

# CONTENTS

1.	INTRODUCTION .....	3
2.	MINIMUM SYSTEM REQUIREMENTS.....	3
3.	AFTER UNPACKING YOUR DJ 4SET .....	4
4.	INSTALLATION .....	5
4.1.	Installing drivers and software .....	5
4.1.1.	<i>Installation in Windows 7 / Vista</i> .....	6
4.1.2.	<i>Installation in Windows XP</i> .....	8
4.1.3.	<i>Installation on Mac</i> .....	9
4.2.	Once installation is complete .....	11
4.3.	Connecting and disconnecting your DJ 4Set.....	11
5.	OVERVIEW .....	12
5.1.	The top panel .....	12
5.2.	The back panel .....	14
5.3.	The front panel.....	14
6.	TO MIX WITH YOUR DJ 4SET ON 4 DECKS.....	15
7.	THE DJ 4SET CONTROL PANEL.....	16
7.1.	Accessing the control panel on PC.....	16
7.2.	Accessing the control panel on Mac.....	16
7.3.	Using the DJ 4Set control panel .....	16
7.3.1.	<i>General control panel settings</i> .....	17
7.3.2.	<b>Main tab</b> .....	17
7.3.3.	<b>ASIO tab</b> (not available on Mac).....	18
7.3.4.	<b>Audio tab</b> (not available on PC) .....	19
7.3.5.	<b>Advanced tab</b> .....	19
7.3.6.	<b>About tab</b> .....	20
8.	OUTPUT OPTIONS.....	21
8.1.	Connecting speakers to your DJ 4Set .....	21
8.2.	Connecting headphones .....	21

<b>9. CONNECTING A MICROPHONE .....</b>	<b>21</b>
<b>10. DJ 4SET FEATURES .....</b>	<b>22</b>
10.1. Jog wheels .....	22
10.2. Faders (sliders) .....	23
10.3. Play/Pause, and Cue buttons .....	23
10.4. Rewind and Fast forward buttons .....	23
10.5. Pitch settings .....	24
10.6. Shift button (for loops/cue/sampler/effects), and buttons 1-3 .....	24
10.7. Load ◀ / ▶ buttons .....	24
10.8. Listen Left/Listen Right buttons .....	25
10.9. Browser buttons: Up and Down .....	25
10.10. Cue/Mix knob .....	25
10.11. Equalization knobs .....	25
<b>11. DJING BASICS .....</b>	<b>25</b>
<b>12. CONFIGURATION IN MIDI MODE.....</b>	<b>26</b>
<b>13. FAQ .....</b>	<b>27</b>
<b>14. TECHNICAL SUPPORT .....</b>	<b>28</b>
14.1. Warranty information .....	29
14.2. Additional warranty provisions.....	29
<b>ENVIRONMENTAL PROTECTION RECOMMENDATION .....</b>	<b>30</b>

# 1. INTRODUCTION

DJ 4Set is a high-performance DJ controller that opens up the doors to mixing music on your computer. DJ 4Set is a 4-deck controller, allowing you to control up to 4 audio tracks on independent decks, thereby giving you great flexibility in terms of mixing. Intuitive and fun to use, DJ 4Set lets you put your own mark on your favorite music and share it with your friends to host great parties or make creative mixes.

DJ 4Set comes bundled with a tailored version of the VirtualDJ mixing software (VirtualDJ 7 LE 4Set), compatible with both PC and Mac: the software features an interface that has been tailored for the DJ 4Set, and supports 4-deck mixing. With many useful features and mixing functions, VirtualDJ 7 LE 4Set makes it easy to mix like a pro! DJ 4Set measures 35cm x 25cm (13.8" x 9.8"): large enough for comfortable mixing with tons of controls, but still compact enough to be portable.

DJ 4Set functions with digital audio files, including MP3s. We would like to draw your attention to the fact that musical creations are protected by copyright and that you should comply with all applicable laws. We strongly encourage you to support artists by acquiring their works legally.

# 2. MINIMUM SYSTEM REQUIREMENTS

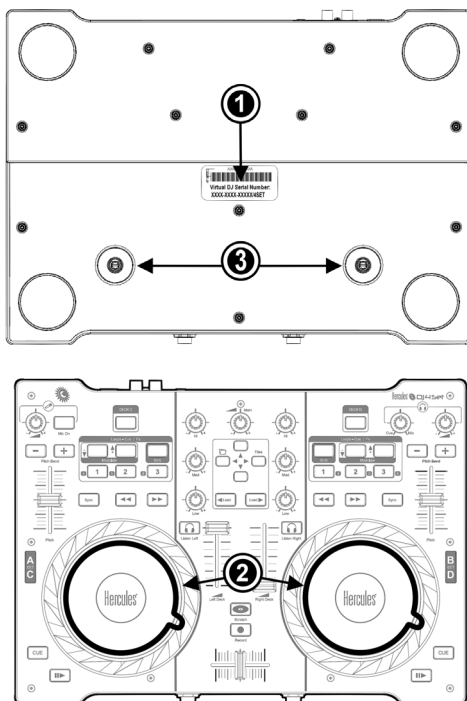
## PC:

- Desktop/laptop PC with Intel Pentium III/Athlon 1.5GHz or compatible processor or higher
- Operating system: Microsoft Windows XP® / Vista® / 7™ (32 or 64-bit)
- 1GB RAM
- Available USB bus-powered port: USB 2.0 (recommended) or USB 1.1
- Headphones and amplified speakers
- CD-ROM or DVD-ROM drive
- Internet connection (strongly recommended) + 100MB free disk space for installing applications

## Mac:

- Desktop/laptop Mac with 1.5 GHz processor (G4, G5, Core Duo Series) or higher
- Operating system: Mac OS 10.5 / 10.6 (32-bit only)
- 1GB RAM
- Available USB bus-powered port: USB 2.0 (recommended) or USB 1.1
- Headphones and amplified speakers
- CD-ROM or DVD-ROM drive
- Graphics card supporting 1024 x 768 resolution
- Internet connection (strongly recommended) + 100MB free disk space for installing applications

## 3. AFTER UNPACKING YOUR DJ 4SET



1. Make a note of the VirtualDJ 7 LE 4Set serial number (❶) found on a sticker on the underside of your console, and install DJ 4Set as indicated in the user manual.
2. Remove the transparent film protecting the top surface of each jog wheel (❷).
3. Connect your speakers and headphones to the corresponding connectors on your DJ 4Set (please see chapters [8.1. Connecting speakers to your DJ 4Set](#) and [8.2. Connecting headphones](#) for more information, respectively).
4. Should you wish to adjust the jog wheels' resistance, you can tighten or loosen the screws for each jog wheel on the underside of the controller (❸). This will allow you to set the resistance exactly to your liking.

## 4. INSTALLATION

### 4.1. Installing drivers and software



On both PC and Mac: prior to inserting the installation CD-ROM in your computer, make sure that you have Administrator rights on your system. Do not install the DJ 4Set with a Guest account: the installation may fail, as you need permission to write in the **Documents** folder to install the VirtualDJ 7 LE 4Set software.



- Insert the installation CD-ROM in your CD-ROM drive.

*The installation menu for your DJ 4Set appears automatically.*

- Click **Install your product**.

**If the installation menu is not launched automatically:**

PC:

- Double-click **My Computer** (Windows XP) or **Computer** (Windows Vista / 7).
- Double-click the CD-ROM icon.
- Double-click the installer package.

Mac:

- Open your **Finder**.
- Double-click the CD-ROM icon.
- Double-click the installer package.



- Click on the option to install the DJ 4Set drivers and follow the on-screen instructions.

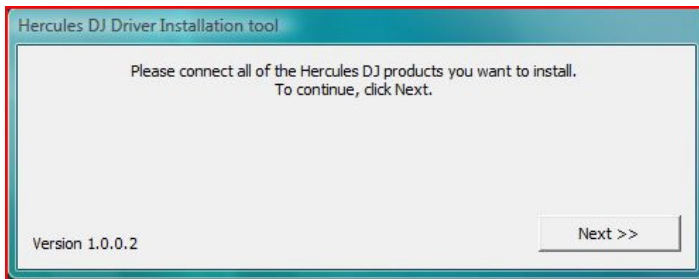
### 4.1.1. Installation in Windows 7 / Vista

Once files have been copied to your computer, the drivers will be installed. Windows displays three prompts in succession, regarding installation of the various components.



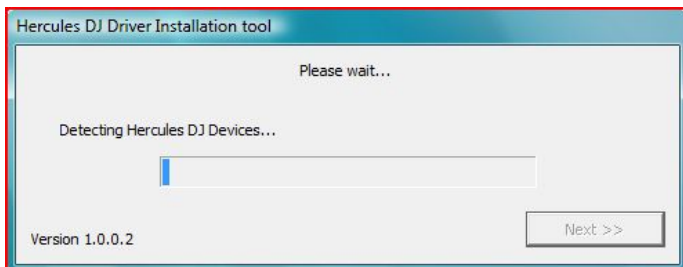
- Accept to install the software at each of these prompts to proceed with the installation.

A dialog box appears, prompting you to connect DJ 4Set to your computer's USB port.



- Connect DJ 4Set to your computer's USB port, then click **Next**.

