

HERCULES P32 DJ

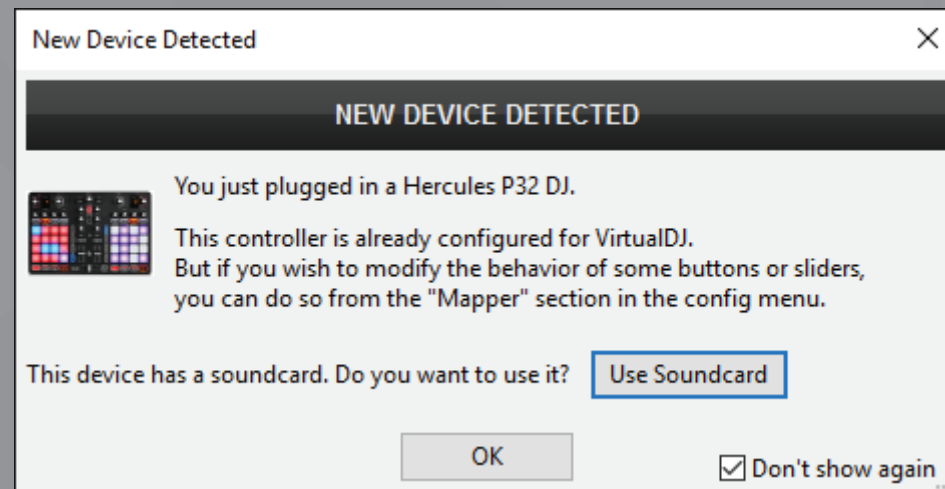
Hercules P32 DJ Mapping Details with Virtual Dj



