



DJCONSOLE RMX2



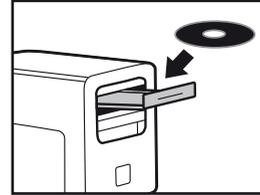
  GETTING STARTED WITH DJCONSOLE RMX2 AND DJUCED™





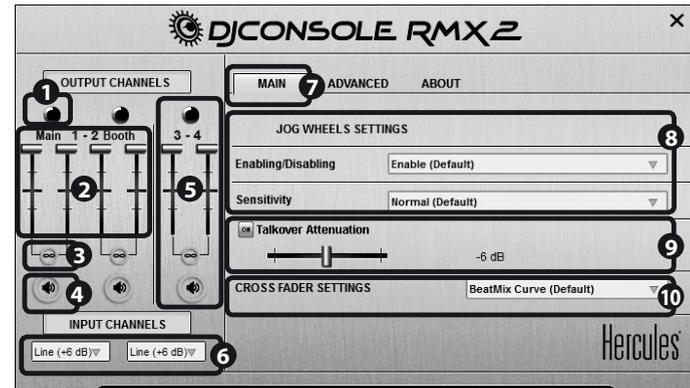
INSTALLATION

- Insert the CD-ROM.



- Run the installer program.
- Follow the instructions.

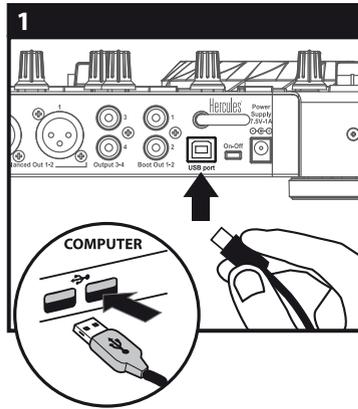
The DJUCED™ and VirtualDJ LE applications are installed on your system.



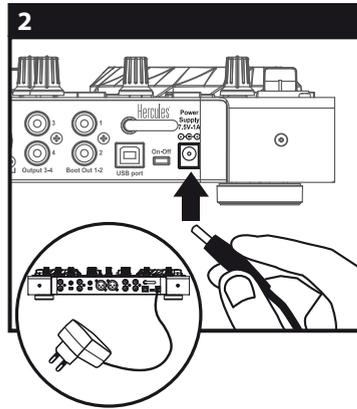
- | | | |
|--|---|--|
| 1- Channels 1-2 (mix output) balance | 5- Channels 3-4 (headphones output) control | 8- Set jog wheels (enable/disable and set sensitivity) |
| 2- Volume on channels 1-2 (Main) and 1-2 (Booth) | 6- Select input type | 9- Adjust talkover attenuation |
| 3- Lock/unlock right and left channel volume | 7- Main panel | 10- Configure crossfader |
| 4- Mute on/off | | |

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

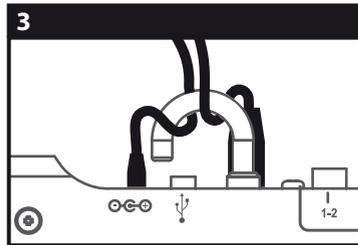
CONNECTIONS



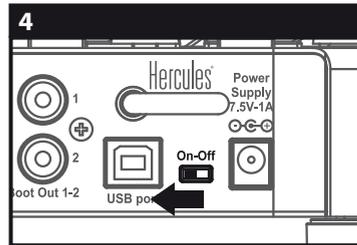
Connect the DJConsole Rmx2 to your computer using the USB cable.



Connect the power adapter.

