

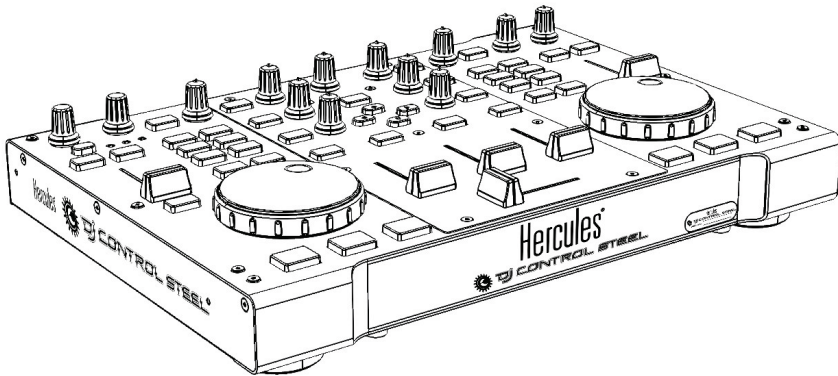
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1. INTRODUCTION

Your DJ Control Steel is a powerful and versatile piece of hardware that offers nearly unlimited possibilities in terms of what you can do with your music. The DJ Control Steel is easy to learn and also offers many advanced functionalities, making it perfect for all users from beginners to seasoned professionals.

The DJ Control Steel 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 must comply with all applicable legislations. 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 1GHz processor or compatible
- 512MB RAM
- Operating system: Microsoft Windows XP/Vista/7 (32 or 64-bit)
- Available USB port
- Internal or external sound card (4 channel sound card or greater recommended for previewing songs).
- Headphones or amplified speakers
- CD-ROM or DVD-ROM drive
- 1024x768 video resolution
- Microphone, Internet connection + 100MB free hard disk space for some applications

Mac:

- Desktop/laptop Mac with 1.5GHz processor
- 1GB RAM
- Operating system: Mac OS 10.4/10.5 or higher Mac OS 10 release
- Available USB port
- Internal or external sound card (4 channel sound card or greater recommended for previewing songs).
- Headphones or amplified speakers
- CD-ROM or DVD-ROM drive
- 1024x768 video resolution
- Microphone, Internet connection + 100MB free hard disk space for some applications

3. INSTALLATION

3.1. First installation

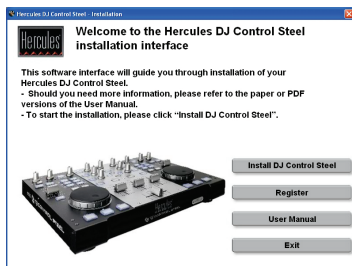


You must install your DJ Control Steel's drivers before connecting it to your computer.

Note: Your installation screens and procedure may vary slightly from those described in this manual.

Because drivers and software are constantly being developed, the ones provided on your CD-ROM may not be the most recent versions. You can visit the Hercules website to verify this and, if necessary, download the very latest versions.

3.1.1. Installing drivers and software



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

The DJ Control Steel installation menu automatically appears.

If the installation menu is not launched automatically:

PC:


- Double-click **Computer** (Windows Vista)/**My Computer** (Windows XP).
- Double-click the CD-ROM icon.
- Double-click **Setup.exe**.

Mac:

- Open your **Finder**.
- Double-click the CD-ROM icon.
- Double-click **Setup.exe**.



- Follow the on-screen instructions to install the drivers and software.

 Please plug your DJ Console in the USB port or unplug it and then replug it

A dialog box appears, prompting you to connect the DJ Control Steel to your computer's USB port.

- Connect the DJ Control Steel to one of your computer's USB ports using the USB cable provided.



We recommend that you connect the DJ Control Steel to a USB port on your computer or to a powered USB hub. Don't connect the console to a non-powered USB hub.

Your computer automatically detects your DJ Control Steel and installs the required drivers.

A progress bar appears, depicting the progress of the installation. Please note that this may take up to 30 seconds, depending on your computer.

- Let the installation procedure run its course and do not do anything until you receive a message indicating that the installation has completed.

You will be prompted to enter your VirtualDJ serial number the first time you run VirtualDJ, found on the envelope of your DJ Control Steel installation CD-ROM.

- Enter the serial number and click **OK**.

VirtualDJ is launched automatically. The VirtualDJ icon now appears on your desktop.

Windows may prompt you to reboot your computer at the end of the driver installation.

The DJ Control Steel icon appears in the taskbar, indicating that your DJ Control Steel is ready for use.

For information on launching the control panel, please see section [7.1. The DJ Control Steel taskbar icon](#).

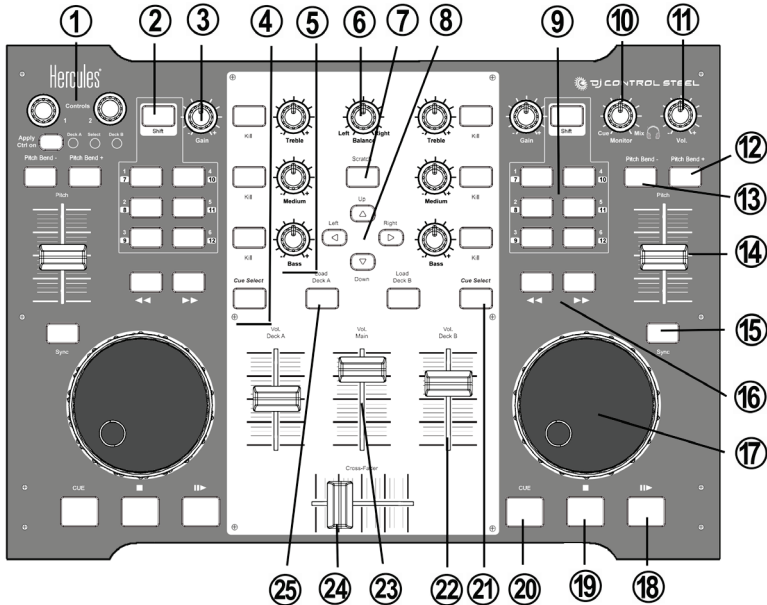
3.2. Power consumption

Your DJ Control Steel is optimized to achieve low power consumption when connected to your computer via USB.