Your computer automatically detects the DJ 4Set and completes the installation of the required drivers.





Please note that installation of the drivers may take some time, depending on your computer's performance. Let the installation procedure run its course and follow the on-screen instructions.

*You are notified when the installation is complete.*

*The DJ 4Set icon appears in your Windows taskbar, next to the clock, indicating that your DJ 4Set is installed and ready for use:*



Please note that in Windows 7, you must click on the Windows taskbar in order to accept that the DJ 4Set icon be displayed in the taskbar.

*You are notified when the installation is complete.*

You should now install the VirtualDJ 7 LE 4Set mixing software on your computer:



- In the installation menu, click **Install VirtualDJ DJC Edition** and follow the on-screen instructions.

*The software is installed on your computer. When installation is complete, the VirtualDJ 7 LE 4Set icon appears on your desktop.*

- Double-click the VirtualDJ 7 LE 4Set icon and enter the VirtualDJ 7 LE 4Set serial number, then click **OK**. The VirtualDJ 7 LE 4Set serial number is indicated on a sticker with a barcode found on the underside of your DJ 4Set. The VirtualDJ 7 LE 4Set serial number is in the following format: XXXX-XXXX-XXXXX/4Set.

*For more information on configuring your DJ 4Set, please refer to chapter [7. The DJ 4Set control panel](#).*

## 4.1.2. Installation in Windows XP

Once files have been copied to your computer, the drivers will be installed.

A dialog box appears, prompting you to connect DJ 4Set to your computer's USB port.



- Connect DJ 4Set to your computer's USB port, then click **Next**.

Your computer automatically detects the DJ 4Set and completes the installation of the required drivers.



**NOTE: Do not interact** with any Windows hardware detection windows that may appear during the installation process; any such windows will disappear in a short while on their own.



Please note that installation of the drivers may take some time, depending on your computer's performance. Let the installation procedure run its course and follow the on-screen instructions.

You are notified when the installation is complete.

The DJ 4Set icon appears in your Windows taskbar, next to the clock, indicating that your DJ 4Set is installed and ready for use:





You should now install the VirtualDJ 7 LE 4Set mixing software on your computer:



- In the installation menu, click **Install VirtualDJ DJC Edition** and follow the on-screen instructions.

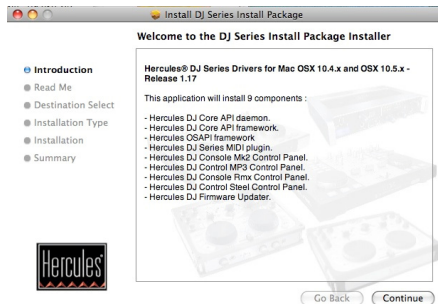
*The software is installed on your computer. When installation is complete, the VirtualDJ 7 LE 4Set icon appears on your desktop.*

- Double-click the VirtualDJ 7 LE 4Set icon and enter the VirtualDJ 7 LE 4Set serial number, then click **OK**. The VirtualDJ 7 LE 4Set serial number is indicated on a sticker with a barcode found on the underside of your DJ 4Set. The VirtualDJ 7 LE 4Set serial number is in the following format: XXXX-XXXX-XXXXX/4Set.

*For more information on configuring your DJ 4Set, please refer to [chapter 7. The DJ 4Set control panel](#).*

### 4.1.3. Installation on Mac

*A welcome screen is displayed, informing you as to what will be installed.*



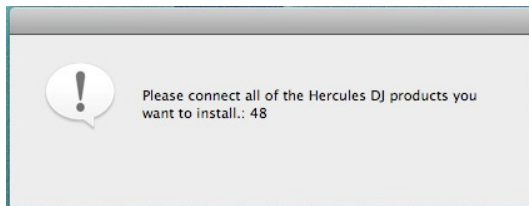
- Follow the on-screen instructions.



You may need to enter your password in order to proceed if Administrator access is required on your system.

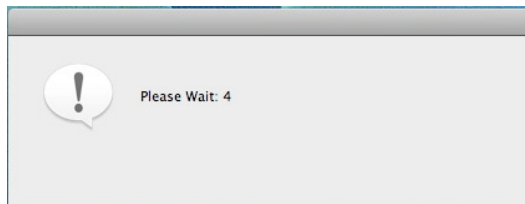
*Once files have been copied to your computer, the drivers will be installed.*

*A dialog box appears, prompting you to connect DJ 4Set to your computer's USB port.*



- Connect DJ 4Set to your computer's USB port.

*Your computer automatically detects the DJ 4Set and completes the installation of the required drivers.*



Please note that installation of the drivers may take some time, depending on your computer's performance. Let the installation procedure run its course and follow the on-screen instructions.

*You are notified when the installation is complete.*

*The DJ 4Set icon appears on your desktop, indicating that your DJ 4Set is installed and ready for use:*



You should now install the VirtualDJ 7 LE 4Set mixing software on your computer:



- In the installation menu, click **Install VirtualDJ DJC Edition** and follow the on-screen instructions.

*The software is installed on your computer.*

- To launch the VirtualDJ 7 LE 4Set software on your Mac, go to **Applications** and then select **VirtualDJ**.

- Enter the VirtualDJ 7 LE 4Set serial number, then click **OK**. The VirtualDJ 7 LE 4Set serial number is indicated on a sticker with a barcode found on the underside of your DJ 4Set. The VirtualDJ 7 LE 4Set serial number is in the following format: XXXX-XXXX-XXXXX/4Set.

*For more information on configuring your DJ 4Set, please refer to chapter [7. The DJ 4Set control panel](#).*

## 4.2. Once installation is complete



Verify that MIDI channels 1-2 are selected in the **MIDI channel for controls** section of the Control Panel's **Advanced** tab: if not, select MIDI channels 1-2. For more information, please see chapter [7.3.5. Advanced tab](#).

## 4.3. Connecting and disconnecting your DJ 4Set

Your DJ 4Set can be used in conjunction with another sound card, whether internal or external, without creating conflicts on your computer.



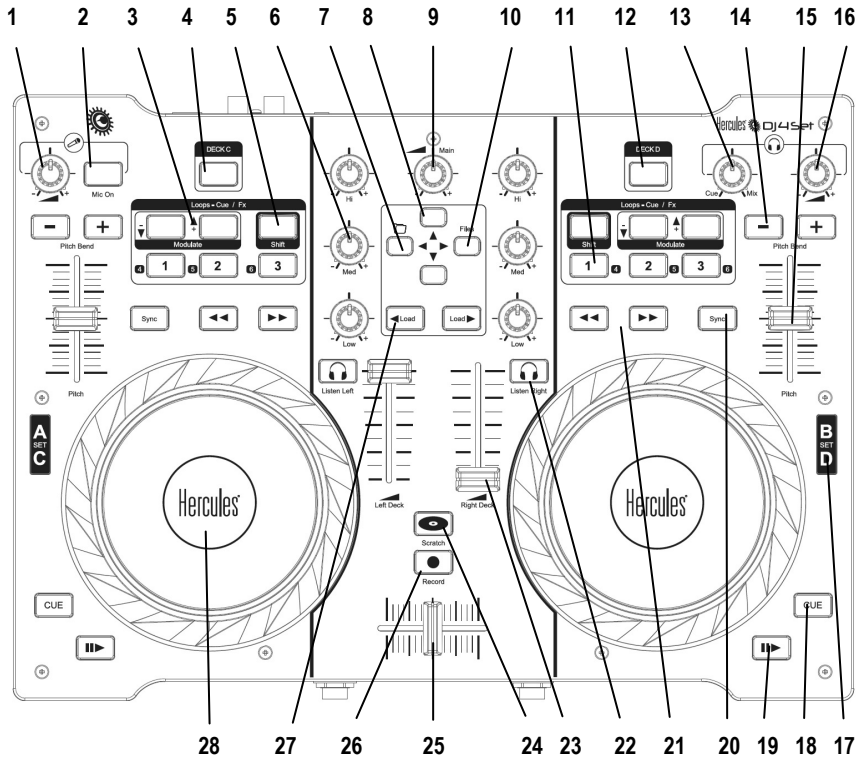
Please note that in Windows operating systems, when you connect your DJ 4Set, it becomes the system's default sound card. The sound card previously set as the default sound card becomes the default sound card again when you disconnect the DJ 4Set.

Therefore, once properly installed, you can connect and disconnect your DJ 4Set at any time, even when your computer is powered on, thanks to its USB hot-plug function (although you should never do so when DJ 4Set is playing or recording music, or else the application will terminate and display an error message).

## 5. OVERVIEW

### 5.1. The top panel

Your DJ 4Set features a variety of controls allowing you to interact with DJ software. You can control up to 4 independent decks in DJ software. Descriptions of the default function of each control are provided below.



1. Microphone level control knob.
2. Microphone on/off button.
3. **Modulate** ▼ / ▲ buttons: modulates the currently selected loop or effect.
4. **Deck C** button: depending on the deck mode you select in the control panel, pressing this button will either: toggle between decks A and C (in 4-deck mode, by default); give you access to a second set of buttons for deck A (in 2-deck extended mode: this mode is not included in VirtualDJ 7 LE 4Set); or have no effect (in 2-deck basic mode). Please see section [7.3.5. Advanced tab](#) for more information.
5. **Shift** button: converts buttons 1 to 3 on the corresponding deck into buttons 4 to 6, providing the equivalent of 6 buttons per deck (when the button is lit up, the Shift function is enabled).

