DJ CONTROL MP3

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1. INTRODUCTION

DJ Control MP3 is a powerful piece of hardware that opens up the doors to mixing and scratching digital music on your PC. Intuitive and fun to use, DJ Control MP3 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 Control MP3 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

- Desktop/laptop PC with Intel Pentium III/Athlon 800MHz or compatible
- 256MB RAM
- Operating system: Microsoft Windows 2000 SP4 and XP SP1
- Available USB port (USB 1.1 or USB 2.0)
- Headphones or amplified speakers
- CD-ROM or DVD-ROM drive (CD-DA support recommended)
- 16-bit, 800x600 video resolution
- Internet connection + 100MB free hard disk space for some applications

3. INSTALLATION

3.1. First installation

You should install your DJ Control MP3'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 (ts.hercules.com) 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 MP3 installation menu automatically appears.*

If the installation menu is not launched automatically:

- Double-click **My Computer**.
- Double-click the CD-ROM icon.
- Double-click **Setup.exe** if necessary.

- Click **Install your product**.
- Follow the on-screen instructions.

Note: If you do not have the latest version of DirectX installed on your system, you will be guided through the installation procedure to install it. Once DirectX has been installed, you will be prompted to restart your computer. Once your computer has restarted, restart the installation procedure by re-inserting the installation CD-ROM into your CD-ROM drive.

Please plug your DJ Control MP3 in the USB port or unplug it and then replug it.

A dialog box appears, prompting you to connect the DJ Control MP3 to your computer's USB port, or to disconnect and then reconnect it.
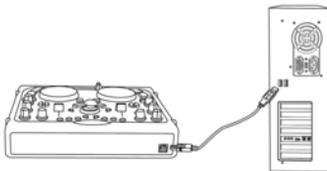
- Connect the DJ Control MP3 to one of your computer's USB ports using the USB cable provided; or, if it is already connected, disconnect and then reconnect it.

Windows automatically detects your DJ Control MP3 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.

- Click **Finish**.

You will be prompted to enter your VirtualDJ serial number, found on a piece of paper in your DJ Control MP3 box.

- 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.

For information on configuring your DJ Control MP3, please see section 5.2. Configuring your DJ Control MP3.

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3.2. DJ Control MP3 and your PC's sound card

DJ Control MP3 must be used in conjunction with your PC's sound card, speakers and/or headphones; it is your sound card that will actually play the music on your PC. You will use your DJ Control MP3 to manipulate the music being played on your PC. You can connect and disconnect your DJ Control MP3 at any time, even when the computer is switched on, thanks to its USB connection.

4. OVERVIEW

4.1. The shoulder strap

Your DJ Control MP3 also features a shoulder strap for easy transportation. To install the shoulder strap:
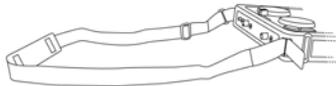
- Thread the Velcro flaps through the two buckles on the DJ Control MP3.
- Attach the flaps to the Velcro band.