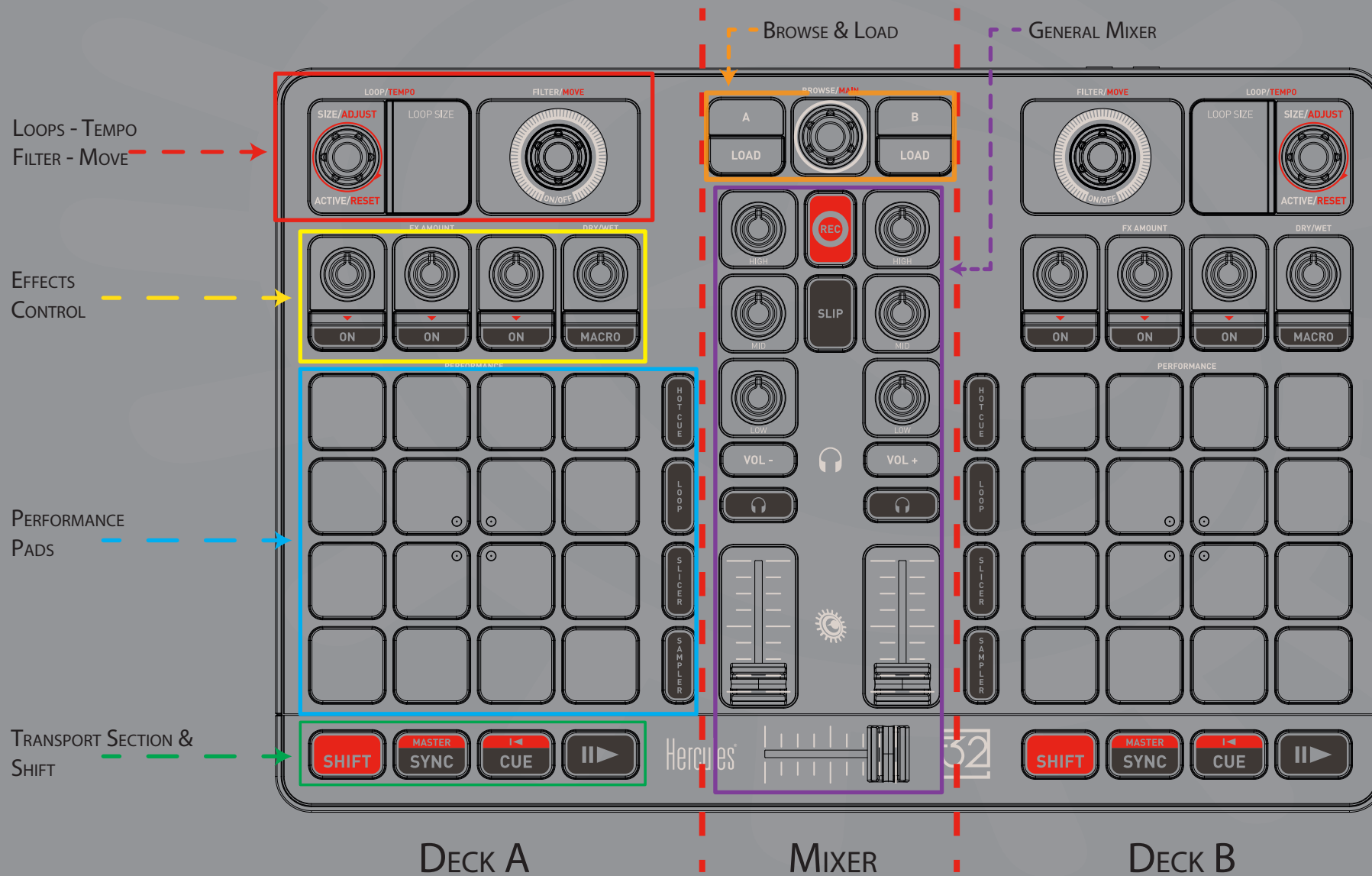
MAPPING INSTALL

Install your mapping in 3 simple steps:

- 1- Place the file "Hercules_P32_DJ.zip" in the "Devices" folder ("Documents\VirtualDj\Devices").
- 2- Plug your **HERCULES P32 DJ** and start Virtual DJ
- 3- Upon starting, a message confirms your **P32 DJ** is configured. Click on "Use Soundcard" then "OK" and you are ready to mix!



SECTIONS DEFINITIONS

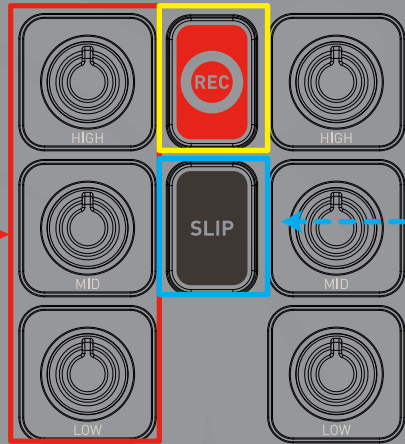


GENERAL MIXER

EQUALIZER SECTIONS (EQ)

This **KNOBS** control the amount of **EQ**.

One for each band : **High - Mid - Low**



RECORD

Start/Stop the audio recording

SLIP MODE

Activate the **SLIP mode** on both decks

HEADPHONES VOLUMES

This Buttons controls The Vol +/- in the Headphones

They are **not** Mapped.
(Hardware Audio Controls)

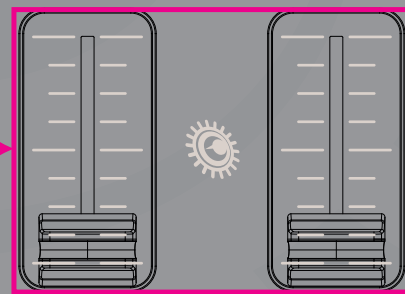


PRE FADER LISTENING (PFL)

Activate/Deactivate this Buttons to ear/mute the sound of each Deck in your Headphones (one for each Deck)

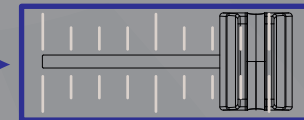
VOLUME FADERS

This Faders control the volume of each corresponding deck.



CROSSFADER

This fader mixes the sound between the Decks



BROWSE & LOAD

BROWSE ENCODER PUSH

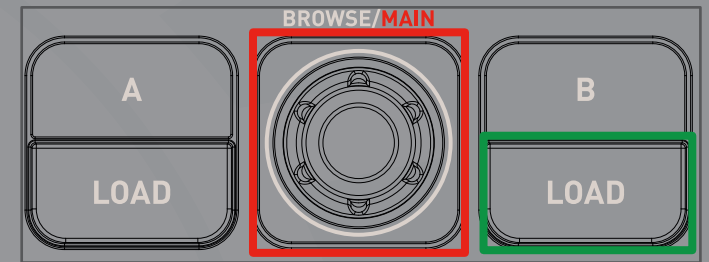
This **ENCODER PUSH** controls many things :