6. **Hi/Med/Low** knobs: Increase or decrease Treble/Medium/Bass frequencies on the corresponding deck.
7. **Folder** button: if the cursor is in the track browser, move to the folder browser. If the cursor is already in the folder browser, expand the folder. Also functions as left arrow button.
8. **Up and Down** buttons: press to navigate within menus.
9. **Main** knob: Master volume knob.
10. **Files** button: browse in the currently selected folder; also functions as right arrow button.
11. **1/2/3** buttons: Apply loops on different numbers of beats, when in loop mode; apply the corresponding effect, when in effects mode. Functions include: loop in, loop out, hot cue, beatgrid, and more.
12. **Deck D** button: depending on the deck mode you select in the control panel, pressing this button will either: toggle between decks B and D (in 4-deck mode, by default); give you access to a second set of buttons for deck B (in 2-deck extended mode: this mode is not included in VirtualDJ 7 LE 4Set); or have no effect (in 2-deck basic mode). Please see section [7.3.5. Advanced tab](#) for more information.
13. **Cue/Mix** knob: adjust the mix of what's being played on your headphones - the track you're cueing up in relation to the overall mix.
14. **Pitch bend +/-** buttons: temporarily decrease (-) or increase (+) speed of track (i.e. pitch) for accurate mixing.
15. **Pitch fader**: adjust the playback speed of the track on the corresponding deck.
16. **Adjust the volume** on your headphones.
17. **Deck indicators**: lights up to show you which deck is currently in use (A/B = green, C/D = red).
18. **Cue** button: set cue point (mark position in the track) on the corresponding deck. When paused, pressing the **Cue** button sets a cue point; during playback, the **Cue** button brings you to the cue point. When the button is backlit, a cue point exists in the track.
19. **Play/Pause** track.
20. **Sync** button: synchronize the beat with the beat of the track currently loaded on the opposite deck that you are controlling, if this beat is within the pitch range (if the reference beat is too far off, you must increase the pitch scale prior to pushing the **Sync** button).
21. **Rewind and fast forward**: fast browsing inside the audio track.
22. **Listen Right/Listen Left** buttons: enable headphone monitoring on the corresponding deck.
23. **Volume fader**: control the volume for the corresponding deck.
24. **Scratch** button: disable or enable scratch mode.
25. **Cross fader** for seamless mixing between the decks.
26. **Record** button: press to record your mix.
27. **Load ◀ / ▶** buttons: Load selected track on the corresponding deck.
28. **Vinyl-style jog wheel** with touch detection: green backlighting indicates that Deck A/B is being controlled, and red backlighting indicated that Deck C/D is being controlled.



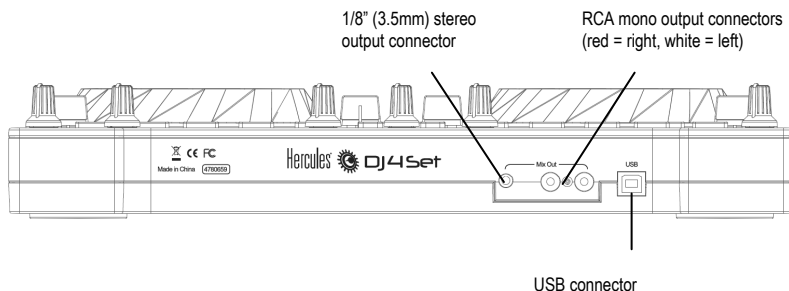
These are descriptions of the DJ 4Set's default functions in the VirtualDJ 7 LE 4Set software, which may vary according to the application you are using.



Please note that the **Cue/Mix** knob is a software function only (and not a hardware function). This means that when you are using the VirtualDJ 7 LE 4Set software, the knob functions as described above; while if you are not using DJing software, this knob will have no function – unless you map a “Cue to Mix” function onto it.

## 5.2. The back panel

DJ 4Set has a USB connector on its back panel, allowing you to connect it to your computer. As DJ 4Set is USB bus-powered, no external power source is required.

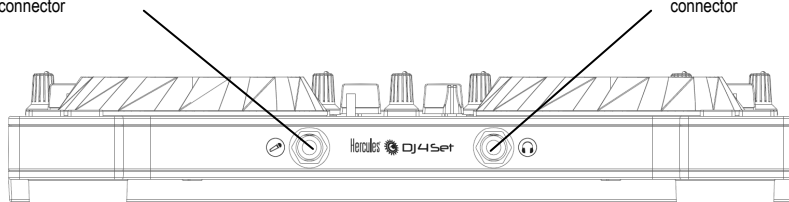


For more information on selecting the microphone talkover attenuation level, please see chapter [7.3.2. Main tab](#).

## 5.3. The front panel

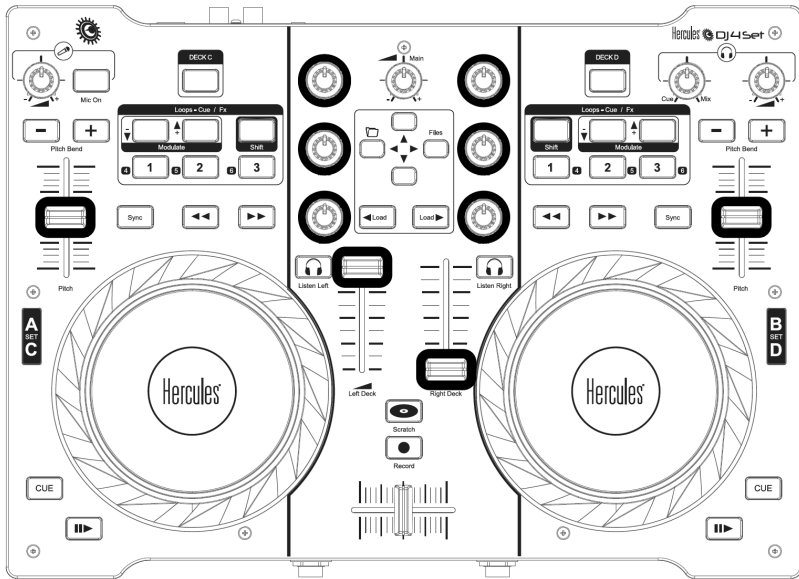
1/4" (6.35mm) microphone input connector

1/4" (6.35mm) headphone output connector



**Headphones:** When using headphones, they are set to channels 3-4 by default; however, you can also set them to channels 1-2 instead. For more information, please refer to chapter [7.3.5. Advanced tab](#).

## 6. TO MIX WITH YOUR DJ 4SET ON 4 DECKS



When using the “deck switch” function (switch Deck A / Deck C, or switch Deck B / Deck D), you must first move all of the gradual controls on the deck in question (volume faders, pitch faders, gain knobs, and EQ knobs, as indicated in the illustration above) to the positions shown in the VirtualDJ 7 LE 4Set software interface, prior to switching decks. Each of these controls will only become active once you have reached the level shown in the VirtualDJ 7 LE 4Set software.

ENGLISH

FRANÇAIS

DEUTSCH


NEDERLANDS

ITALIANO

ESPAÑOL

## 7. THE DJ 4SET CONTROL PANEL

### 7.1. Accessing the control panel on PC

An icon representing your DJ 4Set appears in the right-hand side of your taskbar, next to the clock display: . To launch the DJ 4Set control panel, simply left-click the icon.

In Windows, this icon consolidates all Hercules DJ products you may have installed on your system. You can select your DJ 4Set's control panel by right-clicking the icon and choosing **Select Device**.

By right-clicking the icon, you can also select to open the control panel (an alternative to left-clicking the taskbar icon as described above), get hardware information about your DJ 4Set, check for updates for your DJ 4Set, or exit the control panel. Please note that in order to check for updates, you must have an active Internet connection.

To check for updates for your DJ 4Set:

- Right-click the DJ 4Set icon in the taskbar and select **Check for updates**.
- If prompted by your system, allow your computer to access the Guillemot FTP server.

*If no new version is available, a message will appear indicating that you already have the latest version installed. If a new version is available, it will be downloaded and the setup will launch automatically.*

- Follow the on-screen instructions to install the update for your DJ 4Set.

### 7.2. Accessing the control panel on Mac

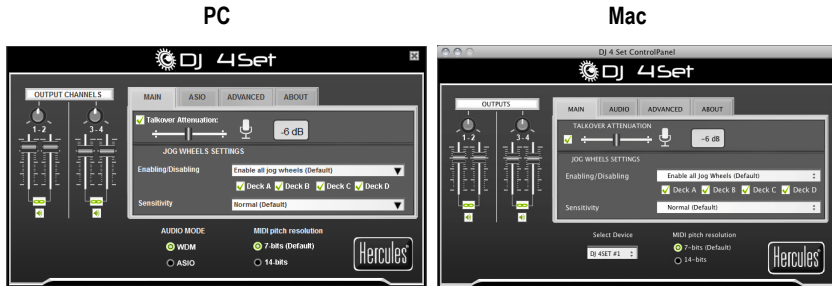
- Access the control panel by double-clicking the  icon on your desktop.