4. OVERVIEW

4.1. The top face

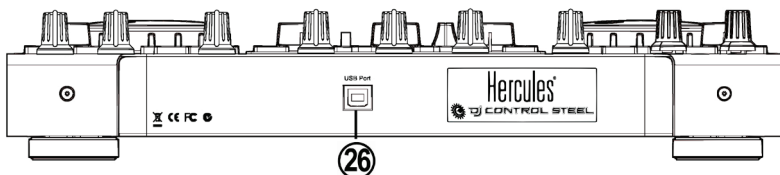
Your DJ Control Steel has a variety of controls allowing you to interact with DJ software. There are two sets of these controls, as the left and right sections of the DJ Control Steel each correspond to a separate deck in DJ software applications. Descriptions of the default function of each control are provided below.



1. **Controls 1-2** buttons: Modulate an effect or plugin, if it can be modulated – The **Apply Ctrl.** **On** button selects the deck on which **Control 1** and **Control 2** will be applied. (Please see sections [6.15](#) & [6.16](#))
2. **Shift** button: If this control is enabled, buttons 1 to 6 send another set of functions, and become buttons 7 to 12.
3. **Gain** button: increase or decrease the music level on each deck
4. **Kill** buttons: press to cut out/restore treble, medium and bass frequencies, respectively
5. **EQ** knobs: adjust treble, medium and bass frequencies
6. **Balance** knob: adjust the main output balance (1-2) between the left and right channels
7. **Scratch** button: select whether the jog wheels are used to scratch or seek within tracks (scratch mode is enabled by default)
8. **Up/down/left/right** buttons: navigate within menus
9. **Buttons 1-6**: special effects/looping (please see section [6.6 Effects and loops](#))
10. **Monitor** knob: adjust the mix of what's being played on your headphones - the track you're cueing up in relation to the overall mix
11. **Headphone volume** knob: adjust the volume of your headphones

12. **Pitch bend +**: adjust the pitch up
13. **Pitch bend -**: adjust the pitch down
14. **Pitch slider**: adjust the pitch up or down
15. **Sync** button: synchronize the beat with the beat of the track on the opposite deck
16. **Navigation buttons**: move the cursor within the track
17. **Jog wheels**: use to scratch, navigate within tracks or scroll through menus
18. **Play/pause button**: pause music playback and move the cue point to the current position in the track
19. **Stop button**: stop the music and do not change the track's cue point
20. **Cue** button: set a cue point in the track
21. **Cue Select** button: select which deck is played on your headphones
22. **Deck volume fader**: set the volume for the deck
23. **Main volume fader**: set the overall volume
24. **Cross fader**: adjust the proportion of the left and right decks in your mix
25. **Load Deck** button: load a track on the corresponding deck

Note: These are descriptions of the DJ Control Steel's default functions, which may vary according to the application you are using.



26. USB connector

5. CONNECTING HEADPHONES

With DJ Control Steel, you can use headphones connected to your PC's sound card, taking care to adjust the sound level directly in the operating system of your PC or Mac.

For a multimedia card, use headphones of 32 ohms maximum.

On most mass market soundcards, pre-amplification is carried out on outputs 1-2. Therefore, you should direct the "headphones" sound to outputs 1-2 and your mix to outputs 3-4.

6. DJ CONTROL STEEL FEATURES

6.1. Jog wheels

The jog wheels on your DJ Control Steel 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 feature adjustable resistance: if you wish, you can adjust the screws located on the underside of the device under each jog wheel to increase or decrease its resistance, according to your preference. You can also adjust their sensitivity using the control panel: you can either keep the default sensitivity, or divide it by a factor of 2 or 4 to make them less sensitive. The jog wheels can also be disabled via the control panel.

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.

6.2. Faders (sliders)

Cross fader

Your DJ Control Steel plays 1 stereo music track per deck (2 stereo music tracks simultaneously). The cross fader moves between the left and right decks, allowing the DJ to adjust the mix between the 2 decks, and therefore between the 2 tracks.

Setting the cross fader completely to the right means that the mix (the music the audience hears) comes 100% from the right deck: the audience doesn't hear the music played on the left deck. 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.

2 Pitch faders

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.

In general, adjusting the pitch changes the music's speed and tone: faster means a higher tone, slower means a lower tone. However, you can keep the same pitch and tone by pushing the **Beat Lock** button before changing the pitch so that the pitch fader only changes the tempo (i.e. speed) of the track, and not the pitch itself. This mode is called Master Tempo.

3 Volume faders

The Deck A volume fader controls the volume of the music played on Deck A, while the Deck B volume fader controls the volume of the music played on Deck B. The main volume fader controls the master volume.

Changing the volume on Deck A or Deck B lets you adjust transitions between the 2 decks.

If the volume on one of the decks is not loud enough when the corresponding volume fader is set to its maximum level, simply adjust the **Gain** knob for that deck to increase the deck's maximum volume.

6.3. Play/Pause, Stop and Cue buttons

These buttons are available for both decks on your DJ Control Steel.

- **Play**: starts music playback, while **Pause** pauses music playback at the current position in the track and sets the cue point at this position.
- **Cue**: places a cue point (a marker where playback should start) at the current position in the track.
- **Stop**: halts music playback and doesn't change the track's cue point.

6.4. Backward and Forward buttons

These buttons, found just above the jog wheel on each deck, allow you to quickly move the cursor within music tracks. This is an easy way to quickly get to the exact point in a song that you're looking for.