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4.2. The top face

Your DJ Control MP3 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 MP3 each correspond to a separate deck in DJ software applications. Descriptions of the default function of each control are provided below.
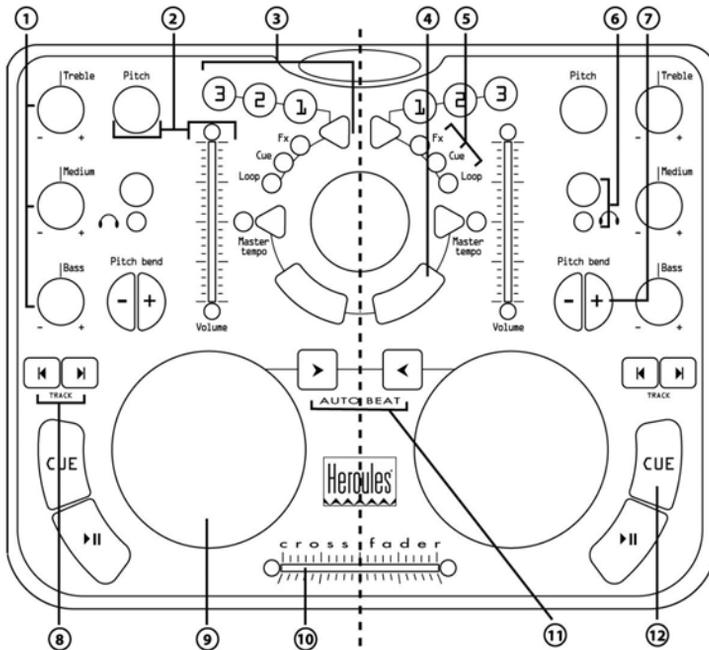
1. Cut or boost Bass/Medium/Treble frequencies
2. Change music speed (pitch/master tempo)/tweak volume in real time
3. Add effects, cue points (song positions), loops on the fly
4. Mouse emulation or special DJ FX control
5. LEDs indicating the current mode at a glance
6. Headphone monitoring button
7. Speed up or down for accurate mixing
8. Previous/next track or rewind/fast forward
9. Vinyl-style jog wheel
10. Swift cross fader for seamless mixing between the 2 decks
11. Automix your entire playlist
12. Play/Pause song or mark a song position

Note 1: These are descriptions of the DJ Control MP3's default functions, which may vary according to the application you are using.

Note 2: Mouse emulation is enabled via the Device Manager (please see section 5.2. Configuring your DJ Control MP3).

4.3. USB connector

DJ Control MP3 has a USB connector on its back face, allowing you to connect it to your PC. As DJ Control MP3 is USB bus-powered, no external power source is required.

Back face

USB connector for
connection to PC

5. USING THE DJ CONTROL MP3 AT A PARTY

5.1. 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 himself to arrive unprepared, which is why he would have organized his material and selected his records beforehand.

You should do the same by sorting through your music. Have a good look through your collection of CDs as well as your MP3 and WMA files 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 MP3, a pair of speakers and some headphones 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 get the next part ready. He 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 and program pieces onto each of the decks.

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The two decks share a single playlist. You can load your pieces into the playlist from the explorer window.

- Move the mouse pointer onto the **PLAYLIST** icon in the lower right-hand part of the screen.

The playlist window opens in the lower right-hand part of the screen.

- Click 🔘 to lock the window display.
- Navigate within your computer on the left-hand side of the screen and drag and drop files to be played into the playlist.

Please read through the following sections to learn more about the art of DJing. We also recommend that you consult the help documentation of the software supplied with your DJ Control MP3 for additional information.

5.2. Configuring your DJ Control MP3

To configure your DJ Control MP3, you must use the Windows Device Manager.

- Click **Start/Control Panel/System** (or **Start/Settings/Control Panel/System**, depending on your operating system and Start menu setup).

- Click **Hardware**, then **Device Manager** and click the **+** sign to the left of **Human Interface Devices**. Select **Hercules DJ Control MP3** in the list.

- Right-click **Properties** and then select the **Configure** tab.

- Select or deselect the **Enable DJ Mouse** option to enable or disable mouse emulation via your DJ Control MP3's ministick and the two buttons underneath it (these act as left and right mouse buttons). Mouse emulation is enabled by default.

5.3. Previewing with headphones

To prepare his musical line-up, a DJ does a headphone preview: he listens to a track on his headphones while the other one is being played over the speakers, allowing him to adjust the tempo so that the tracks flow seamlessly together. He can also add audio effects, set cue points (markers) to start up at a specific point in a track, create rhythmic loops, adjust Bass, Medium and Treble frequencies, etc. Your DJ Control MP3 allows you to carry out this kind of headphone preview, depending on the hardware and software you have at your disposal.

To configure your sound card setup in VirtualDJ, click the **CONFIG** icon in the top right-hand corner of the main VirtualDJ window, and select your setup in the **Sound Cards** tab.

If you have a stereo sound card, you cannot carry out headphone previewing. If you have a sound card with an output of 4 or more channels (such as the Hercules Muse Pocket LT sound card), however, you can monitor music on outputs 3 and 4 over your headphones.