### 7.3. Using the DJ 4Set control panel

The control panel allows you to manage your DJ 4Set's various settings. The following sections will explain the various features of the control panel, as well as the differences that exist between the PC and Mac versions.



## 7.3.1. General control panel settings



- **Output Channels:** There are 2 sets of software sliders (1-2, 3-4), which function as volume controls for the corresponding outputs. You can alter the balance (left/right) using the balance knob on top of each set of output channel sliders. You can click the link icon underneath the sliders to disable/enable the sliders moving together, as opposed to on their own. You can also mute the outputs by clicking the volume icon underneath the link icon.

- **Audio mode (Windows only, not available on Mac):** Lets you select the appropriate audio mode for the applications you wish to use:

- **WDM** is the standard Windows audio mode, also called DirectSound and WASAPI. Select this mode when using multimedia players, watching movies, and so on.

- **ASIO** will only work with programs that support this driver mode (for more information, please refer to chapter [7.3.3. ASIO tab](#)).

VirtualDJ 7 LE 4Set switches to ASIO mode automatically, but if you are using other programs, you must switch to ASIO mode manually before launching the application. You can only switch between modes when playback is stopped.

- **Select Device (Mac only):** If you have more than one DJ 4Set controller connected to your Mac, you can switch between their control panels here.

- **MIDI pitch resolution:** 7-bits is the default value. VirtualDJ 7 LE 4Set automatically switches to 14-bit mode when the software is launched, and then reverts to 7-bits mode when you exit the software.

### 7.3.2. Main tab

- You can disable/enable or adjust the talkover attenuation level in this tab, meaning the level by which the music is reduced when you activate the **Mic On** button and are talking on your microphone (-6dB by default).

- You can disable and re-enable the jog wheels in this tab as well, and set their sensitivity. By default, all jog wheels are enabled; if you choose custom mode, only the jog wheels for Deck A and Deck B are enabled by default, although you can change this to your liking.

## 7.3.3. ASIO tab (not available on Mac)



“Audio Stream Input/Output” is a multi-channel protocol for audio transfer developed by the Steinberg company. It allows a variety of programs to communicate with different sound cards and recognize all of the inputs and outputs available on the sound card, with short latency. Your DJ 4Set is ASIO 2.0 compliant.

When in ASIO mode, you can adjust the following settings: **Sample Rate, Sample Size, ASIO Buffer Size.**

- The configuration is set to 44100Hz (44.1kHz)/16-bit mode by default. The best audio setting for VirtualDJ 7 LE 4Set is this default setting, which provides the best response time. For software where response time is not as important, you can play music in 24-bit mode (44.1kHz or 48kHz) in Windows (ASIO).
- The most important setting is the ASIO buffer size. The default setting is 480 (10ms), which is a good average for most computers. Note that the smaller the ASIO buffer size, the shorter the response time. If you encounter audio problems (such as static or crackling), increase or decrease the ASIO buffer size until you find the correct setting for your computer (there are no ideal settings, as all computer configurations are different).
- Changes to the ASIO settings can only be made while your application is not running.

### 7.3.4. Audio tab (not available on PC)



In the **Audio** tab (on Mac only), you can change the sample size from the default value (16-bit) to 24-bit. The best audio setting for VirtualDJ 7 LE 4Set is the default setting of 16-bit/44.1kHz, which provides the best response time. For software where response time is not as important, you can play music in 24-bit mode (44.1KHz or 48 KHz) in Mac OS (Core Audio).

### 7.3.5. Advanced tab



- This tab allows you to set the **MIDI channel for controls** (1-2, by default), in the event that there is some conflict between your DJ 4Set and another MIDI device. If you have more than one Hercules device installed on your system, the MIDI channel numbers are assigned in pairs by order of connection, i.e. incrementally (1-2, 3-4 and so on, up until 16).
- You can adjust the **cross fader settings** according to your preference (**BeatMix Curve** by default). The different settings that are available affect the way that the cross fader functions as you move it from side to side, in relation to the central position: depending on how you will be mixing, you may wish for the cross fader's action to be applied much more sharply when it is moved from the central position (meaning that if you move the cross fader even a little bit to the left, for example, the effect will be as though it had been moved all the way to the left; and the same when moving it to the right), or less sharply. You can experiment with the different curves available and easily switch from one to another, depending on the kind of mixing you are doing at any given time.

- The **headphone channels** are set to output channels 3-4 by default. You can also set this to output channels 1-2, if you prefer; however, you will then hear the mix on your headphones instead of previewing your next track.
- **Output 1-2 Hardware mix option** lets you select the way that hardware mixing will be handled on output 1-2: **USB streaming 1-2 (default)**, or USB streaming 1-2 plus your microphone.

**USB streaming 1-2 (default)** should always be used for standard operations (i.e with DJ software). USB streaming 1-2 plus your microphone sends the microphone signal directly to the main output, mixed with the standard audio signal. This is similar to the talkover function, but without the attenuation.

- **Deck mode:** 4 decks is the default setting (Decks A/C, B/D), which allows you to control 4 independent decks. In 4-deck mode, every control on each physical deck (transport buttons, jog wheel, fader, knobs), and every control on the left or right channel mixer (volume fader and EQ knobs) can send 2 commands depending on the status of the virtual decks it controls.

You can also select **2-deck extended mode** (note: this mode is not included in VirtualDJ 7 LE 4Set), in which Deck C and Deck D operate as shift buttons which convert the buttons on the decks into new buttons, but have no impact on the mixer area, on the jog wheels and on the Play, Cue and Stop buttons.

If you wish, you can also select **2-deck basic mode**, in which only Deck A and Deck B are enabled (only one function is assigned to each control).

### 7.3.6. About tab



- This tab provides all of the information about the package, firmware, driver, MIDI mapping, DJ API and control panel versions you are using. Please refer to this information when contacting technical support.

## 8. OUTPUT OPTIONS

Two types of connectors are available for connecting speakers, located on your DJ 4Set's back panel: RCA and 1/8" jack (3.5mm). The RCA connectors are mono outputs, each of which corresponds to one channel (left = white, and right = red). The 1/8" jack (3.5mm) connector is a stereo output, including both the left and right channels.

Select the type of connector according to the type of equipment you will be connecting.

### 8.1. Connecting speakers to your DJ 4Set

With the included VirtualDJ 7 LE 4Set software, you can play your mix for the audience over a hi-fi system connected to outputs 1-2 on your DJ 4Set, for example, and preview upcoming songs on outputs 3-4, using your headphones or monitoring speakers.



The included version of VirtualDJ 7 LE 4Set is pre-configured to use the DJ 4Set's built-in sound card exclusively. As such, it will not be possible to use your computer's standard sound card or integrated speakers. A pair of speakers **MUST** be connected to Output 1-2 on the back of your DJ 4Set.

- Make sure that your computer and other audio equipment is switched off.
- Connect your speakers to the RCA plugs (white and red) or the 1/8" jack (3.5mm) plug on your DJ 4Set's back panel.

*Your speakers are now ready for use with your DJ 4Set.*

### 8.2. Connecting headphones

Your DJ 4Set features 1 headphone connector, on the front panel (1/4" jack = 6.35mm). Headphones are set to channels 3-4 by default, but can also be set to channels 1-2 instead (for more information, please refer to chapter [7.3.5. Advanced tab](#)). The console has been designed to function with DJ headphones (stereo, impedance from 16 to 64 ohms).

## 9. CONNECTING A MICROPHONE

Your DJ 4Set features one mono 1/4" jack (6.35mm) plug on its front panel. We recommend using a vocal microphone with an impedance of between 1 and 64 ohms. You can use your microphone to talk over the music and communicate with your audience.



Please note that microphones requiring **phantom power** are not supported by DJ 4Set.

Press the **Mic On** button on your DJ 4Set to toggle the microphone on or off. You can use the microphone level control knob to adjust the input volume for your microphone.

The DJ 4Set features a talkover function for the microphone input, which automatically reduces the level of the music that's playing to allow you to be heard when you're speaking. The music level is restored once the microphone input is disabled.

Please see chapter [7.3.2. Main tab](#) for more information on adjusting the talkover attenuation function and using your microphone.

## 10. DJ 4SET FEATURES

### 10.1. Jog wheels

The jog wheels on your DJ 4Set emulate vinyl turntables: turning a jog wheel lets you scratch or move the cursor backward or forward within music tracks, allowing you to select the cue point where playback will start for the audience.

The jog wheels' backlighting color changes to indicate which deck is being controlled: on the left-hand deck, green means that Deck A is being controlled, and red means that Deck C is being controlled; while on the right-hand deck, green means that Deck B is being controlled, and red means that Deck D is being controlled.

The jog wheels are large in size (12cm in diameter – the size of a CD) and are touch sensitive: they detect when your hand presses down on them, allowing you to scratch, in the same way that your hand can physically stop the playback on a vinyl record. The jog wheels are also very precise: the jog wheels' rotation is detected with an accuracy of 256 steps per revolution.

The jog wheels have multiple functions:

In scratch mode (when the **Scratch** button, with a vinyl record symbol, is backlit):

- Scratch, by turning the jog wheels with your hand while slightly pressing down on the wheels' top surface.
- During music playback: pause/restart playback, by pressing down/lifting up your hand from the jog wheels.
- Seek (when paused) or pitch bend (during playback) by turning the jog wheels' outer ring, without pressing down on the wheels' top surface.