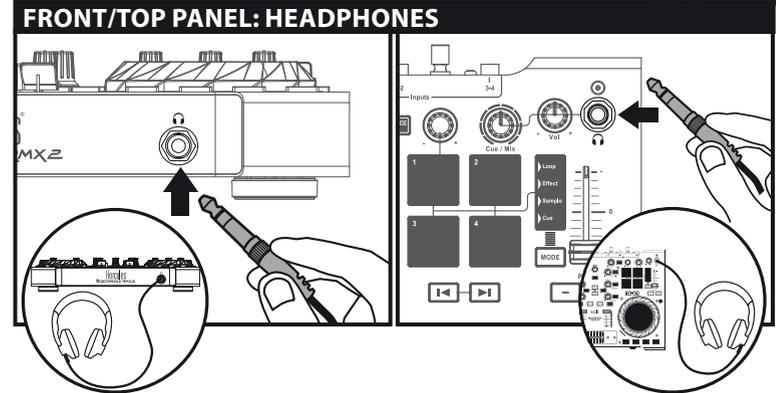


Thread both the USB cable and the power adapter cable through the hook to prevent accidental disconnection.

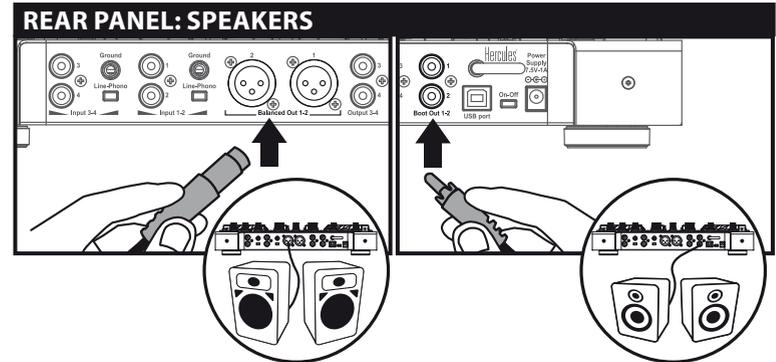


Finally, set the On/Off switch to On.

1 - CONNECTING HEADPHONES AND SPEAKERS

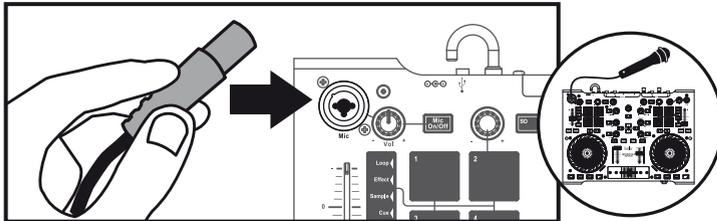
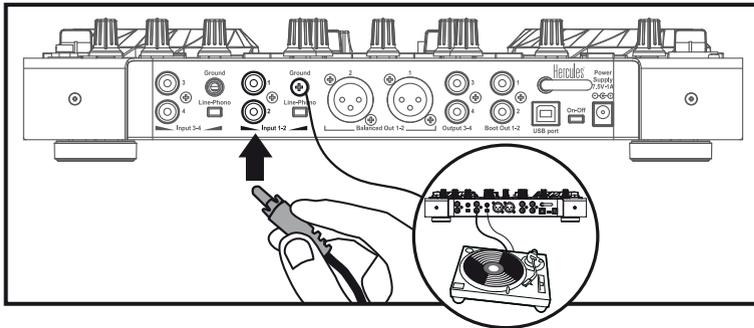
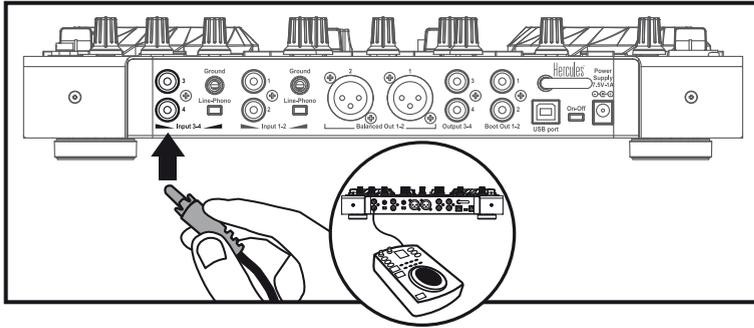


! When connecting headphones, make sure that the volume level is suitable for listening with headphones: **before putting the headphones on your ears**, start playing a music track, and turn down the volume if it seems that the sound coming from the headphones is too loud.



