



VIRTUAL DJ <> Hercules Universal DJ



Mapping Description rev 1.0

Installation procedure:

With Virtual DJ closed, copy/overwrite the definition and mapping files in the following locations:

Mappers:

PC → **My Documents \ VirtualDJ \ Mappers**

MAC → **Documents \ VirtualDJ \ Mappers**

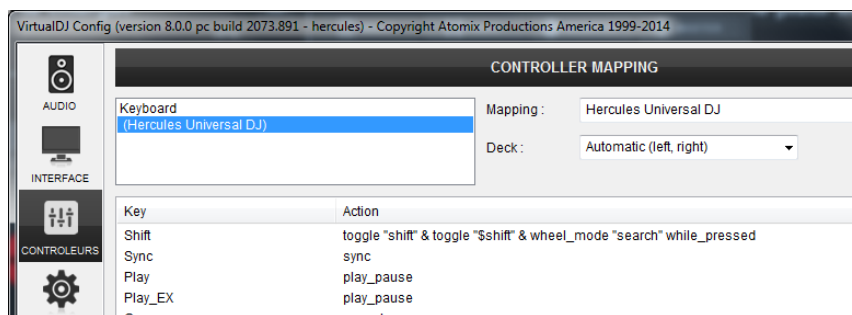
Devices:

PC → **My Documents \ VirtualDJ \ Devices**

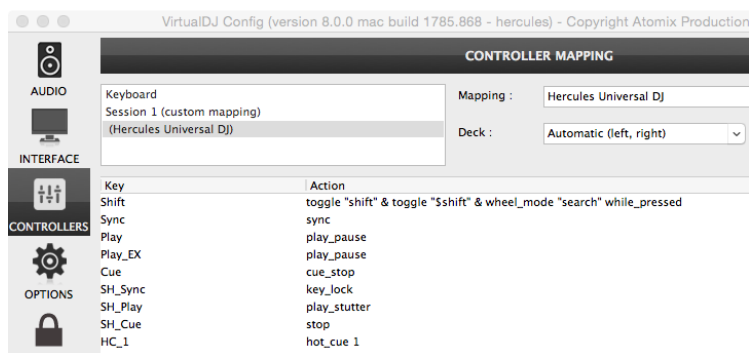
MAC → **Documents \ VirtualDJ \ Devices**

The Hercules Universal DJ should now be automatically recognized by Virtual DJ Pro and selectable in the '**CONTROLLERS**' tab of the configuration menu:

PC

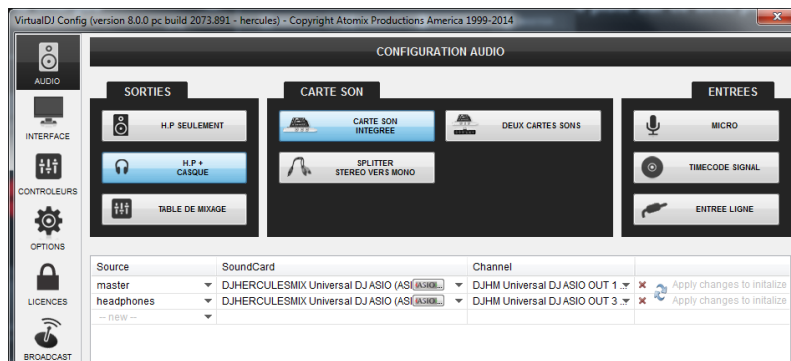


MAC

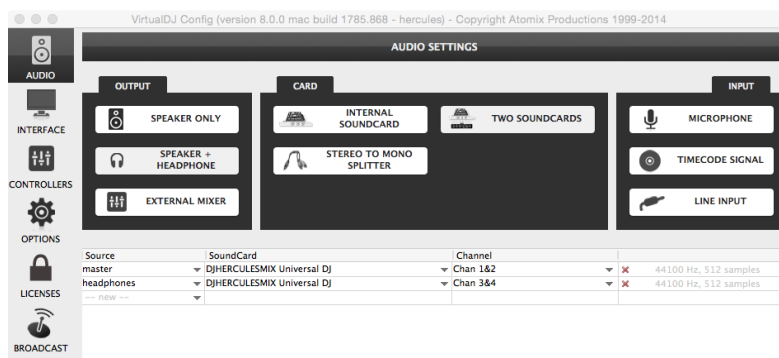


All that is left to do is to configure the audio section as follows:

PC



MAC



Your Hercules Universal DJ can now be used with VirtualDJ Pro.