In seek mode (when the **Scratch** button, with a vinyl record symbol, is not backlit):

- Seek (when paused) or pitch bend (during playback) by turning the jog wheels.

In the control panel, you can adjust the number of steps that the jog wheels detect per revolution (this is not linked to the touch sensitivity on top of the jog wheels): you can either keep the default value, or divide it by a factor of 2, 4 or 8. The jog wheels can also be disabled via the control panel. Please see chapter [7.3.2. Main tab](#) for more information.

You can use the **Scratch** button to change the function of the jog wheels (scratch mode is enabled by default): press the button to switch to the seek function, allowing you to move backward or forward within a track. Press the button again to return to the default scratch function.

You can also use the jog wheels to browse through music lists. When browsing through a directory containing lots of music files, simply turn the jog wheel while keeping the Up or Down button on your console pressed down in order to move through the list more quickly.

## 10.2. Faders (sliders)

### Cross fader

Your DJ 4Set controls 1 stereo music track per deck. You move the cross fader between the left and right decks, to adjust the mix between 2 or 4 tracks.

Setting the cross fader completely to the left means that the mix (the music the audience hears) comes 100% from the left decks: this is necessary, as you're mixing with 4 decks. Setting the cross fader in the center means that the music comes 50% from the left deck and 50% from the right, and so on.

### Volume faders

The left deck volume fader controls the volume of the music played on Deck A or C, while the right volume fader controls the volume of the music played on Deck B or D.



When you switch between 2 decks (between A and C, or between B and D), the software takeover function requires that you reach the same fader position with your hardware volume fader (in this case, the volume fader on your DJ 4Set controller) as indicated in the software, before you are able to control the volume in the software with the hardware fader.

Changing the volume on the different decks lets you adjust transitions between the 4 decks.

## 10.3. Play/Pause, and Cue buttons

These buttons are available for the 2 or 4 decks on the left and right of your DJ 4Set central mixer area. The **Play/Pause** and **Cue** buttons change color to indicate which deck is being controlled: on the left-hand deck, green means that Deck A is being controlled, and red means that Deck C is being controlled; while on the right-hand deck, green means that Deck B is being controlled, and red means that Deck D is being controlled.

- **Play/Pause:** starts music playback, or pauses music playback at the current position in the track.
- **Cue:** places a cue point (a marker where playback should start) at the current position in the track.

## 10.4. Rewind and Fast forward buttons

These buttons, found just above the jog wheel on each deck, allow you to move quickly within music tracks: press the corresponding button to rewind or fast forward within a track (this is an easy way to quickly get to the exact point in a song that you're looking for).

## 10.5. Pitch settings

- **2 or 4 Pitch faders (sliders):** you can use the pitch faders to adjust the playback speed of a track, increasing or reducing its BPM (Beats Per Minute) rate, in order to make dancing easy by setting new music tracks at the same BPM as the previous track so that dancers don't need to change their rhythm during the transition from one track to another. The pitch faders feature 14-bit accuracy.



When you switch between 2 decks (between A and C, or between B and D), the software takeover function requires that you reach the same fader position with your hardware volume fader (in this case, the pitch fader on your DJ 4Set controller) as indicated in the software, before you are able to control the volume in the software with the hardware fader.

- **Pitch Bend (- and +):** you can use these buttons to temporarily increase or decrease the playback speed of a track. Adjustments made in this way are “elastic” adjustments, in that they are only temporary, and are no longer applied once the button is released.
- **Sync:** pushing this button synchronizes the speed (BPM) of the music played on the corresponding deck to match the BPM rate of the music on the other deck.

In general, adjusting the pitch changes the music's speed and tone: faster means a higher tone, slower means a lower tone.

## 10.6. Shift button (for loops/cue/sampler/effects), and buttons 1-3

DJ 4Set provides the equivalent of 6 buttons per deck for effects, loops and Cue functions, thanks to the Shift button, which converts buttons 1 to 3 on each deck into buttons 4 to 6. The default functions are as follows: Button 1 = Loop In; Button 2 = Loop Out; Button 3 = Flanger; Button 4 = Hot Cue 2; Button 5 = Beatgrid; Button 6 = Overloop (please note that Overloop may not be available on Mac).

You can also assign the following effects to buttons 1-6: Loop In; Loop Out; Sampler Record; Sampler Play; Hot Cue 1 (= Cue point 1); Hot Cue 2 (= Cue Point 2); Pitch Bend – (minus); Pitch Bend + (plus); Pitch Reset; Beatlock; Master Tempo; Flanger; Beatgrid; FlippinDouble; Overloop; Backspin; Brake; Echo.

## 10.7. Load ◀ / ▶ buttons

Use these buttons to load the highlighted music track in the VirtualDJ 7 LE 4Set software on the corresponding deck.



## 10.8. Listen Left/Listen Right buttons

Use these buttons to choose which deck is being monitored on your headphones, when the **Cue/Mix** knob is set to the **Cue** position: you can use them to select between the 4 available decks.

## 10.9. Browser buttons: Up and Down

Use the Up and Down buttons to browse through folders and music libraries: move to the previous (Up) or next (Down) music file/directory. You can move through music lists more quickly by pressing the Up or Down button **and turning the right-hand jog wheel** at the same time.

## 10.10. Cue/Mix knob

Use the **Cue/Mix** knob to adjust the level of the track you are cueing up in relation to the overall mix on your headphones or monitoring speakers. The **Cue** side of the knob's rotation represents the selected deck you are cueing up, while the **Mix** side represents the mix being played for your audience.

## 10.11. Equalization knobs

Use the equalization knobs (**Hi**, **Med** and **Low**) for each deck to add color to your music with custom settings. For example:

- Make dancing easier by enhancing the bass (the bass provides the tempo for dancing).
- Remix songs by boosting the mids (the mids contain the singer's voice) on one track and mixing it with another track on the other deck, where you've cut the mids.

You can also manipulate the bass to make transitions between two tracks:

- Synchronize the 4 tracks.
- Cut out the mids and treble on both decks, keeping only the beat of the bass.
- Move the cross fader from the first deck to the second, while restoring the mids and treble.

# 11. DJING BASICS

**For detailed information on how to use the bundled VirtualDJ 7 LE 4Set mixing software, please refer to the VirtualDJ 7 LE 4Set user manual, included on your DJ 4Set's installation CD-ROM or available for download on the Hercules Technical Support website (<http://ts.hercules.com>).**

First off, you will want to make sure that the audio files in your music library have been analyzed in the VirtualDJ 7 LE 4Set software, which will determine the BPM (beats per minute) values of your tracks. Since mixing music tracks together involves synchronizing their beats while the two songs overlap with one another, you will need to select tracks whose BPM values are similar to one another, to make for seamless transitions from one track to the next. Alternatively, you might choose to mix a track with another track whose BPM value is half or double its own value (60

BPM and 120 BPM, for example), which can also make for a fairly smooth transition between tracks.

Please note that analyzing files to determine their BPM values in the VirtualDJ 7 LE 4Set software can take some time to complete, particularly if you are analyzing a large number of songs, and should be done in advance of a party; this process also consumes a lot of your computer's system resources while it is being carried out. We therefore recommend that you analyze the entire contents of your music library overnight, for example.

The VirtualDJ 7 LE 4Set software lets you create “virtual folders”: you can create a virtual folder by clicking on the red “virtual folder” icon in the software, and then assigning a title to the folder. A virtual folder contains a collection of shortcuts to tracks, allowing you to quickly access a group of tracks you have selected, like a playlist: dragging an audio track into a virtual folder will not physically move the file into that folder, but rather will create a shortcut to where the track is located. This is a very handy way to organize groups of songs for your DJing sets, and you can also make sure that groups of tracks in your virtual folders have similar BPM values to one another. You can use the file explorer in the VirtualDJ 7 LE 4Set software to browse through your tracks, or use the search feature to find specific tracks, and then simply drag and drop them into your different virtual folders.

While a track is being played on the left deck for the audience, the DJ presses the **Listen Right** button on the DJ 4Set and uses headphones to listen to and adjust the next track to be played. The DJ might make adjustments to the track's pitch (using the pitch faders and the **Pitch Bend** buttons), and make sure that its beat lines up properly with that of the track playing on the left deck. As the track on the left deck is nearing its end, the DJ starts moving the cross fader towards the right deck (and can use the volume faders for each deck to help with the transition as well), so that the audience gradually hears more of what is being played on the right deck in the mix. The DJ can adjust the EQ controls on each deck to help tracks blend in smoothly with one another: for example, by reducing the mid and treble frequencies on one deck, so that mostly just the bass frequencies (including the song's beat) are heard as one song transitions into the next.

While songs are playing, the DJ can also use the effects and looping features on the DJ 4Set to call attention to different parts of songs or their mix, to pump up the crowd and keep them dancing: the creative possibilities for mixing are endless – and with a bit of practice, you'll be mixing like a pro in no time!