! The Main master volume knob only controls the level of the XLR outputs. You can connect 2 XLR to RCA cables, or 2 XLR to 6.35 mm jack cables, with speakers equipped with RCA or 6.35 mm jack inputs.

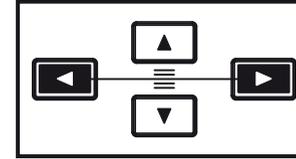
2 - CONNECTING AUDIO SOURCES



CD players or vinyl turntables: set the switch to Phono if the vinyl turntable has a ground wire. Adjust the input level in the control panel.
Microphone: you can connect a balanced or unbalanced microphone.

3 - LOADING YOUR MUSIC IN DJUCED™

Use the following buttons to browse through folders and files.



Browse through the list of folders or through files:



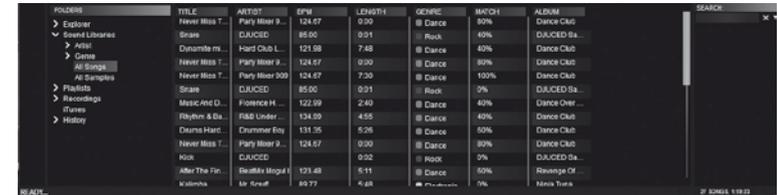
In DJUCED™: go to the folders explorer / Expand/collapse a folder's tree structure:



Access the list of files in a folder:



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



3.2 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.



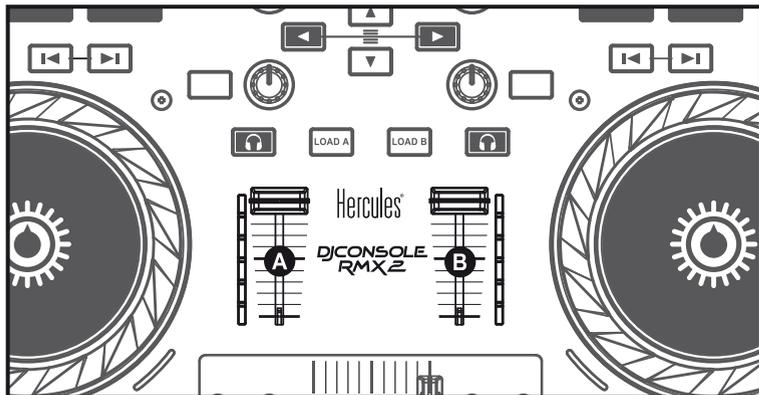
DJUCED™ lets you play the most popular audio file formats (mp3, wav, wma, aif...) if the codec is installed on your computer. If a file format is not properly recognized in iTunes, Windows Media Player... update your version of the software in question.



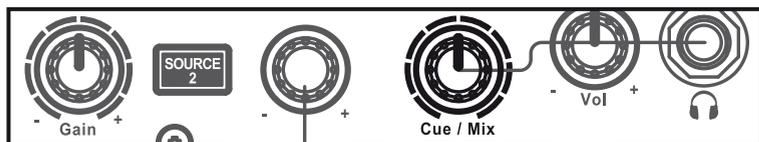
4 - PREVIEWING A TRACK

Previewing lets you prepare the next track to be played (following the track that you are currently playing for your audience). You will 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 8 – PLACING A CUE POINT).

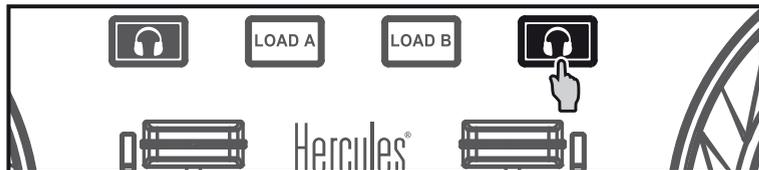
4.1 You are playing a track on deck A, and want to preview the next track on deck B.