6.5. Pitch settings

- **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.

6.6. Effects and loops (buttons 1-6)

In VirtualDJ, you can use these buttons to apply effects to your music or loop part of a track. You can modulate the effect by turning the jog wheel while keeping the effect button pressed down. These effects can be assigned to any of the 6 buttons, so these descriptions of the default functions are only examples.

- **Button 1 (Loop in)**: places a marker at the start of a loop.
- **Button 2 (Pitch bend -)**: "bends" the pitch of the music lower.
- **Button 3 (Flanger)**: applies an audio effect with a slight delay, similar to the sound of a jet airplane taking off.
- **Button 4 (Loop out)**: places a marker at the end of the loop.
- **Button 5 (Pitch bend +)**: "bends" the pitch of the music higher.

- **Button 6 (Beatgrid)**: adds a beat pattern over the music track, based on the track's tempo.

Other functions can be assigned to these buttons as well:

- **Record Sample**: records the music.
- **Play Sample**: plays the sampled music. This allows you to play a sample stored on the button where you have recorded the sample.
- **Backspin**: an effect mimicking the sound DJs make when they quickly pull the disc backward after having switched off the turntable. Sends one impulse backward.
- **Brake**: slows down the music until it stops, if you keep on braking.
- **Overloop**: sets a loop on 1, 2, 4, 8 or 16 beats over the music.

6.7. Load Deck buttons

Use these buttons to load the highlighted music track on Deck A or Deck B.

6.8. Cue Select buttons

Use the **Cue Select** buttons to choose which deck is being monitored on your headphones. Only one **Cue Select** button (i.e. one deck) can be enabled at a time.

6.9. Browser buttons

Use the Up, Down, Left and Right buttons to browse through folders and music libraries.

- **Up/Down buttons**: 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 jog wheel at the same time.
- **Left/Right buttons**: switch the root directory (Left) or enter a directory (Right).

6.10. Balance knob

Use the balance knob to set the balance of the main output (1-2) between the left and right channels.

6.11. Monitor knob

Use the **Monitor** 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 on Deck A + Deck B.

6.12. Equalization knobs

Use the equalization knobs (**Bass**, **Medium** and **Treble**) 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 2 tracks: move the pitch fader to set both tracks at the same BPM.
- 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.

6.13. Kill buttons

Use the kill buttons (**Bass**, **Medium** and **Treble**) for each deck to cut off or restore the corresponding frequency band of the music playing on that deck.

This is a faster way to cut off or restore a frequency band than using the rotary potentiometers, and allows you to easily create interesting effects for your music with the push of a button.

6.14. Shift button

Changes buttons 1 to 6.

- If the Shift control is disabled (the **Shift** button's LED is off), buttons 1 to 6 send the functions assigned to buttons 1 to 6.
- If the Shift control is enabled (the **Shift** button's LED is lit up in green), buttons 1 to 6 send another set of functions, and become buttons 7 to 12.

6.15. Control 1 and 2 encoders

Modulate an effect or plugin, if it can be modulated.

In VirtualDJ DJC 5, if the last effect enabled is a flanger, **Control 1** modulates the flanger's delay, while **Control 2** modulates the flanger's frequency. In VirtualDJ DJC 5, if the last effect cannot be modulated (for example, the beatgrid is a beat repeater on 4 beats which cannot be modulated), **Control 1** and **Control 2** have no effect.

6.16. Apply Ctrl. On button

Selects the deck on which **Control 1** and **Control 2** will be applied.

- If the **Deck A** LED is lit up, these encoders modulate the last effect enabled on deck A (left),
- If the **Select** LED is lit up, these encoders modulate the last effect enabled on DJ Control Steel, whether on the left or right side of the controller,
- If the **Deck B** LED is lit up, these encoders modulate the last effect enabled on deck B (right).

7. THE TASKBAR ICON AND CONTROL PANEL

7.1. The DJ Control Steel taskbar icon

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



To display the DJ icon in Windows 7, you must first click on the up arrow icon in the notification area. When the list of hidden icons displays, drag-and-drop the DJ icon into the notification area.

By right-clicking the icon, you can select to open the control panel (an alternative to left-clicking the taskbar icon as described above), exit the control panel and remove the icon from the taskbar, or check for updates for your DJ Control Steel. Please note that in order to check for updates, you must have an active Internet connection.

This icon consolidates all Hercules DJ products you may have installed on your system. You can select your DJ Control Steel by right-clicking the icon and choosing **Select Device**.

To check for updates for your DJ Control Steel:

- Right-click the DJ Control Steel 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 Control Steel.

7.2. Using the DJ Control Steel control panel

The control panel allows you to manage your DJ Control Steel's various settings.



Main tab:

In this tab, you can:

- disable and re-enable the jog wheels.



ENGLISH

FRANÇAIS

DEUTSCH

NEDERLANDS

ITALIANO

ESPAÑOL

- set the sensitivity of the jog wheels.



About tab:



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

8. USING THE DJ CONTROL STEEL AT A PARTY

8.1. Overview

You are now about to learn everything a DJ needs to know to host his or her first parties. Let's start at the beginning, namely setting up the party: no DJ would allow him/herself to arrive unprepared, which is why he/she would have organized his/her material and selected his/her records beforehand.

You should do the same by sorting through your music. Have a good look through your music collection and select the songs you are going to use. In order to be able to mix tracks effectively, you must know the pieces perfectly.

Once this is done, make sure that you have all the hardware you will need. Got your computer, DJ Control Steel, a pair of speakers, headphones and microphone handy? Perfect, then you're ready to go!