## 12. CONFIGURATION IN MIDI MODE

Your DJ 4Set can function as a MIDI controller: the buttons, knobs, faders and jog wheels can send MIDI signals that will then be interpreted by MIDI-capable software. In software that accepts MIDI commands, you must select your DJ 4Set as the MIDI controller.

Many music software applications that incorporate MIDI control feature a “learning mode”: simply click a button, turn a knob or jog wheel or move a slider on your DJ 4Set to link that control to a control in the software. Some popular applications to include a MIDI learning mode include: Native Instruments Traktor, Ableton Live, Mixvibes, and Image Line Deckadance.



For the list of MIDI controls, please refer to the Appendix at the end of this manual.

## 13. FAQ

1. **My DJ 4Set is not being properly recognized, and I'm unable to properly control the VirtualDJ 7 LE 4Set software (except for a few controls such as the crossfader and master volume). What should I do?**

First off, verify that the **MIDI channel for controls** option is set to channels 1-2 (the default setting) in the **Advanced** tab of the Control Panel. If this is the case and you are still unable to properly control the software, try switching to another set of MIDI channels and see if that resolves the problem (in the event that there is a conflict between DJ 4Set and another MIDI controller on your computer, using the same MIDI channels). For more information, please see chapter [7.3.5. Advanced tab](#).

2. **Can I use DJ 4Set with DJ software other than the bundle included in the package?**

Yes: since your DJ 4Set functions as a MIDI controller and can send MIDI commands, it can be used with any software that accepts MIDI commands. Please see chapter [12. Configuration in MIDI mode](#).

3. **Can I use DJ 4Set without a computer?**

No, DJ 4Set cannot function at all without being connected to a computer.

4. **Can I mix directly from audio CDs in the DJ mixing software?**

Yes, you can mix audio CDs directly from your CD/DVD-ROM drive in VirtualDJ 7 LE 4Set. Simply load the CD-Audio track in your playlist on a DJ 4Set deck, as if it were an audio file, and you can mix it immediately.

5. **Will DJ 4Set function when connected to a USB hub?**

Yes, as long as the USB hub's power supply is connected.

6. **Can I save the DJ mixes I create with DJ 4Set in an audio file?**

Yes, you can save your mix by clicking the REC button in VirtualDJ 7 LE 4Set, or by pressing the **RECORD** button on your DJ 4Set controller.

7. **Is DJ 4Set able to control 4 decks in Traktor Pro?**

Yes – all you need to do is import a TSI file supporting a 4-deck control into Traktor Pro.

If you are familiar with Traktor, you can map your own TSI file; or else download this kind of file from the Hercules technical support website (<http://ts.hercules.com>), in the downloads area:

**Product genre: DJ/Music > Product family: Controller with audio > Product name: DJ 4Set > Link: Software.**

## 14. TECHNICAL SUPPORT

If you encounter a problem with your product, please go to <http://ts.hercules.com> and select your language. From there you will be able to access various utilities (Frequently Asked Questions (FAQ), the latest versions of drivers and software) that may help to resolve your problem. If the problem persists, you can contact the Hercules products technical support service (“Technical Support”):

### By email:

To reach our Technical Support via email, you must first register online on the <http://ts.hercules.com/> website. The information that you provide will help our technicians to resolve your problem as quickly as possible.

Click on **Product Registration** and follow the instructions displayed onscreen.

If you have already registered your product, please enter your user info in the **Username** and **Password** fields, then click on **Login**.

### By telephone (if you do not have Internet access):

<b>United Kingdom</b>	<b>08450800942</b> Charged at local rate	Monday to Saturday from 8 a.m. to 7 p.m.
<b>United States</b>	<b>1-866-889-5036</b> Free	Monday to Friday from 9 a.m. to 8 p.m. Saturday from 8 a.m. to 2 p.m. <i>(Eastern Standard Time)</i> Monday to Friday from 6 a.m. to 5 p.m. Saturday from 5 a.m. to 11 a.m. <i>(Pacific Standard Time)</i>
<b>Canada</b>	<b>1-866-889-2181</b> Free	Monday to Friday from 9 a.m. to 8 p.m. Saturday from 8 a.m. to 2 p.m. <i>(Eastern Standard Time)</i> Monday to Friday from 6 a.m. to 5 p.m. Saturday from 5 a.m. to 11 a.m. <i>(Pacific Standard Time)</i>
<b>Denmark</b>	<b>80887690</b> Free	Monday to Saturday from 9 a.m. to 8 p.m. <i>(English)</i>
<b>Sweden</b>	<b>0200884567</b> Free	Monday to Saturday from 9 a.m. to 8 p.m. <i>(English)</i>
<b>Finland</b>	<b>0800 913060</b> Free	Monday to Saturday from 10 a.m. to 9 p.m. <i>(English)</i>

*Hours of operation and telephone numbers are subject to change. Please visit <http://ts.hercules.com> for the most up-to-date Technical Support contact information.*

## 14.1. Warranty information

Worldwide, Guillemot Corporation S.A. ("Guillemot") warrants to the consumer that this Hercules product will be free from material defects and manufacturing flaws for a period of two (2) years from the original date of purchase. Should the product appear to be defective during the warranty period, immediately contact Technical Support, who will indicate the procedure to follow. If the defect is confirmed, the product must be returned to its place of purchase (or any other location indicated by Technical Support).

Within the context of this warranty, the consumer's defective product will, at Technical Support's option, be either repaired or replaced. Where authorized by applicable law, the full liability of Guillemot and its subsidiaries (including for indirect damages) is limited to the repair or replacement of the Hercules product. The consumer's legal rights with respect to legislation applicable to the sale of consumer goods are not affected by this warranty.

This warranty shall not apply: (1) if the product has been modified, opened, altered, or has suffered damage as a result of inappropriate or abusive use, negligence, an accident, normal wear, or any other cause not related to a material defect or manufacturing flaw; (2) in the event of failure to comply with the instructions provided by Technical Support; (3) to software not published by Guillemot, said software being subject to a specific warranty provided by its publisher.

## 14.2. Additional warranty provisions

In the United States of America and in Canada, this warranty is limited to the product's internal mechanism and external housing. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to two (2) years from the date of purchase and are subject to the conditions set forth in this limited warranty. In no event shall Guillemot Corporation S.A. or its affiliates be liable for consequential or incidental damage resulting from the breach of any express or implied warranties. Some States/Provinces do not allow limitation on how long an implied warranty lasts or exclusion or limitation of incidental/consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other legal rights which vary from State to State or Province to Province.

### Trademarks

Hercules® is a registered trademark of Guillemot Corporation S.A. Intel® and Pentium® are registered trademarks of Intel Corporation. Microsoft® Windows® XP®, Vista® and 7™ are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Mac and Mac OS are trademarks of Apple Inc., registered in the U.S. and other countries. VirtualDJ™ is a trademark of Atomix Productions. All other trademarks and brand names are hereby acknowledged and are property of their respective owners. Illustrations not binding. Contents, designs and specifications are subject to change without notice and may vary from one country to another.

### Declaration of conformity

**EC COMPLIANCE NOTICE:** Guillemot Corporation S.A. hereby declares that the device complies with the main requirements and other relevant clauses of Directive CEM 2004/108/CE. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

**CANADIAN COMPLIANCE NOTICE:** this Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

**USA COMPLIANCE NOTICE:** this equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
  - (2) This device must accept any interference received, including interference that may cause undesired operation.
- These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
  - Increase the separation between the equipment and receiver.
  - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
  - Consult the dealer or an experienced radio/TV technician for help.

**In the event of malfunction during use due to electrostatic emission, you should exit the software, disconnect the device from the computer, then resume normal use by reconnecting the device to the computer, and restarting the software.**

## Copyright

© 2011 Guillemot Corporation S.A. All rights reserved.

This publication may not be reproduced in whole or in part, summarized, transmitted, transcribed, stored in a retrieval system, or translated into any language or computer language, in any form or by any means, electronic, mechanical, magnetic, photocopying, recording, manual or otherwise, without the prior written permission of Guillemot Corporation S.A.

## Disclaimer

Guillemot Corporation S.A. reserves the right to make changes to specifications at any time and without notice. The information provided by this document is believed to be accurate and reliable. However, no responsibility is assumed by Guillemot Corporation S.A. either for its use or for the infringement of patents or other rights of third parties resulting from its use. This product may exist in a light or special version for PC integration or other purposes. Certain functions detailed in this manual may not be available in these versions. Wherever possible, a **README.TXT** will be included on the installation CD-ROM detailing the differences between the supplied product and the product described in the present documentation.

## End-user software license Agreement for Hercules software

**IMPORTANT:** please read the Agreement carefully prior to opening and installing the Software. By opening the Software package, you agree to be bound by the terms of this Agreement. The Software enclosed in this package is licensed, not sold, and is only available under the terms of the present license Agreement. If you do not agree with the terms hereafter, you must promptly return the Software within 15 days, together with the entire contents of the box, to the place of purchase.

The Guillemot Corporation S.A. Software (hereafter named the "Software") is copyrighted by Guillemot Corporation S.A. All rights are reserved. The term "Software" refers to all documentation and related material, including drivers, executable programs, libraries and data files. The purchaser is granted a license to use the Software only. The licensee also agrees to be bound by the terms and conditions of the present Agreement concerning copyright and all other proprietary rights for any third party Software, documentation and related material included in the Software package.