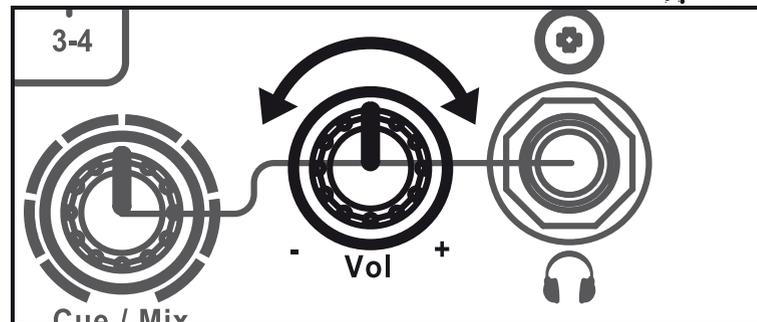
4.2 Set the **Cue to Mix** knob to **Cue**.



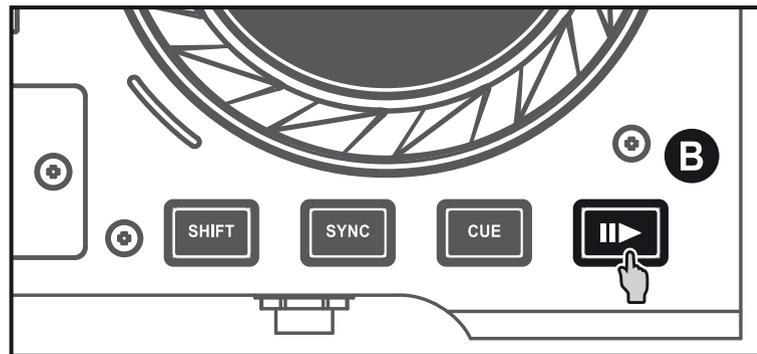
4.3 Press the button  on deck B (the deck on which the track that you want to preview is loaded).



4.4 Adjust the volume level on your headphones using the **Vol +/-** knob.



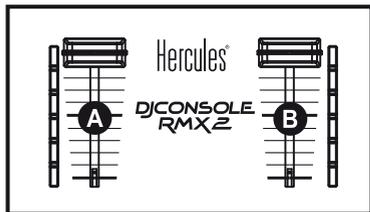
4.5 Start playing the track to be previewed on deck B. Prepare the track (beatmatch the track, place a Cue point...).



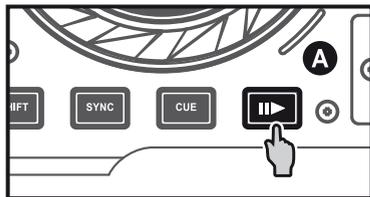
5 - MIXING TRACKS

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

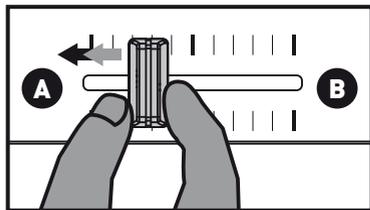
5.1 You have loaded a track on each deck (A and B). Position the volume faders as shown below.



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

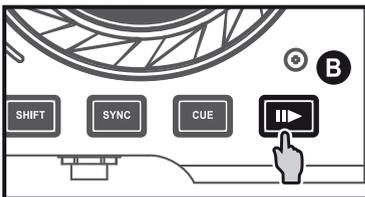


5.3 Set the crossfader to the side of the deck on which the track is playing (here, to the left).

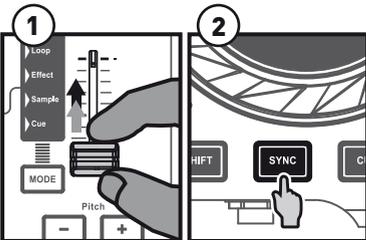


5.4 Select previewing on deck B (please see 4. Previewing a track).

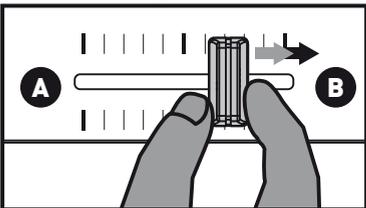
5.5 Before the end of the track being played, start playing the track loaded on deck B.