You're probably asking yourself: and now, how do I get started? By way of introduction, here are the basic principles of DJing: a DJ works with two decks (or turntables). The first deck plays one part of the musical piece, while the DJ uses the second deck to listen to the next part on his/her headphones. He/she can then work on this second part (speed it up so that it is at the same tempo as the rest of the piece, etc.) before playing it out loud. At the end of a part, the DJ plays the part on the other deck by doing a mix, which is to say a blending of the two parts creating a perfect transition.

In concrete terms, you will launch the VirtualDJ software provided with your DJ Control Steel and program pieces onto each of the decks.

Please read through the following sections to learn more about the art of DJing. We also recommend that you consult the VirtualDJ help documentation for additional information.

8.2. Mixing in VirtualDJ

The art of mixing consists of preparing the next piece while a given piece is being played. When the piece being played reaches its end, the DJ switches from one piece to the other progressively using the cross fader, which regulates the volume of the two decks. This technique enables you to avoid empty space between two pieces.

Your DJ Control Steel allows you to work with digital audio sources. This section will give you some practical examples of how you can switch from one musical piece to another and from one audio source to another using the VirtualDJ software.



Mixing your songs in VirtualDJ is fun and easy to master. Thanks to the perfect integration of the controls on your DJ Control Steel with the included VirtualDJ 5 DJC Edition software, in no time at all you'll be mixing and scratching your favorite songs, looping and applying amazing effects just like a pro and making seamless transitions from one song to the next.



To record your mix, click on the **REC** button located in the upper right-hand section of the Virtual DJ window.

- Click **REC** to start recording.
- Select a location for the .wav file that will be generated.

*During the recording, the **REC** button turns blue.*

- Click **REC** once again to stop recording.

Take some time to explore and get to know the VirtualDJ software: a good resource is the VirtualDJ PDF manual, which should be installed on your system automatically along with the application itself. You can also download the PDF manual for the VirtualDJ website. In it you will find tons of information on how to get the most out of the software and all of its various features. The VirtualDJ website also contains a wealth of information and resources regarding the software, and you will be able to find links to many user groups and forums which may be of interest to you as you progress in your understanding of the software and all of the possibilities it opens up.

In this section, we'll give you a brief overview of some of the most common things you might want to do to get started with your DJ Control Steel and VirtualDJ 5 DJC Edition.

First off, you'll need to load some music onto each of the decks. To do so, you can either use your mouse or touchpad to navigate through your files in the lower left-hand side of the VirtualDJ window, or use the Up, Down, Left and Right buttons in the center of your DJ Control Steel. Use the Up/Down buttons to 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 jog wheel at the same time. Use the Left/Right buttons to switch the root directory (Left) or enter a directory (Right). Press either of the **Load Deck** buttons on your DJ Control Steel to load the highlighted track on the corresponding deck. If you're using your mouse or touchpad, simply drag and drop songs onto the deck in question.

Under normal circumstances, you will probably want to set the **Balance** knob at the top of your DJ Control Steel to the center position, which will evenly divide your mix between the left and right channels. However, should you wish to tilt the balance towards the left or right channel, you can use this knob to do so.

Make sure that the cross fader on your DJ Control Steel is set all the way to the left, meaning that only Deck A will be heard in your mix. Press the Play/Pause button on Deck A of your DJ Control Steel to launch playback on Deck A. At the top of the VirtualDJ window, you'll see a display with blue and red wave forms represented: the blue waves represent the music loaded on Deck A, while the red waves represent the music loaded on Deck B.

You will soon come to realize how important this visual display is to the functioning of VirtualDJ. The peaks on the display represent the beats in the song: by lining up the peaks of the track on one deck with the peaks of the track on the other deck, you can synchronize the songs with one another so that they are on the same beat, which makes for a smooth transition between tracks.

Try using the **Pitch** slider on Deck A to see what it does: you'll notice that increasing the pitch makes the music sound faster, with a higher tone, whereas decreasing it makes it sound slower, with a lower tone. Pressing the **Reset** button just above the Pitch slider gradually returns the pitch to its default value.

Pressing the **Beat Lock** button enables/disables the Master Tempo function for the corresponding deck. This function effectively locks the tone of a track in place, so that when you move the **Pitch** slider, the tempo (i.e. the speed) of the track changes to faster or slower, but the tone stays the same.

While the music is playing on Deck A, you'll want to be preparing the track on Deck B. Get your headphones on and then press the **Cue Select** button on Deck B: this means that Deck B is now monitored on your headphones (you can only monitor one deck at a time). Use the **Monitor Select** knob to adjust what you hear on your headphones: the **Cue** side of the knob's rotation represents the selected deck you are cueing up, while the **Mix** side represents the mix on Deck A + Deck B. Use the **Volume** knob next to the headphone input on the top face of your DJ Control Steel to adjust the volume of your headphones.

Try moving the jog wheel on Deck B: you'll see that you are scratching the track back and forth, although your audience won't be able to hear it at this point because the cross fader is still all the way to the left, which means that only the left deck is coming through in your mix. If you press the

Scratch button on your DJ Control Steel, the jog wheels switch to the seek function, allowing you to move quickly within a track. You can also move quickly within a track using the backward and forward buttons, just above the jog wheel. Press the **Scratch** button again to return to the default scratch function.

Use the **Pitch** slider on Deck B to adjust the song's tempo to match that of the song on Deck A; alternatively, you can press the **Sync** button on Deck B to match the tempo of the track on that deck to the one on Deck A. Synchronizing the tempos makes it easier for dancers to maintain a constant rhythm when switching from one song to another.

As the track on Deck B is playing, press the Play/Pause button on Deck B to pause the track at the exact point where you wish to start playback: this pauses the song and sets the cue point there (if you were to press the Stop button instead, the cue point would not be moved to the new position; instead, it would go back to the track's original cue point, i.e. the start of the song).