Configuration de VIRTUAL DJ Pro pour Hercules Universal DJ :

Procédure d'installation:

Avant de lancer Virtual DJ, copier les fichiers dans leurs emplacements respectifs:

Mappers:

PC → Mes Documents \ VirtualDJ \ Mappers

MAC → Documents \ VirtualDJ \ Mappers

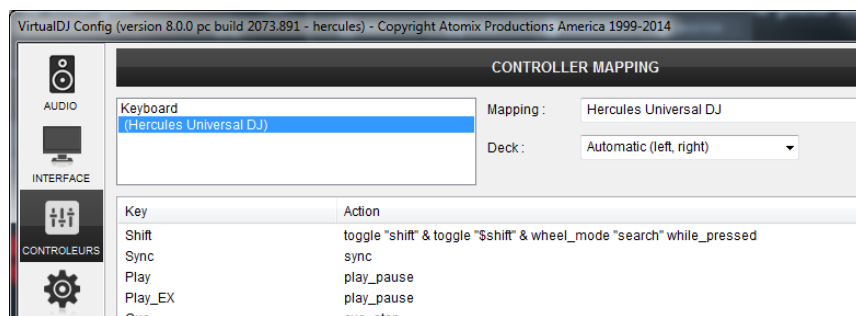
Devices:

PC → Mes Documents \ VirtualDJ \ Devices

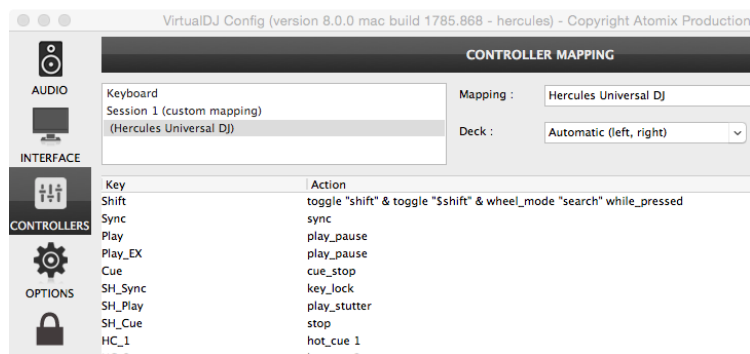
MAC → Documents \ VirtualDJ \ Devices

Le Hercules Universal DJ devrait maintenant être reconnu automatiquement par Virtual DJ Pro, et apparaître dans l'onglet '**CONTROLEURS**' du menu de configuration :

PC

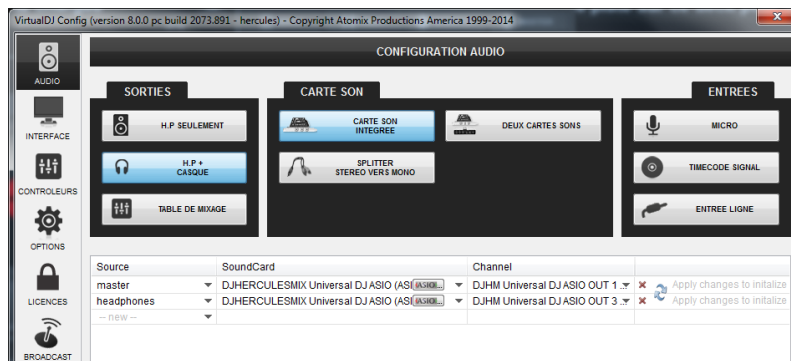


MAC

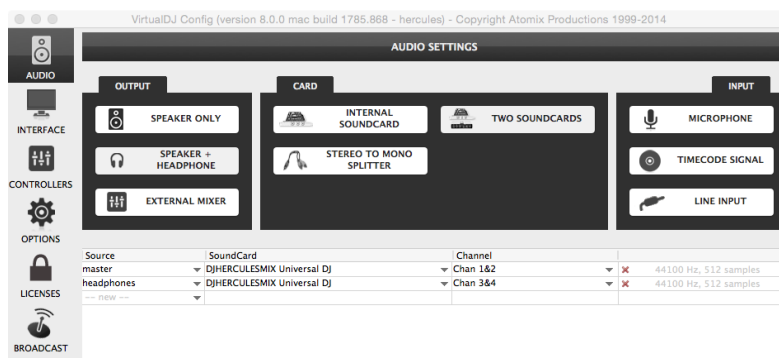


Ne reste plus qu'à configurer la partie audio du DJControl AIR+ comme ceci:

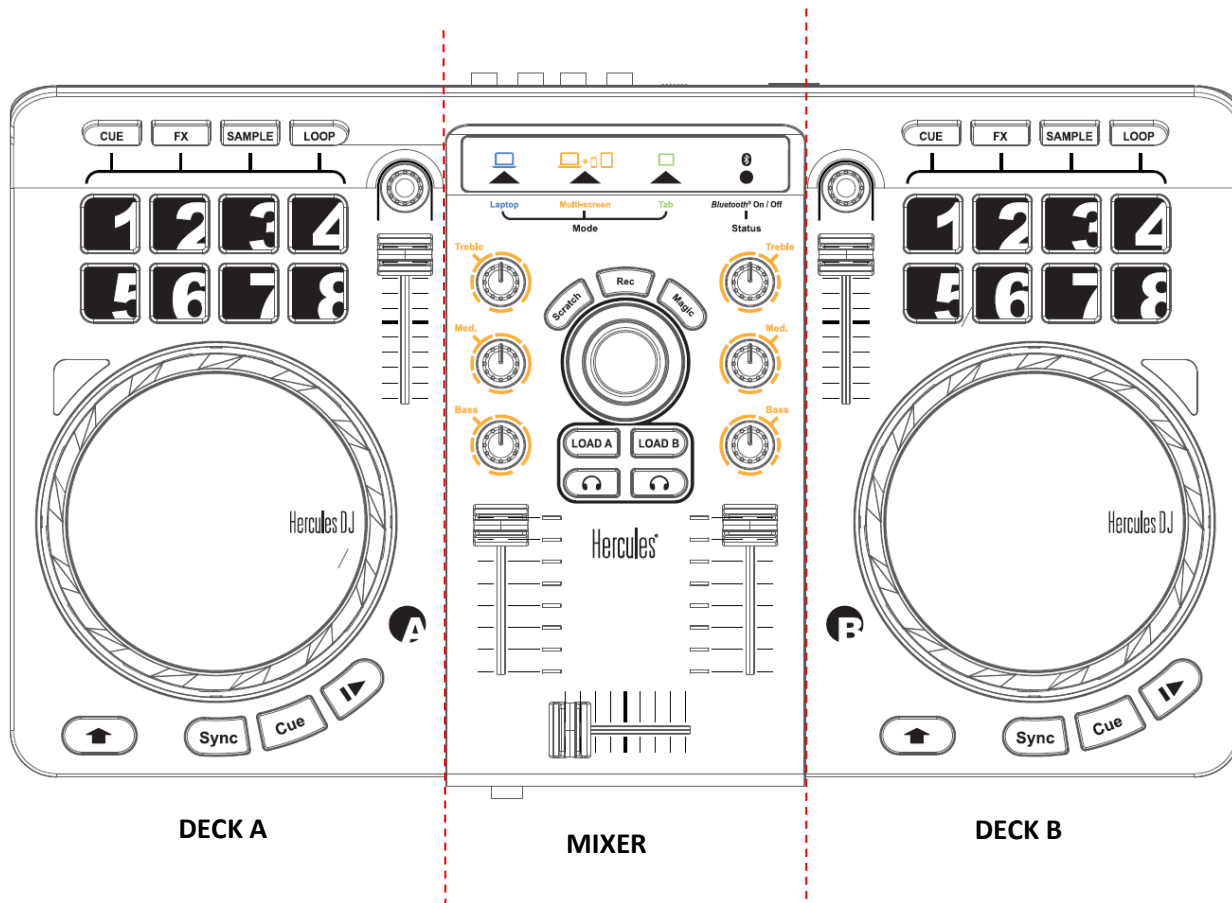
PC



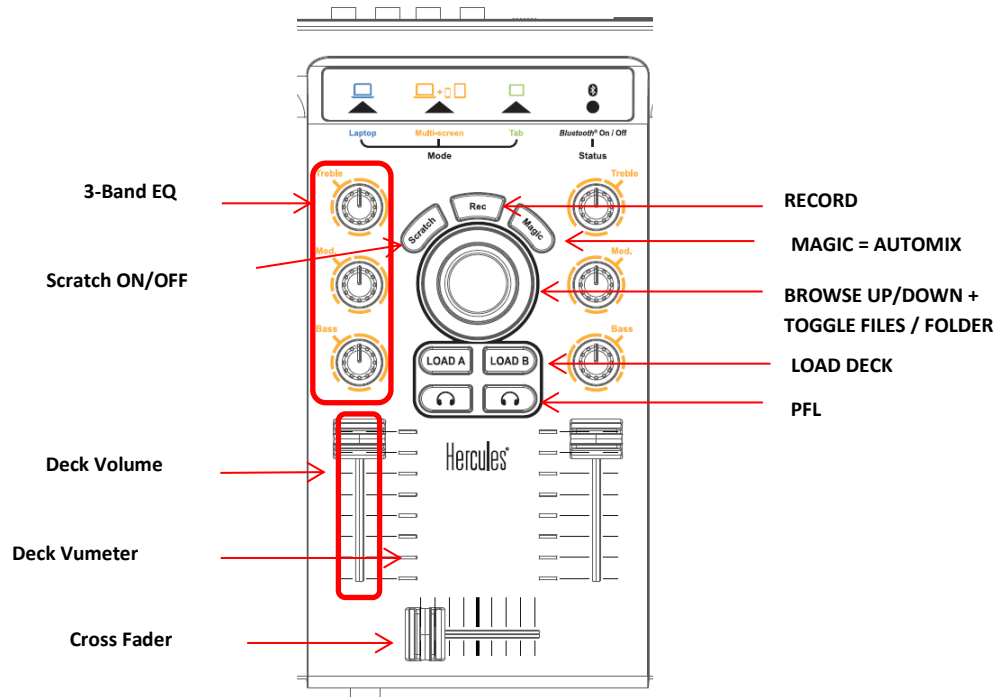
MAC