To use the headphone previewing mode on your multi-channel sound card:

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a) Check that your sound card's speaker mode is set to 4 channel or 5.1 channel.

b) Connect your headphones to the rear speakers plug on your sound card (black plug on Sound Blaster Live!).

c) When you run VirtualDJ, activate headphone previewing by clicking on the **Headphones on 4.1 rear output** (in the **Settings/Sound Cards** window).

You will need low impedance headphones for monitoring (less than 32 Ohms), as the sound level will be too low if you use high impedance headphones. To monitor a deck, press and hold that deck's headphone monitoring button; monitoring stops as soon as you release the button. Make sure to disable any 3D positioning features on your sound card, or else you may end up hearing echoes of the track you are monitoring in your main mix!

When a piece on deck A is being played in the room, you should use your headphones to preview the piece on deck B, and when a piece on deck B is being played in the room, you should press the headphone monitoring button on deck A to prepare the next piece, and so on. The corresponding LEDs next to the headphone monitoring buttons indicate whether the track is being monitored on that deck: when the LED is lit up on your DJ Control MP3, that deck is being monitored.

In VirtualDJ, the boxes in the upper middle part of the screen representing decks 1 and 2 reflect your monitoring status: in the case below, deck A (the left-hand deck, or deck 1 in VirtualDJ) is green, indicating that it is being monitored on your headphones, while deck B (the right-hand deck, or deck 2 in Virtual DJ) is red, indicating that it is not being monitored.

5.4. Speeding up or slowing down a piece

The main reason for speeding up or slowing down a piece you are about to play is to match its BPM and synchronize its beat with that of the piece already playing. In this way you can mix the two pieces together smoothly when switching from one deck to another. There are two ways to regulate the speed of a piece: by manually adjusting its pitch, and automatically via beat-matching.

On vinyl decks, the pitch allows one to adjust the rotation speed of the turntable. This adjustment therefore changes the speed of a piece by modifying its overall tonality (for example, a piece that has been sped up significantly will sound much more high-pitched, or sharper).

You can therefore use one of the DJ Control MP3's **Pitch** knobs to modify the pitch of a piece.

VirtualDJ also offers a very useful function to automatically match the BPM of pieces that are playing and synchronize their beats for easy mixing: this function is called beat-matching. Press the **Master Tempo** button on either deck to toggle beat-matching on and off for the deck in question. When the corresponding LED lights up, beat-matching is enabled on that deck; when the LED is off, beat-matching is disabled on that deck.

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When a piece is being played on a deck, the BPM is displayed just above the piece's timeline, to the right (the percentage next to the BPM indicates how much faster or slower the current BPM is in relation to the piece's normal BPM):

BPM: 135.0   +0.0%

- Press the **Master Tempo** button on a deck to automatically match the BPM and synchronize the beat of the piece on that deck with that of the piece playing on the other deck.

*The **BEATMATCH** button lights up. This piece's BPM is automatically matched to that of the piece being played on the other deck and their beats are synchronized.*

- Make a transition from one piece to the other (please see section <u>5.7. Switching from one piece to another</u>).

*If you decide to switch off beat-matching on this deck, press the **Master Tempo** button again. The **BEATMATCH** button goes dim, indicating that beat-matching is now switched off.*

5.5. Creating cue points

Finished synchronizing the tempos of your pieces? Great – but depending on the pieces you are using, you may wish to start up playback at a specific point and not simply at the beginning.

This is possible by inserting cue points into your pieces. A cue point allows you to locate the start of an interesting rhythmic section and launch playback of a piece at that section. VirtualDJ allows you to set up to 3 cue points per piece using your DJ Control MP3.

To set a cue point:

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- When you get to the rhythmic section you are looking for, press **Play/Pause**.
- Press **CUE** to set this position as cue point 1.

A marker ▮▮▮▮▮▮▮ *is inserted in the piece's time code.*

If you wish to set cue points 2 and 3:

- Make sure that the DJ Control MP3's **Cue** LED is lit up (if not, press the Triangle).
- Press **Play/Pause** when you get to other rhythmic sections.
- Press buttons **2** or **3**.