- 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 + PUSH** on this encoder to **PRELISTEN** a track



- 4- Push **SHIFT + TURN** Encoder for **MASTER VOLUME**



LOAD BUTTONS

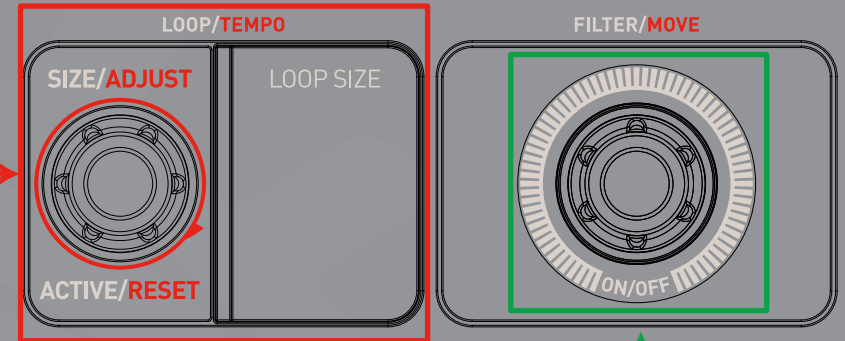
- Collapse/Expand folders
- Load the selected track into the destination deck

LOOP - FILTER TEMPO - SEEK

LOOP/TEMPO ENCODER PUSH

This **ENCODER PUSH** controls many things :

- 1- Simply change the **LOOP length** when turning the Encoder to the **LEFT/RIGHT**. The **LOOP SIZE** digits will help you to see the loop length chosen. It reflects the LOOP SIZE .
- 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 0.1
- 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 :

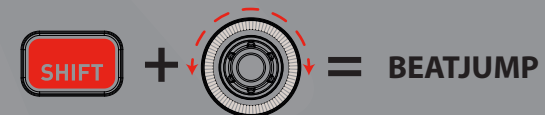
FILTER :

- 1- Simply change the **FILTER value** when turning the Encoder to the **LEFT/RIGHT**.
- 2- **PUSH** on this encoder turn **FILTER ON**, **PUSH** again to turn **FILTER OFF**.
- 3- Keep pressed **SHIFT** button and **Push the Encoder** to **reset the FILTER**



4- When a **track is playing** :

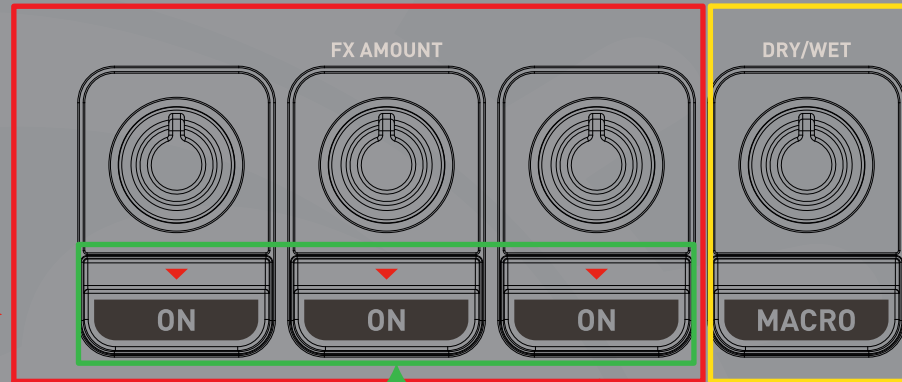
Keep pressed **SHIFT** button and turn the Encoder **LEFT/RIGHT** to **BEATJUMP** from 1 Beat



EFFECTS CONTROLS (FX)

EFFECTS CONTROLS

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




2- The 4th Knob Controls the 2nd parameter for ALL effects
The Macro Button turn ALL effects OFF

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

TRANSPORT SECTION

PLAY/CUE

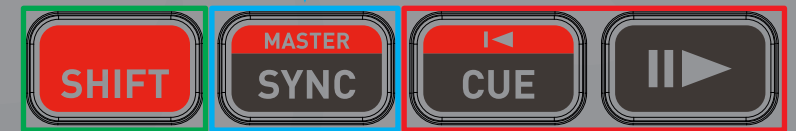
- 1- Play Button : **PLAY/PAUSE** the track on Deck A & B.
- 2- Cue Button :
 - If the track is **NOT playing**, Set a **CUE point** where the **PLAYBACK HEAD** is.
 - If the track **is playing**, the **PLAYBACK HEAD** goes to the **last CUE POINT used** and **stops the track**.
 - Keep pressing CUE 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** then tap **SYNC** in rythm for **BPM Tap** .