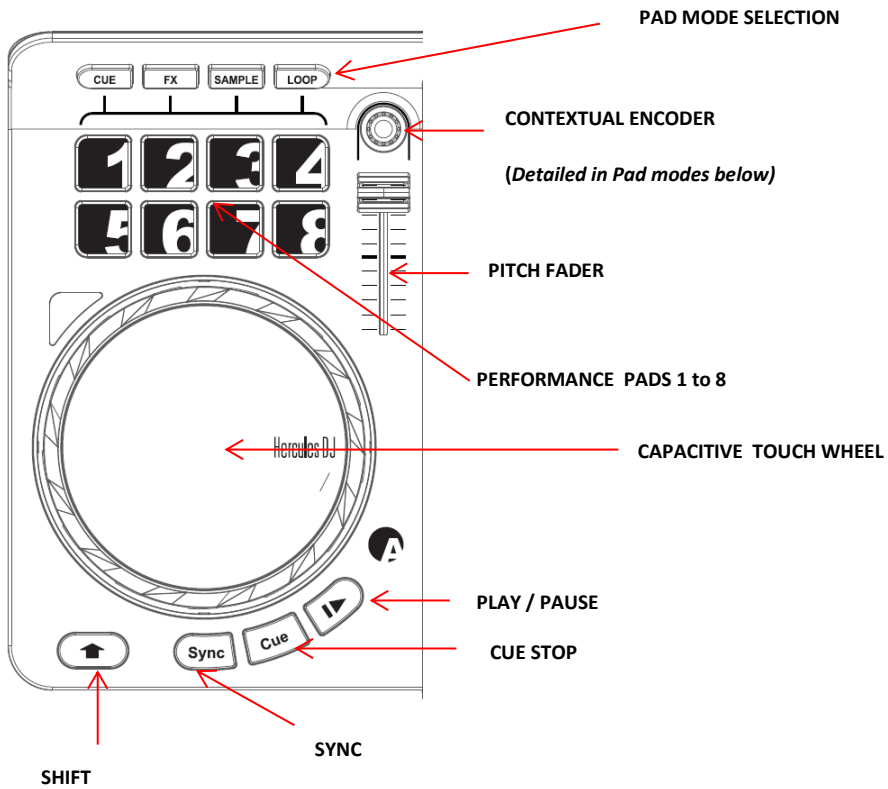
Votre Hercules Universal DJ peut maintenant être utilisé avec Virtual DJ Pro.