**Guillemot Corporation S.A. reserves the right to terminate this license in the event of failure to comply with any of the terms or conditions laid out in the present Agreement. On termination, all copies of the Software shall immediately be returned to Guillemot Corporation S.A.; the purchaser remaining liable for any and all resulting damages.**

License:

1. The license is granted to the original purchaser only. Guillemot Corporation S.A. retains all title to and ownership of the Software and reserves all rights not expressly granted. The licensee is not permitted to sub-license or lease any of the rights that are hereby granted. Transfer of the license is permitted, provided that the transferor does not retain any part or copy of the Software and the transferee accepts to be bound by the terms and conditions of the present Agreement.
2. The licensee may only use the Software on a single computer at any time. The machine-readable portion of the Software may be transferred to another computer provided it is previously erased from the first machine and there is no possibility that the Software can be used on more than one machine at any one time.
3. The licensee acknowledges the copyright protection belonging to Guillemot Corporation S.A. The copyright notice must not be removed from the Software, nor from any copy thereof, nor from any documentation, written or electronic, accompanying the Software.
4. The licensee is granted the right to make one back-up copy of the machine-readable portion of the Software on the condition that all copyright and proprietary notices are also reproduced.
5. Except where the present Agreement expressly permits, the licensee is strictly prohibited from engaging in, nor may he permit third parties to engage in, the following: providing or disclosing the Software to third parties; providing use of the Software in a network, multiple PCs, multi-user or time-sharing arrangement where the users are not individual licensees; making alterations or copies of any kind of the Software; making any attempt to disassemble, de-compile or reverse engineer the Software in any way or form, or engaging in any activity aimed at obtaining underlying information not visible to the user during normal use of the Software; making copies or translations of the User Manual.

## End-user software license Agreement for VirtualDJ Software

Please carefully read the License contract displayed when installing the VirtualDJ software. Afterwards, you can view the text file installed on your computer at any time.

## ENVIRONMENTAL PROTECTION RECOMMENDATION



At the end of its working life, this product should not be disposed of with standard household waste, but rather dropped off at a collection point for the disposal of Waste Electrical and Electronic Equipment (WEEE) for recycling.

This is confirmed by the symbol found on the product, user manual or packaging.

Depending on their characteristics, the materials may be recycled. Through recycling and other forms of processing Waste Electrical and Electronic Equipment, you can make a significant contribution towards helping to protect the environment.

Please contact your local authorities for information on the collection point nearest you.

## APPENDIX: HERCULES DJ 4SET MIDI CONTROLS

### MIDI messages sent by the DJ 4Set (Virtual MIDI In port)

**Note: values are expressed in hexadecimal base.**

#### **Examples:**

“7F” means 127 in decimal base, Value 10 = 16 in decimal base

In 9x 0A Value, 9 = Note On/Off MIDI command, x = 1<sup>st</sup> MIDI channel, 0A = 10 in decimal base

In 9y 4B Value, 9 = Note On/Off MIDI command, y = 2<sup>nd</sup> MIDI channel, 4B = 75 in decimal base

In Bx 23 Value, B = Control Change MIDI command, x = 1<sup>st</sup> MIDI channel, 23 = 35 in decimal base

MIDI Control	MIDI Message	Message Type	Value Description
K1_DA	9x 01 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
K2_DA	9x 02 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
K3_DA	9x 03 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
SHIFTED_K1_DA	9x 07 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
SHIFTED_K2_DA	9x 08 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
SHIFTED_K3_DA	9x 09 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
Cue_DA	9x 0D Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
Play_DA	9x 0E Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
Listen_DA	9x 0F Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
Sync_DA	9x 11 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
Deck_C	9x 12 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
MOD_INC_DA	9x 13 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
MOD_DEC_DA	9x 14 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
JOG_TOUCH_DA	9x 1A Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
Shift_State_DA	9x 1B Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
Shift_DA	9x 1C Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
PBM_DA	9x 1D Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
PBP_DA	9x 1E Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
Prev_DA	9x 1F Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
Next_DA	9x 20 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
K1_DB	9x 21 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
K2_DB	9x 22 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
K3_DB	9x 23 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released
SHIFTED_K1_DB	9x 27 Value	Button-Toggling Output	“7F” : Pressed – “00” : Released

SHIFTED_K2_DB	9x 28 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K3_DB	9x 29 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Cue_DB	9x 2D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Play_DB	9x 2E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Listen_DB	9x 2F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Sync_DB	9x 31 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Deck_D	9x 32 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
MOD_INC_DB	9x 33 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
MOD_DEC_DB	9x 34 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
JOG_TOUCH_DB	9x 3A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_State_DB	9x 3B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
RECORD	9x 3C Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SCRATCH	9x 3D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
FILES	9x 3E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
FOLDERS	9x 3F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
UP	9x 40 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
DOWN	9x 41 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_DB	9x 42 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBM_DB	9x 43 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBP_DB	9x 44 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Prev_DB	9x 45 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Next_DB	9x 46 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
MIC	9x 47 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
DECK_STATE_AC	9x 48 Value	Button-Toggling Output	"7F" : Deck C – "00" : Deck A
DECK_STATE_BD	9x 49 Value	Button-Toggling Output	"7F" : Deck D – "00" : Deck B
Load_DA	9x 4A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Load_DB	9x 4B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K1_DC	9y 01 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K2_DC	9y 02 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K3_DC	9y 03 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K1_DC	9y 07 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K2_DC	9y 08 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K3_DC	9y 09 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Cue_DC	9y 0D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Play_DC	9y 0E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Listen_DC	9y 0F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released



Sync_DC	9y 11 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
MOD_INC_DC	9y 13 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
MOD_DEC_DC	9y 14 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
JOG_TOUCH_DC	9y 1A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_State_DC	9y 1B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_DC	9y 1C Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBM_DC	9y 1D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBP_DC	9y 1E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Prev_DC	9y 1F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Next_DC	9y 20 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K1_DD	9y 21 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K2_DD	9y 22 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K3_DD	9y 23 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K1_DD	9y 27 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K2_DD	9y 28 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K3_DD	9y 29 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Cue_DD	9y 2D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Play_DD	9y 2E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Listen_DD	9y 2F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Sync_DD	9y 31 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
MOD_INC_DD	9y 33 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
MOD_DEC_DD	9y 34 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
JOG_TOUCH_DD	9y 3A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_State_DD	9y 3B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_DD	9y 42 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBM_DD	9y 43 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBP_DD	9y 44 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Prev_DD	9y 45 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Next_DD	9y 46 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Load_DC	9y 4A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Load_DD	9y 4B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
JOG_SEEK_DA	Bx 01 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
VOL_DA	Bx 03 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
HP_VOL	Bx 04 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
PITCH_DA	Bx 05 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up

TREBLE_DA	Bx 06 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
MEDIUM_DA	Bx 07 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
BASS_DA	Bx 08 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
JOG_SEEK_DB	Bx 09 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
VOL_DB	Bx 0B Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
MIC_VOL	Bx 0C Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
PITCH_DB	Bx 0D Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
TREBLE_DB	Bx 0E Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
MEDIUM_DB	Bx 0F Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
BASS_DB	Bx 10 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
JOG_SEEK_DC	Bx 11 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
VOL_DC	Bx 13 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
PITCH_DC	Bx 15 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
TREBLE_DC	Bx 16 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
MEDIUM_DC	Bx 17 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
BASS_DC	Bx 18 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
JOG_SEEK_DD	Bx 19 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
VOL_DD	Bx 1B Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
PITCH_DD	Bx 1D Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
TREBLE_DD	Bx 1E Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
MEDIUM_DD	Bx 1F Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
BASS_DD	Bx 20 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
VOL_MAIN	Bx 21 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
XFADER	Bx 22 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
CUE_TO_MIX	Bx 23 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
JOG_SCR_DA	Bx 24 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
JOG_SCR_DB	Bx 25 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
JOG_SCR_DC	Bx 26 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
JOG_SCR_DD	Bx 27 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
PITCH_DA_LSBit	Bx 28 Value	Analog – Coarse (2 values)	00 : LSBit zero 01 : LSBit one
PITCH_DB_LSBit	Bx 29 Value	Analog – Coarse (2 values)	00 : LSBit zero

			01 : LSBit one
PITCH_DC_LSBit	Bx 2A Value	Analog – Coarse (2 values)	00 : LSBit zero 01 : LSBit one
PITCH_DD_LSBit	Bx 2B Value	Analog – Coarse (2 values)	00 : LSBit zero 01 : LSBit one

**Notes:**

- **CW: ClockWise**
- **CCW: Counter ClockWise**
- **x: Depends on the MIDI channel assigned to the device for the first deck (0: MIDI channel 1; 1: MIDI channel 2...).**
- **y: Depends on the MIDI channel assigned to the device for the second deck (0: MIDI channel 1; 1: MIDI channel 2...).**