As the track on Deck A is nearing its end, start moving the cross fader to the right towards Deck B: the more you move it to the right, the more of Deck B will be heard in the mix. When you're ready to start playback, press the Play/Pause button on Deck B to start playing the track from the cue point where you had paused it. You can adjust the EQ knobs on Deck B to fine-tune the equalization, or press one of the **Kill** buttons to cut out the corresponding frequency band on the deck for an interesting transition effect (just press the **Kill** button again to restore the frequency in question). Continue moving the cross fader until it's all the way to the right, at which point only the track playing on Deck A will be heard in your mix. You can use the **Volume** slider on Deck B to adjust the track's volume if necessary, so that it is at the same level as the track that had been playing on Deck A.

Now that the track on Deck B is playing, you may want to return it to its original pitch if the pitch has been altered to match what had been playing on Deck A. To do so, you can either press the **Reset** button on Deck B, or slowly move the **Pitch** slider to adjust it to its normal level.

Feel like saying something to your audience over the music? Press the **Mic On/Off** button on your DJ Control Steel to toggle the microphone on and address the crowd: the music level is automatically reduced so that your voice can be heard. Use the **Volume** knob next to the microphone input on the top face of your DJ Control Steel to adjust the microphone volume. When you're done talking, press the **Mic On/Off** button again to switch off your microphone and restore the music to full volume.

Have fun experimenting with some of the effects that are available on buttons 1-6: loop in, loop out, pitch bend, flanger, beatgrid and so on. You'll be amazed at some of the incredible sounds you can easily produce, customize and manipulate. You can even modulate the effect by turning the jog wheel while keeping the effect button pressed down. Pressing buttons 1-6 toggles the corresponding effect on or off.

While the music on Deck B is playing, press the **Cue Select** button on Deck A: this means that Deck A is now monitored on your headphones.

Start playback and adjust the level using the **Gain** knob on Deck A, which allows you to set the overall level to match that of the track playing on the other deck. Once the overall level has been set, you can use the **Volume** slider for the deck to make more precise adjustments. Cue up your track to the spot where you want playback to start.

As the music playing on Deck B is nearing its end, start moving the cross fader to the left and then launch playback when you want to start making the switch. Adjust the EQ on Deck A as you continue to move the cross fader, until it is completely to the left and your audience only hears what is playing on Deck A.

Congratulations: you've just done your first mix! As you practice and get to know both your DJ Control Steel and the VirtualDJ software better, you'll see just how versatile this mixing system is and how much freedom it gives you to take your music to places you've only dreamed about. As you continue to learn how everything functions and try out different approaches, you'll soon get the hang of mixing and find ways of working that are right for you. After all, you're the DJ, and the audience is in your hands!

8.3. Scratching

The DJ Control Steel allows you to scratch your MP3s and CDs in the same way that a DJ scratches vinyl records. To do this you will use the DJ Control Steel's jog wheels, together with the cross fader to boost/interrupt the sound.

There are many scratch effects, the most well-known of which are described below:

Baby Scratch

No need to use the volume control for this basic scratch. It consists of doing a forward scratch, immediately followed by a backward scratch.

Tear Scratch

The Tear Scratch doesn't use the volume control either. As with the Baby Scratch, you do a forward scratch followed by a backward scratch, but this backward scratch is broken down into two different speeds: you must first scratch quickly, and then slowly. Thus, the different steps are as follows: forward scratch, quick backward scratch, slow backward scratch.

Forward Scratch

You must do a forward scratch and then quickly lower the volume to its minimum setting before doing a backward scratch to return to the initial position and restore the volume. Only the forward scratch will be audible.

Backward Scratch

The reverse of the Forward Scratch: you must do a backward scratch and then quickly lower the volume to its minimum setting just before doing the forward scratch, and then restore the volume.

Pass-Pass

The Pass-Pass is not a scratch technique, strictly speaking, since it uses the scratch as well as other elements (pitch, cross fader, etc.) to create new compositions. To carry out this technique you must play the same piece on both decks, and then it's up to you to make use of the DJ Control Steel's functions to create new rhythmic combinations by alternating your manipulations on each deck. A perfect mastery of the cross fader and of the basic scratch techniques is required, as well as a good sense of rhythm and excellent familiarity with the piece.

9. MIDI STANDARD SUPPORT

Your DJ Control Steel can function as a MIDI controller: the buttons and potentiometers can send and receive MIDI signals that will then be interpreted by software. In software that accepts MIDI commands, you must select your DJ Control Steel as the MIDI controller.

MIDI messages sent by DJ Control Steel:

| DJ Control Steel control | MIDI message | Message type | Value description |
|--------------------------|--------------|--------------------------|----------------------------|
| Left Keypad 1 | Bx 01 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Keypad 2 | Bx 02 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Keypad 3 | Bx 03 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Keypad 4 | Bx 04 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Keypad 5 | Bx 05 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Keypad 6 | Bx 06 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Sync | Bx 07 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Beatlock | Bx 08 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Previous | Bx 09 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Next | Bx 0A Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Play/Pause | Bx 0B Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Cue | Bx 0C Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Stop | Bx 0D Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Kill Treble | Bx 0E Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Kill Medium | Bx 0F Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Kill Bass | Bx 10 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Reset | Bx 11 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Load | Bx 12 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Source | Bx 13 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Left Headphone Cue | Bx 14 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Beatlock | Bx 15 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Load | Bx 16 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Source | Bx 17 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Headphone Cue | Bx 18 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Keypad 1 | Bx 19 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Keypad 2 | Bx 1A Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Keypad 3 | Bx 1B Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Keypad 4 | Bx 1C Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Keypad 5 | Bx 1D Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Keypad 6 | Bx 1E Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Sync | Bx 1F Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Reset | Bx 20 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Previous | Bx 21 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Next | Bx 22 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Play/Pause | Bx 23 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Cue | Bx 24 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Stop | Bx 25 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Kill Treble | Bx 26 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Right Kill Medium | Bx 27 Value | Button - Toggling Output | 7F: Pressed – 00: Released |