5.6 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. Adjust the BPM to match the BPM of the track on deck A using the pitch fader (1). Or press the SYNC button on deck B (2) to synchronize the track's BPM with the BPM value of the track that is ending (on deck A).



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

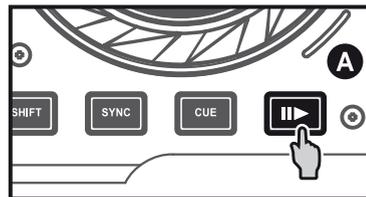


6 - SCRATCHING ON A TRACK

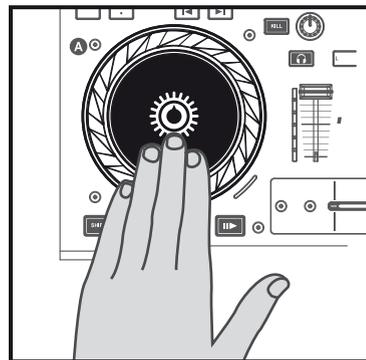
6.1 Press the VINYL button to enable Scratch mode.



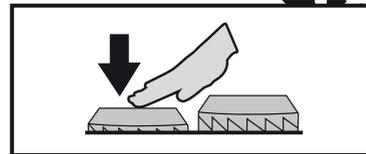
6.2 Start playing a track loaded on deck A, for example.



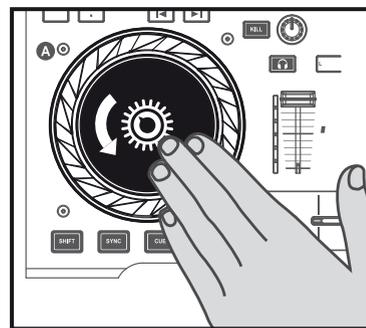
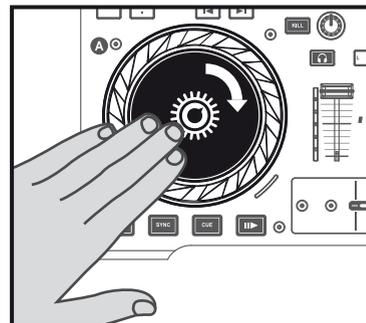
6.3 Place your hand on the jog wheel on deck A, as shown in the illustration.



6.4 Press down slightly on the jog wheel...



6.5 ... and gently turn the jog wheel to the right and to the left in succession, for example over 1 or 2 beats.





7 - EFFECTS, LOOPS AND SAMPLES

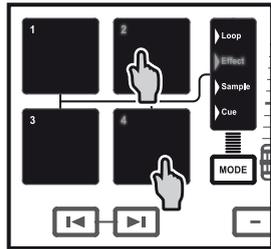
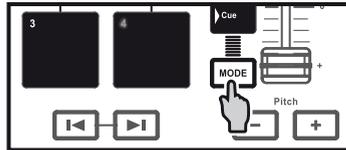
An effect is a filter (or a combination of filters) which modifies the sound: echo, reverb... A loop is a part of a track whose beginning and end you define, and which is played repeatedly. A sample is a short sound which can be played on its own or in conjunction with other samples, either over the 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").

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

The order of the effects bar corresponds to the numbers of the pads.

Pad 1 = Effect 1, pad 2 = Effect 2, pad 3 = Effect 2, pad 4 = Effect 3.

Press the **MODE** button to light up the **Effect** indicator.



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

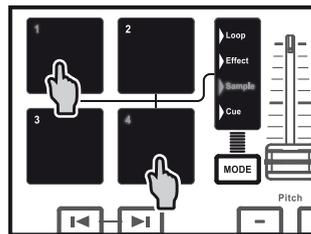
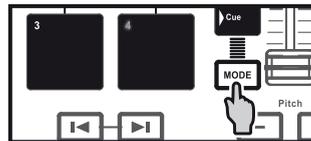


7.2 Playing a sample on a track that is loaded and playing.

The pad's number corresponds to a specific sample.