**MIDI messages sent by the Host (Virtual MIDI Out port)**

MIDI Control	MIDI Message	Value Description
K1_DA	9x 01 Value	00 : OFF – 7F: ON
K2_DA	9x 02 Value	00 : OFF – 7F: ON
K3_DA	9x 03 Value	00 : OFF – 7F: ON
SHIFTED_K1_DA	9x 07 Value	00 : OFF – 7F: ON
SHIFTED_K2_DA	9x 08 Value	00 : OFF – 7F: ON
SHIFTED_K3_DA	9x 09 Value	00 : OFF – 7F: ON
Cue_DA	9x 0D Value	00 : OFF – 7F: ON
Play_DA	9x 0E Value	00 : OFF – 7F: ON
Listen_DA	9x 0F Value	00 : OFF – 7F: ON
Sync_DA	9x 11 Value	00 : OFF – 7F: ON
JOG_TOUCH_DA	9x 1A Value	00 : OFF – 7F: ON
K1_DB	9x 21 Value	00 : OFF – 7F: ON
K2_DB	9x 22 Value	00 : OFF – 7F: ON
K3_DB	9x 23 Value	00 : OFF – 7F: ON
SHIFTED_K1_DB	9x 27 Value	00 : OFF – 7F: ON
SHIFTED_K2_DB	9x 28 Value	00 : OFF – 7F: ON
SHIFTED_K3_DB	9x 29 Value	00 : OFF – 7F: ON
Cue_DB	9x 2D Value	00 : OFF – 7F: ON
Play_DB	9x 2E Value	00 : OFF – 7F: ON
Listen_DB	9x 2F Value	00 : OFF – 7F: ON
Sync_DB	9x 31 Value	00 : OFF – 7F: ON

JOG_TOUCH_DB	9x 3A Value	00 : OFF – 7F: ON
RECORD	9x 3C Value	00 : OFF – 7F: ON
SCRATCH	9x 3D Value	00 : OFF – 7F: ON
FILES	9x 3E Value	00 : OFF – 7F: ON
FOLDERS	9x 3F Value	00 : OFF – 7F: ON
K1_DC	9y 01 Value	00 : OFF – 7F: ON
K2_DC	9y 02 Value	00 : OFF – 7F: ON
K3_DC	9y 03 Value	00 : OFF – 7F: ON
SHIFTED_K1_DC	9y 07 Value	00 : OFF – 7F: ON
SHIFTED_K2_DC	9y 08 Value	00 : OFF – 7F: ON
SHIFTED_K3_DC	9y 09 Value	00 : OFF – 7F: ON
Cue_DC	9y 0D Value	00 : OFF – 7F: ON
Play_DC	9y 0E Value	00 : OFF – 7F: ON
Listen_DC	9y 0F Value	00 : OFF – 7F: ON
Sync_DC	9y 11 Value	00 : OFF – 7F: ON
JOG_TOUCH_DC	9y 1A Value	00 : OFF – 7F: ON
K1_DD	9y 21 Value	00 : OFF – 7F: ON
K2_DD	9y 22 Value	00 : OFF – 7F: ON
K3_DD	9y 23 Value	00 : OFF – 7F: ON
SHIFTED_K1_DD	9y 27 Value	00 : OFF – 7F: ON
SHIFTED_K2_DD	9y 28 Value	00 : OFF – 7F: ON
SHIFTED_K3_DD	9y 29 Value	00 : OFF – 7F: ON
Cue_DD	9y 2D Value	00 : OFF – 7F: ON
Play_DD	9y 2E Value	00 : OFF – 7F: ON
Listen_DD	9y 2F Value	00 : OFF – 7F: ON
Sync_DD	9y 31 Value	00 : OFF – 7F: ON
JOG_TOUCH_DD	9y 3A Value	00 : OFF – 7F: ON
BL_K1_DA	9x 41 Value	00 : OFF – 7F: ON
BL_K2_DA	9x 42 Value	00 : OFF – 7F: ON
BL_K3_DA	9x 43 Value	00 : OFF – 7F: ON
BL_SHIFTED_K1_DA	9x 47 Value	00 : OFF – 7F: ON
BL_SHIFTED_K2_DA	9x 48 Value	00 : OFF – 7F: ON
BL_SHIFTED_K3_DA	9x 49 Value	00 : OFF – 7F: ON
BL_Cue_DA	9x 4D Value	00 : OFF – 7F: ON
BL_Play_DA	9x 4E Value	00 : OFF – 7F: ON
BL_Listen_DA	9x 4F Value	00 : OFF – 7F: ON
BL_Sync_DA	9x 51 Value	00 : OFF – 7F: ON
BL_JOG_TOUCH_DA	9x 5A Value	00 : OFF – 7F: ON

BL_K1_DB	9x 61 Value	00 : OFF – 7F: ON
BL_K2_DB	9x 62 Value	00 : OFF – 7F: ON
BL_K3_DB	9x 63 Value	00 : OFF – 7F: ON
BL_SHIFTED_K1_DB	9x 67 Value	00 : OFF – 7F: ON
BL_SHIFTED_K2_DB	9x 68 Value	00 : OFF – 7F: ON
BL_SHIFTED_K3_DB	9x 69 Value	00 : OFF – 7F: ON
BL_Cue_DB	9x 6D Value	00 : OFF – 7F: ON
BL_Play_DB	9x 6E Value	00 : OFF – 7F: ON
BL_Listen_DA	9x 6F Value	00 : OFF – 7F: ON
BL_Sync_DB	9x 71 Value	00 : OFF – 7F: ON
BL_Deck_DB	9x 72 Value	00 : OFF – 7F: ON
BL_JOG_TOUCH_DB	9x 7A Value	00 : OFF – 7F: ON
BL_RECORD	9x 7C Value	00 : OFF – 7F: ON
BL_SCRATCH	9x 7D Value	00 : OFF – 7F: ON
BL_FILES	9x 7E Value	00 : OFF – 7F: ON
BL_FOLDERS	9x 7F Value	00 : OFF – 7F: ON
BL_K1_DC	9y 41 Value	00 : OFF – 7F: ON
BL_K2_DC	9y 42 Value	00 : OFF – 7F: ON
BL_K3_DC	9y 43 Value	00 : OFF – 7F: ON
BL_SHIFTED_K1_DC	9y 47 Value	00 : OFF – 7F: ON
BL_SHIFTED_K2_DC	9y 48 Value	00 : OFF – 7F: ON
BL_SHIFTED_K3_DC	9y 49 Value	00 : OFF – 7F: ON
BL_Cue_DC	9y 4D Value	00 : OFF – 7F: ON
BL_Play_DC	9y 4E Value	00 : OFF – 7F: ON
BL_Listen_DC	9y 4F Value	00 : OFF – 7F: ON
BL_Sync_DC	9y 51 Value	00 : OFF – 7F: ON
BL_JOG_TOUCH_DC	9y 5A Value	00 : OFF – 7F: ON
BL_K1_DD	9y 61 Value	00 : OFF – 7F: ON
BL_K2_DD	9y 62 Value	00 : OFF – 7F: ON
BL_K3_DD	9y 63 Value	00 : OFF – 7F: ON
BL_SHIFTED_K1_DD	9y 67 Value	00 : OFF – 7F: ON
BL_SHIFTED_K2_DD	9y 68 Value	00 : OFF – 7F: ON
BL_SHIFTED_K3_DD	9y 69 Value	00 : OFF – 7F: ON
BL_Cue_DD	9y 6D Value	00 : OFF – 7F: ON
BL_Play_DD	9y 6E Value	00 : OFF – 7F: ON
BL_Listen_DD	9y 6F Value	00 : OFF – 7F: ON
BL_Sync_DD	9y 71 Value	00 : OFF – 7F: ON
BL_JOG_TOUCH_DD	9y 7A Value	00 : OFF – 7F: ON

SET_SHIFT_DA	Bx 72 Value	00 : OFF – 7F: ON
SET_SHIFT_DB	Bx 73 Value	00 : OFF – 7F: ON
SET_SHIFT_DC	Bx 74 Value	00 : OFF – 7F: ON
SET_SHIFT_DD	Bx 75 Value	00 : OFF – 7F: ON
SET_DECK_AC	Bx 76 Value	00 : Deck_A – 7F: Deck_C
SET_DECK_BD	Bx 77 Value	00 : Deck_B – 7F: Deck_D
SET_DECK_MODE	Bx 78 Value	00 : Basic Control
SET_JW_SENS	Bx 79 Value	00 : Most Sensitive -> 7F: Least Sensitive
LOCK_JOG_DA	Bx 7A Value	00 : OFF – 7F: ON
LOCK_JOG_DB	Bx 7B Value	00 : OFF – 7F: ON
LOCK_JOG_DC	Bx 7C Value	00 : OFF – 7F: ON
LOCK_JOG_DD	Bx 7D Value	00 : OFF – 7F: ON
SET_XF_CURVE	Bx 7E Value	00 : OFF – 7F: ON
Update_All_Controls	Bx 7F Value	00 : OFF – 7F: ON †

**Notes:**

- **1:** This command will send (on the Virtual MIDI In port) all updated states of all the following controls: Hi/Medium/Low knobs, volume faders, headphone volume knob, microphone volume knob, Cue/Mix knob, and the cross fader. It can be used by software to update its graphic controls to the current position of the corresponding DJ 4Set controls.
- **x:** Depends on the MIDI channel assigned to the device for the first deck (0: MIDI channel 1; 1: MIDI channel 2...).
- **y:** Depends on the MIDI channel assigned to the device for the second deck (0: MIDI channel 1; 1: MIDI channel 2...).