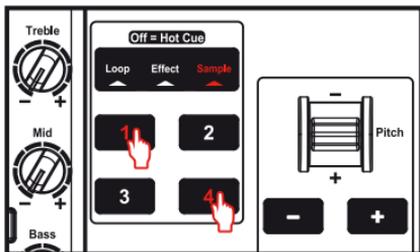
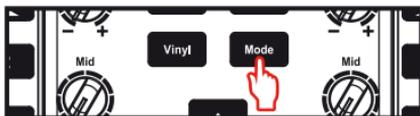


### 6.2 Playing a sample on a track that is loaded and playing.

Press the **Mode** button to select **Sample** mode.

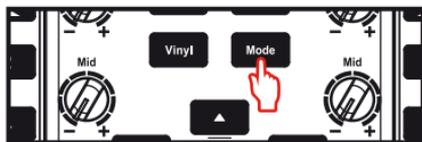
Press one or more buttons to trigger the sample(s).

**The button's backlighting duration corresponds to the sample length: short, for a short sound such as a drum hit; longer, for a brief sample of music, for example.**



### 6.3 Creating and playing a loop from a track that is loaded and playing.

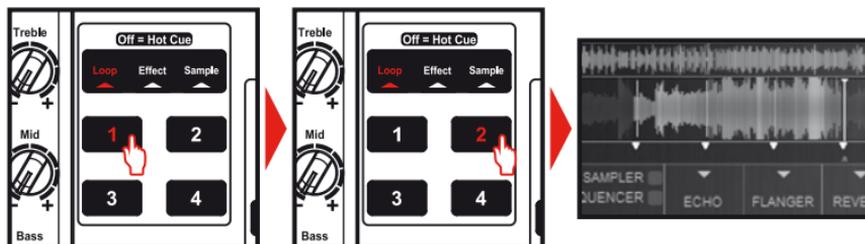
Press the **Mode** button to select **Loop** mode.



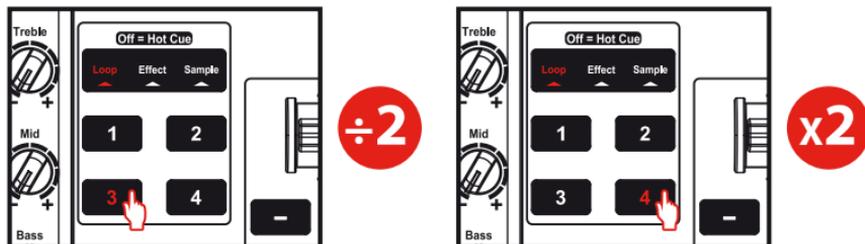
When a track is playing, press button 1 to create the start of the loop (or "loop in" point), and then press button 2 at the moment where you want to mark the end of the loop (or "loop out" point).

**Use the vertical lines in DJUCED™ (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™ plays a part of the track as a loop. Press button 2 to exit the loop and return to normal playback.



Press button 3 to divide the loop length in half, and button 4 to double the length of the loop.



## 7 - PLACING A CUE POINT

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

7.1 Press the **Cue** button to place a Cue point in the track loaded on deck A, for example.



You can place up to 4 markers, known as Hot Cue points.

7.2 Press the **Mode** button until none of the three **Loop / Effect / Sample** mode indicators are lit up. You are now in **Hot Cue** mode.



7.3 Press button 1 to place Hot Cue 1, button 2 to place Hot Cue 2, etc. Once this is done, when you are in Hot Cue mode (none of the three Loop / Effect / Sample mode indicators are lit up), simply press one of buttons 1 to 4 to access the corresponding marker in the track.

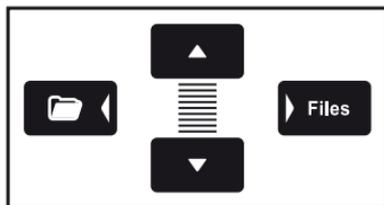
When you press the **Cue** button, playback starts from the last Cue point you have placed in the track.

Click on **⊖** (in DJUCED™) to delete a Cue point.



## 8 - CREATING A PLAYLIST

Highlight one of the tracks that you want to add to the playlist, using these buttons:



The  button appears on the left.



Click the  button to create a playlist.

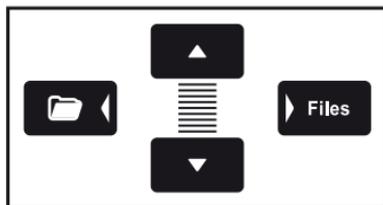
Enter a name for the playlist, then click OK.



The new playlist appears in the Playlists folder.



Return to the folder containing your music, using these buttons:



In DJUCED™, 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").**