| DJ Control Steel control | MIDI message | Message type | Value description |
|--------------------------|--------------|--------------------------------------|---|
| Right Kill Bass | Bx 28 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Scratch | Bx 29 Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Menu Up | Bx 2A Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Menu Down | Bx 2B Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Menu Left | Bx 2C Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Menu Right | Bx 2D Value | Button - Toggling Output | 7F: Pressed – 00: Released |
| Talkover State | Bx 2E Value | Button - Momentary Output | 7F: Enabled – 00: Disabled |
| Left Jog Wheel | Bx 2F Value | Incremental – Coarse (128 values) | 7F > 40: CCW Slow > Fast – 01 > 3F: CW Slow > Fast |
| Right Jog Wheel | Bx 30 Value | Incremental – Coarse (128 values) | 7F > 40: CCW Slow > Fast – 01 > 3F: CW Slow > Fast |
| Left Pitch | Bx 31 Value | Analog – Coarse (128 values) | 00 > 7F: Full Down > Full Up |
| Left Volume | Bx 32 Value | Analog – Coarse (128 values) | 00 > 7F: Full Down > Full Up |
| Left Gain | Bx 33 Value | Analog – Coarse (128 values) | 00 > 7F: Full CW: Full CCW |
| Left Treble | Bx 34 Value | Analog – Coarse (128 values) | 00 > 7F: Full CW: Full CCW |
| Left Medium | Bx 35 Value | Analog – Coarse (128 values) | 00 > 7F: Full CW: Full CCW |
| Left Bass | Bx 36 Value | Analog – Coarse (128 values) | 00 > 7F: Full CW: Full CCW |
| Balance | Bx 37 Value | Analog – Coarse (128 values) | 00 > 7F: Full CW: Full CCW |
| Main Volume | Bx 38 Value | Analog – Coarse (128 values) | 00 > 7F: Full Down > Full Up |
| Cross Fader | Bx 39 Value | Analog – Coarse (128 values) | 00 > 7F: Full Left > Full Right |
| Cue Mix | Bx 3A Value | Analog – Coarse (128 values) | 00 > 7F: Full CW: Full CCW |
| Right Pitch | Bx 3B Value | Analog – Coarse (128 values) | 00 > 7F: Full Down > Full Up |
| Right Volume | Bx 3C Value | Analog – Coarse (128 values) | 00 > 7F: Full Down > Full Up |
| Right Gain | Bx 3D Value | Analog – Coarse (128 values) | 00 > 7F: Full CW: Full CCW |
| Right Treble | Bx 3E Value | Analog – Coarse (128 values) | 00 > 7F: Full CW: Full CCW |
| Right Medium | Bx 3F Value | Analog – Coarse (128 values) | 00 > 7F: Full CW: Full CCW |
| Right Bass | Bx 40 Value | Analog – Coarse (128 values) | 00 > 7F: Full CW: Full CCW |
| Controls 1 Deck A | Bx 41 Value | Incremental – Coarse (128 values) | 7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast |
| Controls 2 Deck A | Bx 42 Value | Incremental – Coarse (128 values) | 7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast |
| Controls 1 Deck B | Bx 43 Value | Incremental – Coarse (128 values) | 7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast |

| DJ Control Steel control | MIDI message | Message type | Value description |
|-------------------------------------|--------------|-----------------------------------|--|
| Controls 2 Deck B | Bx 44 Value | Incremental – Coarse (128 values) | 7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast |
| Controls 1 Select A | Bx 45 Value | Incremental – Coarse (128 values) | 7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast |
| Controls 2 Select B | Bx 46 Value | Incremental – Coarse (128 values) | 7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast |
| VOL_HP | Bx 47 Value | Analog – Coarse (128 values) | 00 > 7F : Full CW : Full CCW |
| Left Shift + Key 1 (= 7 Left) | Bx 64 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Left Shift + Key 2 (= 8 Left) | Bx 65 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Left Shift + Key 3 (= 9 Left) | Bx 66 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Left Shift + Key 4 (= 10 Left) | Bx 67 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Left Shift + Key 5 (= 11 Left) | Bx 68 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Left Shift + Key 6 (= 12 Left) | Bx 69 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Right Shift + Key 1 (= 7 Right) | Bx 6A Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Right Shift + Key 2 (= 8 Right) | Bx 6B Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Right Shift + Key 3 (= 9 Right) | Bx 6C Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Right Shift + Key 4 (= 10 Right) | Bx 6D Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Right Shift + Key 5 (= 11 Right) | Bx 6E Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Right Shift + Key 6 (= 12 Right) | Bx 6F Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Apply ctrl on Deck A | Bx 70 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Apply ctrl on Deck B | Bx 71 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Apply ctrl on Select | Bx 72 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Left Shift Status | Bx 73 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |
| Right Shift Status | Bx 74 Value | Button-Toggling Output | "7F" : Pressed – "00" : Released |

Note: CW = Clockwise; CCW = Counterclockwise.

Continued on the following page.