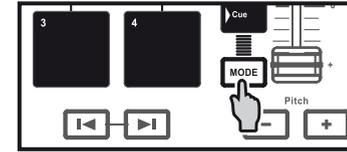
Press the **MODE** button to light up the **Sample** indicator.

Press one or more pads to trigger the samples. If the sample is played as a loop, press the pad again to stop playback of the sample. If the sample is not played as a loop (i.e. it is played once, as a jingle), then the pad'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.



7.3 Creating and playing a loop from a track that is loaded and playing.

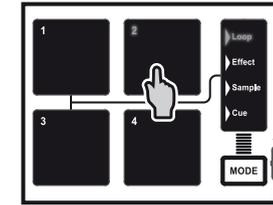
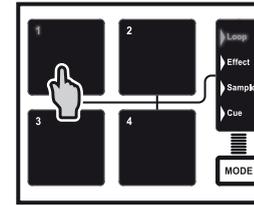
Press the **MODE** button to light up the **Loop** indicator.



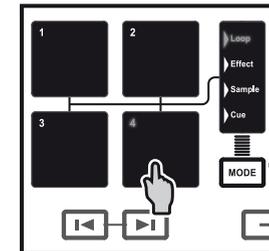
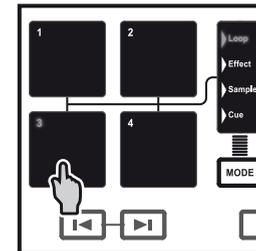
When a track is playing, press pad 1 to create the start of the loop (or "loop in" point), and then press pad 2 at the moment where you want to mark the end of the loop (or "loop out" point).

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. In EZ ("easy") mode, the loop is created on an even (and not odd) number of beats.

DJUCED™ plays a part of the track as a loop. Press pad 2 to exit the loop and return to normal playback.



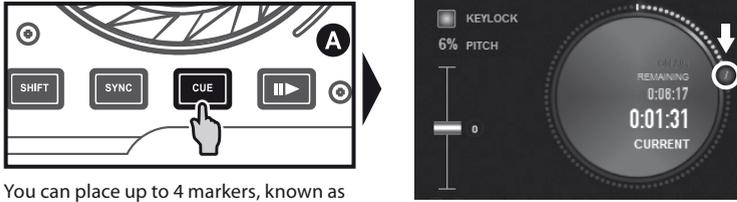
Press pad 3 to divide the loop length in half, and pad 4 to double the length of the loop.



8 - PLACING A CUE POINT

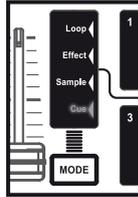
A Cue point is a marker that you can place in a music track. It lets you start playback of the track from that point.

8.1 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.

8.2 Press the **MODE** button to light up the Cue indicator.



8.3 Press pad 1 to place Hot Cue 1, pad 2 to place Hot Cue 2, etc. Once this is done, when you are in Hot Cue 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 Cue point you have placed in the track.

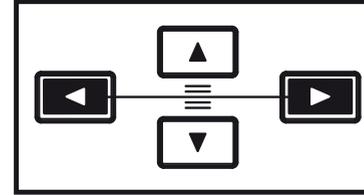
Click on **⊖** (in DJUCED™) to delete a Cue point.



On the DJConsole RMX2: in Hot Cue mode, press the **SHIFT** button and then press one of the pads corresponding to the Cue point that you want to delete.

9 - 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.

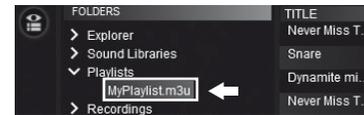


Click the **Ⓜ** button to create a playlist.

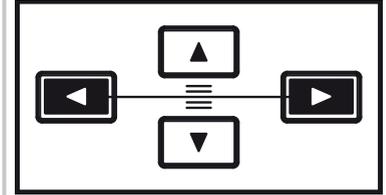
Enter a name for the playlist, then click OK.



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.

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").



You can also view your iTunes playlists by expanding the corresponding folder in the folders explorer.