- **MIXER Mapping**

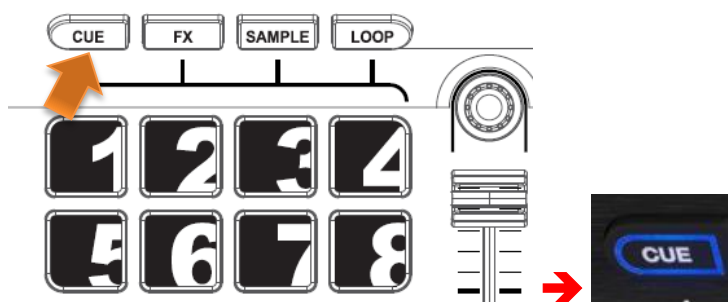


- **DECK Mapping**



- **Detailed Pads Modes:**

'CUE' Mode



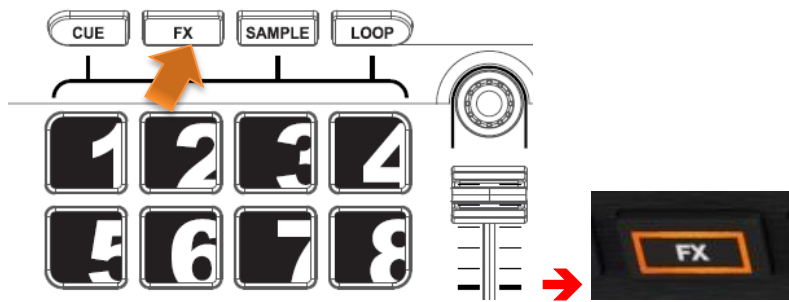
Pad 1 to 8 = HotCue 1 to 8

Encoder = Gain

'Shift' + Pad 1 to 8 = Delete HotCue 1 to 8

'Shift' + Encoder = Filter

'FX' Mode



Pad 1 to 3 = Fx SLOT 'ON' (1 to 3)

Pad 4 = All Fx SLOTS 'ON'

Pad 5 to 7 = FX Select (Fx 1 to 3)

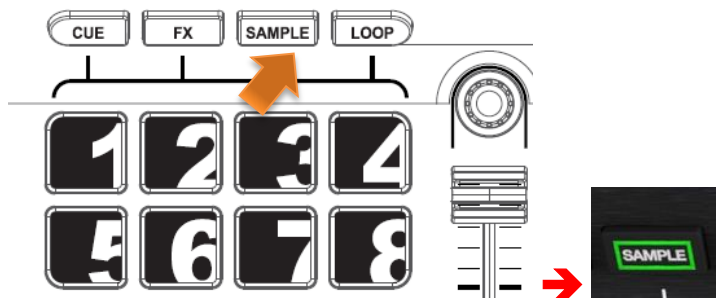
Pad 8 = Disable All effects

Encoder = Fx Amount 1,2 & 3

'Shift' + Pad 1 to 3 = Fx Selection List increment (Fx 1 to 3)

'Shift' + Pad 5 to 7 = Fx Selection List decrement (Fx 1 to 3)

'Sample' Mode



Deck A // Left Side

Pad 1 to 8 = Sample Play 1 to 8

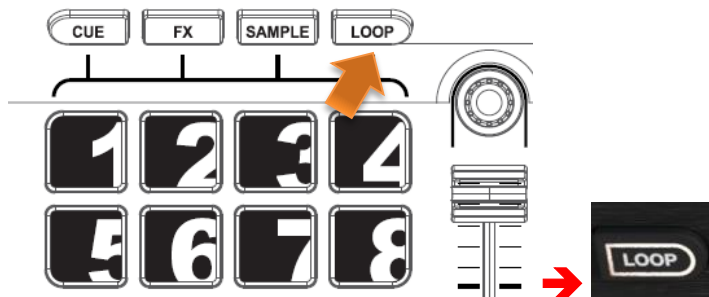
Deck B // Right Side

Pad 1 to 8 = Sample Play 9 to 16

Encoder = Sampler Volume

Shift + Encoder = Sampler Bank Select

'Loop' Mode



Pad 1 to 8 = Loop 1/16 to Loop 16

Encoder = Loop Half/Double if a loop is 'ON' or Loop Select if no loop is 'ON'

Pad 1 = Loop In

Pad 2 = Loop Out,

Pad 3 = Loop Toggle

Pad 4 = Loop Back

Pad 5 = Loop Move +20%

Pad 6 = Loop Move -20%

Pad 7 = Loop Move +40%

Pad 8 = Loop Move -40%

Encoder = Loop Half / Double