MIDI messages received by DJ Control Steel:

| MIDI control | MIDI message | Value description |
|----------------------------|---------------------|--------------------------|
| LED left key 1 | Bx 01 Value | 00 : OFF – 7F: ON |
| LED left key 2 | Bx 02 Value | 00 : OFF – 7F: ON |
| LED left key 3 | Bx 03 Value | 00 : OFF – 7F: ON |
| LED left key 4 | Bx 04 Value | 00 : OFF – 7F: ON |
| LED left key 5 | Bx 05 Value | 00 : OFF – 7F: ON |
| LED left key 6 | Bx 06 Value | 00 : OFF – 7F: ON |
| LED left Sync | Bx 07 Value | 00 : OFF – 7F: ON |
| LED left pitch bend + | Bx 08 Value | 00 : OFF – 7F: ON |
| LED left Play | Bx 0B Value | 00 : OFF – 7F: ON |
| LED left Cue | Bx 0C Value | 00 : OFF – 7F: ON |
| LED left Stop | Bx 0D Value | 00 : OFF – 7F: ON |
| LED left KillTreb | Bx 0E Value | 00 : OFF – 7F: ON |
| LED left KillMed | Bx 0F Value | 00 : OFF – 7F: ON |
| LED left KillBass | Bx 10 Value | 00 : OFF – 7F: ON |
| LED left pitch bend - | Bx 11 Value | 00 : OFF – 7F: ON |
| LED Folders | Bx 12 Value | 00 : OFF – 7F: ON |
| LED left Mode | Bx 13 Value | 00 : OFF – 7F: ON |
| LED left CueSelect | Bx 14 Value | 00 : OFF – 7F: ON |
| LED right pitch bend + | Bx 15 Value | 00 : OFF – 7F: ON |
| LED Files | Bx 16 Value | 00 : OFF – 7F: ON |
| LED right Mode | Bx 17 Value | 00 : OFF – 7F: ON |
| LED right CueSelect | Bx 18 Value | 00 : OFF – 7F: ON |
| LED right key 1 | Bx 19 Value | 00 : OFF – 7F: ON |
| LED right key 2 | Bx 1A Value | 00 : OFF – 7F: ON |
| LED right key 3 | Bx 1B Value | 00 : OFF – 7F: ON |
| LED right key 4 | Bx 1C Value | 00 : OFF – 7F: ON |
| LED right key 5 | Bx 1D Value | 00 : OFF – 7F: ON |
| LED right key 6 | Bx 1E Value | 00 : OFF – 7F: ON |
| LED right Sync | Bx 1F Value | 00 : OFF – 7F: ON |
| LED right pitch bend + | Bx 20 Value | 00 : OFF – 7F: ON |
| LED right Play | Bx 23 Value | 00 : OFF – 7F: ON |
| LED right Cue | Bx 24 Value | 00 : OFF – 7F: ON |
| LED right Stop | Bx 25 Value | 00 : OFF – 7F: ON |
| LED right KillTreb | Bx 26 Value | 00 : OFF – 7F: ON |
| LED right KillMed | Bx 27 Value | 00 : OFF – 7F: ON |
| LED right KillBass | Bx 28 Value | 00 : OFF – 7F: ON |
| LED Scratch | Bx 29 Value | 00 : OFF – 7F: ON |
| Blink LED left key 1 | Bx 31 Value | 00 : OFF – 7F: ON |
| Blink LED left key 2 | Bx 32 Value | 00 : OFF – 7F: ON |
| Blink LED left key 3 | Bx 33 Value | 00 : OFF – 7F: ON |
| Blink LED left key 4 | Bx 34 Value | 00 : OFF – 7F: ON |
| Blink LED left key 5 | Bx 35 Value | 00 : OFF – 7F: ON |
| Blink LED left key 6 | Bx 36 Value | 00 : OFF – 7F: ON |
| Blink LED left Sync | Bx 37 Value | 00 : OFF – 7F: ON |
| Blink LED left pitch bend+ | Bx 38 Value | 00 : OFF – 7F: ON |
| Blink LED left Play | Bx 3B Value | 00 : OFF – 7F: ON |
| Blink LED left Cue | Bx 3C Value | 00 : OFF – 7F: ON |

| MIDI control | MIDI message | Value description |
|------------------------------|---------------------|--------------------------|
| Blink LED left Stop | Bx 3D Value | 00 : OFF – 7F: ON |
| Blink LED left KillTreb | Bx 3E Value | 00 : OFF – 7F: ON |
| Blink LED left KillMed | Bx 3F Value | 00 : OFF – 7F: ON |
| Blink LED left KillBass | Bx 40 Value | 00 : OFF – 7F: ON |
| Blink LED left pitch bend- | Bx 41 Value | 00 : OFF – 7F: ON |
| Blink LED Folders | Bx 42 Value | 00 : OFF – 7F: ON |
| Blink LED_left Mode | Bx 43 Value | 00 : OFF – 7F: ON |
| Blink LED left CueSel | Bx 44 Value | 00 : OFF – 7F: ON |
| Blink LED right Stop | Bx 46 Value | 00 : OFF – 7F: ON |
| Blink LED Files | Bx 47 Value | 00 : OFF – 7F: ON |
| Blink LED right key 1 | Bx 4A Value | 00 : OFF – 7F: ON |
| Blink LED right key 2 | Bx 4B Value | 00 : OFF – 7F: ON |
| Blink LED right key 3 | Bx 4C Value | 00 : OFF – 7F: ON |
| Blink LED right key 4 | Bx 4D Value | 00 : OFF – 7F: ON |
| Blink LED right key 5 | Bx 4E Value | 00 : OFF – 7F: ON |
| Blink LED right key 6 | Bx 50 Value | 00 : OFF – 7F: ON |
| Blink LED right Play | Bx 53 Value | 00 : OFF – 7F: ON |
| Blink LED right Cue | Bx 54 Value | 00 : OFF – 7F: ON |
| Blink LED right pitch bend- | Bx 55 Value | 00 : OFF – 7F: ON |
| Blink LED right Mode | Bx 57 Value | 00 : OFF – 7F: ON |
| Blink LED right CueSel | Bx 58 Value | 00 : OFF – 7F: ON |
| Blink LED Scratch | Bx 59 Value | 00 : OFF – 7F: ON |
| Blink LED right KillTreb | Bx 5A Value | 00 : OFF – 7F: ON |
| Blink LED right KillMed | Bx 5B Value | 00 : OFF – 7F: ON |
| Blink LED right KillBass | Bx 5C Value | 00 : OFF – 7F: ON |
| Blink LED right Sync | Bx 5F Value | 00 : OFF – 7F: ON |
| Blink LED right pitch bend+ | Bx 60 Value | 00 : OFF – 7F: ON |
| LED left shift + Key 1 | Bx 64 Value | 00 : OFF – 7F: ON |
| LED left shift + Key 2 | Bx 65 Value | 00 : OFF – 7F: ON |
| LED left shift + Key 3 | Bx 66 Value | 00 : OFF – 7F: ON |
| LED left shift + Key 4 | Bx 67 Value | 00 : OFF – 7F: ON |
| LED left shift + Key 5 | Bx 68 Value | 00 : OFF – 7F: ON |
| LED left shift + Key 6 | Bx 69 Value | 00 : OFF – 7F: ON |
| LED right shift + Key 1 | Bx 6A Value | 00 : OFF – 7F: ON |
| LED right shift + Key 2 | Bx 6B Value | 00 : OFF – 7F: ON |
| LED right shift + Key 3 | Bx 6C Value | 00 : OFF – 7F: ON |
| LED right shift + Key 4 | Bx 6D Value | 00 : OFF – 7F: ON |
| LED right shift + Key 5 | Bx 6E Value | 00 : OFF – 7F: ON |
| LED right shift + Key 6 | Bx 6F Value | 00 : OFF – 7F: ON |
| Update_All_Analogs | Bx 70 Value | 00 : OFF – 7F: ON |
| Blink LED left shift + Key 1 | Bx 74 Value | 00 : OFF – 7F: ON |
| Blink LED left shift + Key 2 | Bx 75 Value | 00 : OFF – 7F: ON |
| Blink LED left shift + Key 3 | Bx 76 Value | 00 : OFF – 7F: ON |