4- Shift Button :

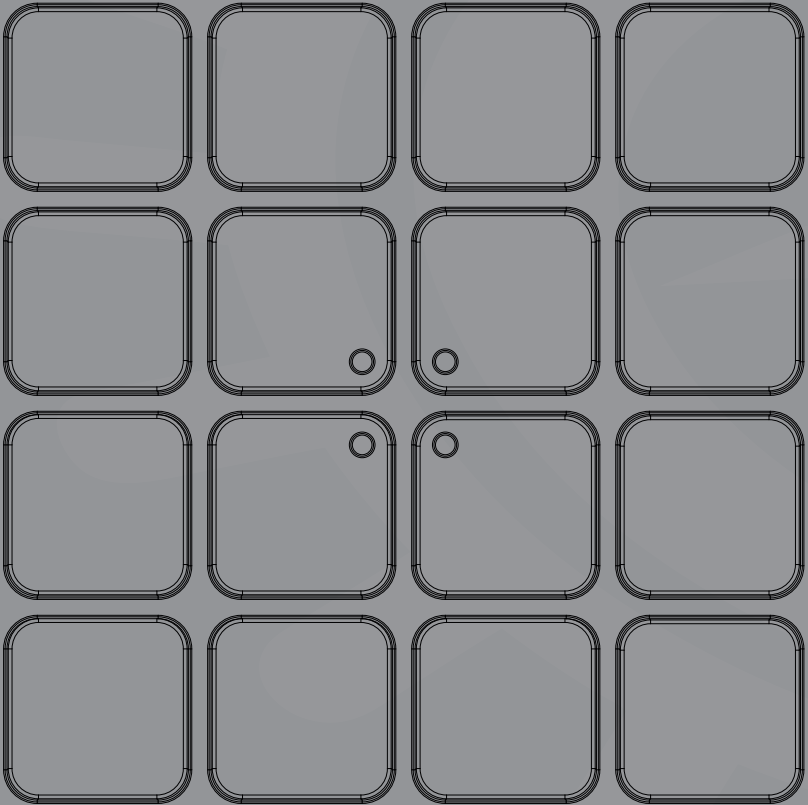
- Shift Buttons** are not mapped directly.
- These buttons are made to **access more options** on the P32 DJ layout.
- All the RED stamped functions are SHIFTED.**



PERFORMANCE PADS : MODES

4 MODES FOR PERFORMANCE PADS :

PERFORMANCE



1- **Hotcues** : ADD or DELETE up to **16 HOTCUES** on the fly.

2- **Loop** : Build **Instant Loop** and **Continuous Loops** on the fly.

3- **Slicer** : Cut a **part** of a track in slices to build **easy live remixes**.

4- **Sampler** : Play with **the sampler**.

PERFORMANCE PADS : HOTCUES

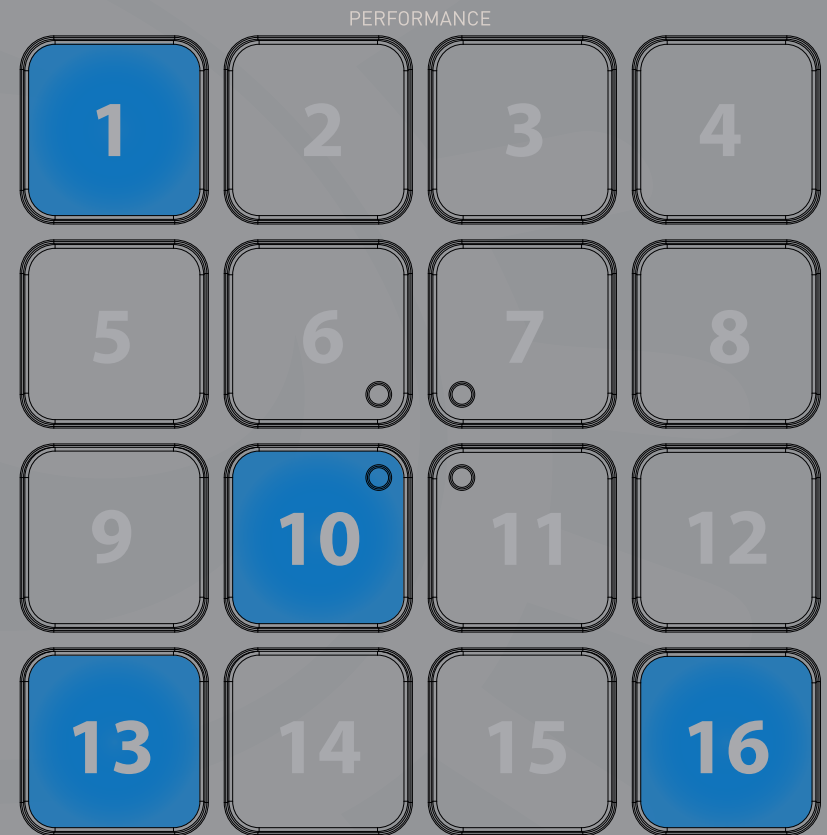
16 HOTCUES ON THE FLY :

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** when a **HOTCUE is Set** (*Blue for deck A*
Red for deck B).

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

3- **DELETE** an Hotcue by pressing **SHIFT + PAD**



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

PERFORMANCE PADS : LOOPS

16 PADS FOR 2 LOOPS MODE :

1- LOOP PAD :

When you **press** a **PAD**, immediatly **build a Loop**.

In roll mode:

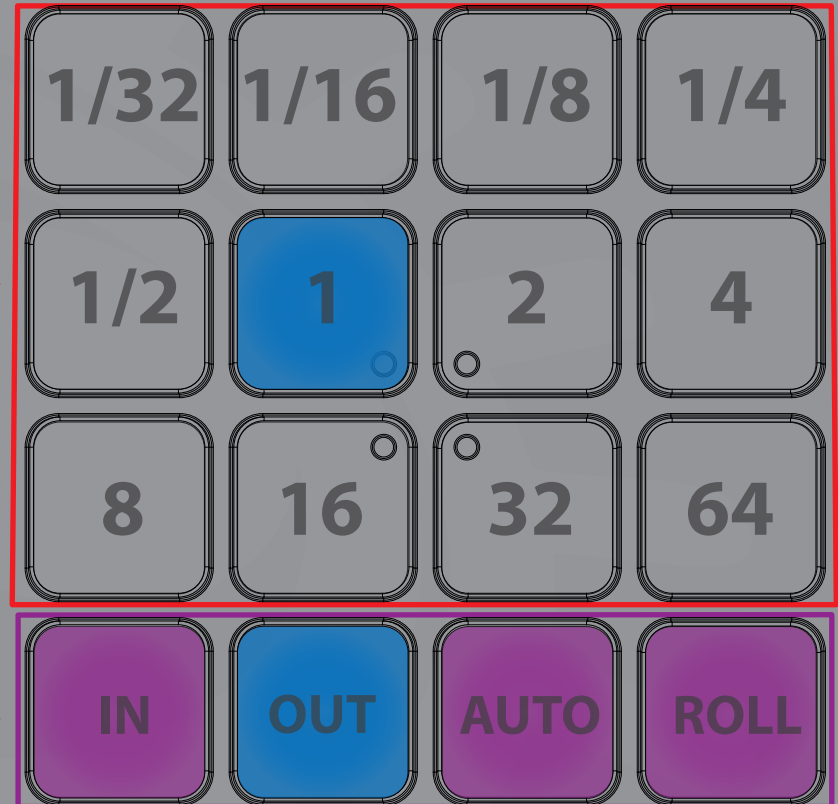
The **LOOP stops** when you **release the PAD**.

Out of roll mode:

The **LOOP stops** when you **press the PAD again**.

2- CONTROL PADS

PERFORMANCE



NOTE : The **PERFORMANCE PAD LIGHTS in BLUE** when pressed or activated (Red for deck B).