| MIDI control | MIDI message | Value description |
|-------------------------------|--------------|-------------------|
| Blink LED left shift + Key 4 | Bx 77 Value | 00 : OFF – 7F: ON |
| Blink LED left shift + Key 5 | Bx 78 Value | 00 : OFF – 7F: ON |
| Blink LED left shift + Key 6 | Bx 79 Value | 00 : OFF – 7F: ON |
| Blink LED right shift + Key 1 | Bx 7A Value | 00 : OFF – 7F: ON |
| Blink LED right shift + Key 2 | Bx 7B Value | 00 : OFF – 7F: ON |
| Blink LED right shift + Key 3 | Bx 7C Value | 00 : OFF – 7F: ON |
| Blink LED right shift + Key 4 | Bx 7D Value | 00 : OFF – 7F: ON |
| Blink LED right shift + Key 5 | Bx 7E Value | 00 : OFF – 7F: ON |
| Blink LED right shift + Key 6 | Bx 7F Value | 00 : OFF – 7F: ON |

Hercules has released a **MIDI Mapper** application for the DJ Control Steel: this software allows you to change the DJ Control Steel's MIDI messages and values.

The MIDI Mapper application is intended for advanced users familiar with the MIDI standard and can be downloaded from <http://ts.hercules.com>.

10. FREQUENTLY ASKED QUESTIONS

1. Can I use DJ Control Steel with DJ software other than VirtualDJ?

Yes: A variety of DJ software applications are compatible with DJ Control Steel, including Traktor, MixVibes and DJ Decks, with more and more programs integrating compatibility on a continual basis. Please check with the publishers of other DJ software for details on whether their software is currently compatible with DJ Control Steel.

2. Can I use DJ Control Steel without a computer?

No, DJ Control Steel cannot function at all without being connected to a computer.

3. 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 Virtual DJ. Simply load the CD-Audio track in your playlist on a DJ Console deck, as if it were an audio file, and you can mix it immediately.

4. Is DJ Control Steel a MIDI controller?

Yes, DJ Control Steel functions as a MIDI controller and can send and receive MIDI commands. Please see section [10. MIDI standard support](#).

5. Will DJ Control Steel function when connected to a USB hub?

Yes, as long as the USB hub's power supply is connected, since DJ Control Steel needs a USB port's full power in order to function properly.

6. What's the use of the Stop buttons on the DJ Control Steel?

In VirtualDJ 5 DJC Edition, the Stop button stops the music and places the cursor at the original cue point of the track, while the Play/Pause button pauses music playback and moves the cue point to the current position in the music track.

7. How can I change an effect?

In VirtualDJ 5 DJC Edition, you switch on an effect by pressing the button (1-6) to which the effect is assigned (please see section [7.7 Effects and loops](#)). You can modulate the effect by turning the jog wheel while keeping the effect button pressed down.

8. How can I expand directories in VirtualDJ 5 DJC Edition?

You can use the Up/Down/Left/Right buttons on your DJ Control Steel to browse through directories and music files. When you select a directory, clicking the **Load** button expands the directory.

9. How can I browse through music directories faster with VirtualDJ 5 DJC Edition?

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.

11. 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:

In order to take advantage of technical support by email, you must first register online. The information you provide will help the agents to resolve your problem more quickly.

Click **Registration** on the left-hand side of the Technical Support page and follow the on-screen instructions.

If you have already registered, fill in the **Username** and **Password** fields and then click **Login**.

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

| | | |
|-----------------------|---|---|
| United Kingdom | 08450800942 Charged at local rate | Monday to Saturday from 8 a.m. to 7 p.m. |
| United States | 1-866-889-5036 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> |
| Canada | 1-866-889-2181 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> |
| Denmark | 80887690 Free | Monday to Saturday from 9 a.m. to 8 p.m. <i>(English)</i> |
| Sweden | 0200884567 Free | Monday to Saturday from 9 a.m. to 8 p.m. <i>(English)</i> |
| Finland | 0800 913060 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.

ENGLISH

FRANÇAIS

DEUTSCH

NEDERLANDS

ITALIANO

ESPAÑOL

11.1. 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.

11.2. 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® 98 SE, Me, 2000, XP, Vista and 7 are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or 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.

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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.