PERFORMANCE PADS : SLICER

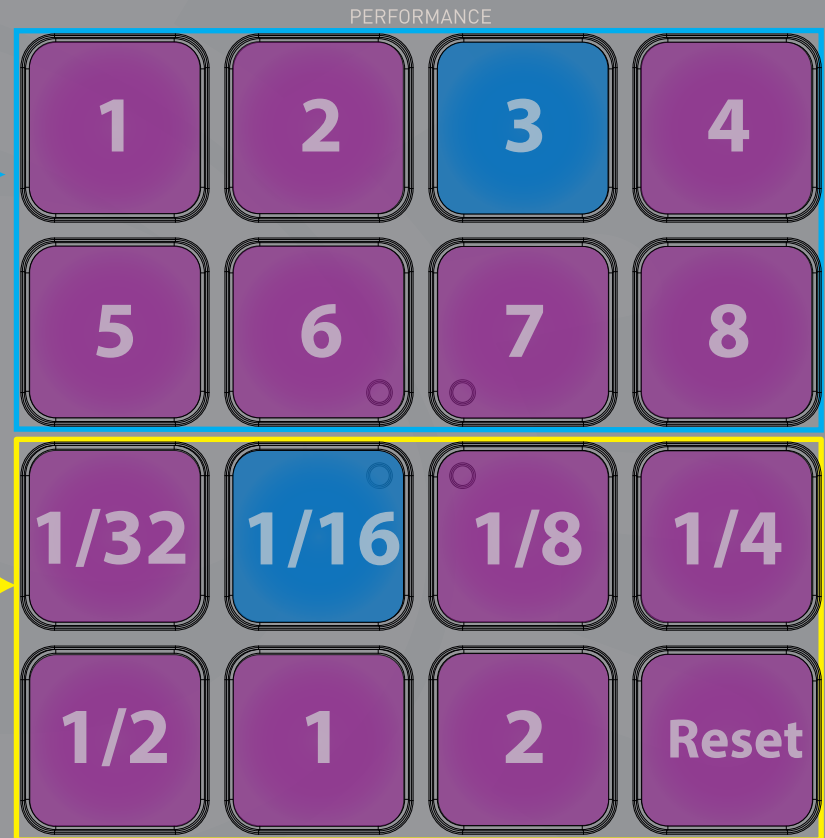
SLICER MODE :

1- 8 PADS = 8 SLICES :

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

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

Note : an **BLUE** or **RED LED "stepper"** will progress in the **PURPLE PADS** to show you in wich slice portion the deck is playing.



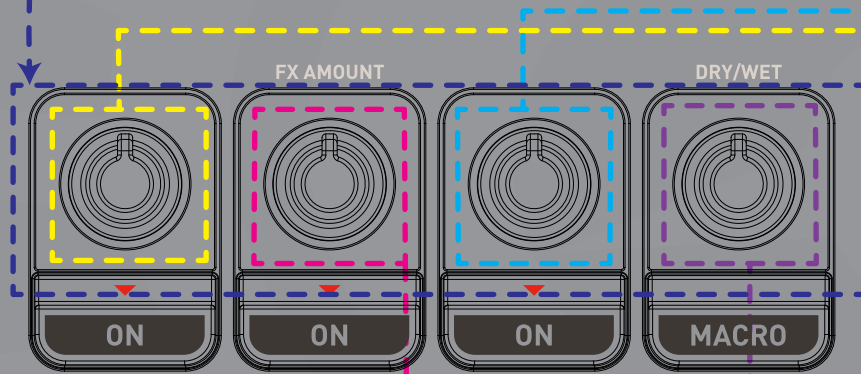
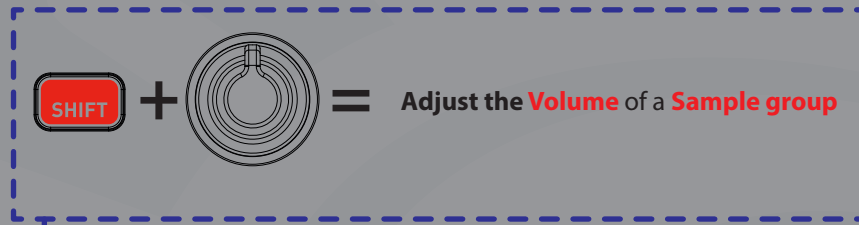
2- 8 PADS = CHANGE SLICE STEP SIZE

A **BLUE** or **RED PAD** let you know the current step size.

hold **shift** + press a pad to change **slicer length**



PERFORMANCE PADS : SAMPLER



A **Purple pad** is loaded and **ready to play**



A **Blinking Purple pad** is playing, press it again to **stop the sampler**



A **Clear pad** indicates **no sample loaded**