To go to a cue point when playing a piece in the room:

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If you have only set one cue point:

- Press **Play/Pause** to launch playback of the piece from the cue point you have set.

- Make a transition from one piece to the other (please see section 5.7. Switching from one piece to another).

If you have set more than one cue point:

- Press **Play/Pause** to launch playback of the piece from the last cue point you have set.

- Press buttons **1**, **2** or **3** to go to the appropriate cue point.

- Press **Play/Pause** again to resume playback of the piece.

- Make a transition from one piece to the other (please see section 5.7. Switching from one piece to another).

5.6. Creating loops

Using the same marker principle, you can also create loops, which are sections of a piece repeated to infinity.

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Loops are controlled using buttons **1***,* **2** *and* **3***, which generate loops based on 1, 2 and 4 measures, respectively. Therefore, button* **1** *generates a short loop, while button* **3** *generates a longer loop.*

- Make sure that the DJ Control MP3's **Loop** LED is lit up (if not, press the Triangle).

- During playback of the piece, when you get to a rhythmic section where you want to create a loop, press button **1**, **2** or **3** (depending on how long you want the loop to be).

The rhythmic section is repeated to infinity.

- Press button **1**, **2** or **3** again to resume normal playback of the piece.

5.7. Switching from one piece to another

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 MP3 allows you to work with digital audio files stored on your computer. This section will give you some practical examples of how you can switch from one musical piece to another using the VirtualDJ software if you are using headphone monitoring.

Example: An MP3 file is being played on deck A (the left-hand deck). The LED underneath the headphone monitoring button on deck A is on, indicating that deck A is being monitored on your headphones. You can alter the gain of a piece using the Bass, Medium and Treble knobs, so

these knobs on deck A have been adjusted for the perfect sound mix with the piece that is playing. The cross fader is pushed completely to the left, so only what is being played on deck A will be heard by the audience.

While the track on deck A is playing, press the headphone monitoring button on deck B (the right-hand deck) so that you can hear the track you will be preparing on deck B on your headphones while the audience continues to listen to the track being played on deck A over the speakers in the room. The LED underneath the headphone monitoring button on deck B is on, indicating that deck B is being monitored on your headphones.

As the piece on deck A is nearing its end, start moving the cross fader to the right at the same moment you start up playback on deck B. Again, you can adjust the Bass, Medium and Treble knobs to achieve the perfect gain for the piece being played on deck B. Naturally, there are many ways to switch from one piece to another: you can move the cross fader slowly, create back-and-forth effects, etc. Just use your imagination! Once the cross fader is pushed completely to the right, only what is being played on deck B will be heard by the audience.

The following diagrams give you an idea of how the Bass, Medium and Treble knobs and cross fader are adjusted for the procedure described above.
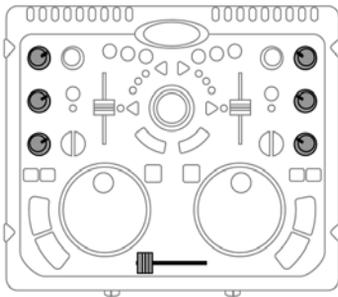
Piece A being played on deck A in the room. The Bass, Medium and Treble knobs on deck A are adjusted for the perfect sound mix.
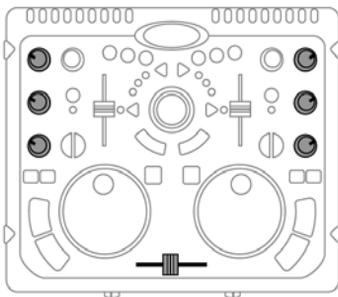
Switching from deck A to deck B (keep the cross fader in the center position for approximately 5 seconds while you adjust the Bass, Medium and Treble knobs on deck A and deck B).

Once the knobs are in their new positions, you can move the cross fader all the way over to deck B.

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The transition between two pieces should be perfect thanks to the pitch synchronization carried out previously. Should you notice a slight discrepancy, however, use the **Pitch bend - / +** buttons. These buttons are the equivalents of the DJ giving a little push to the vinyl on his turntable, or slowing down the deck with his hand. The pitch modification value increases the more the **Pitch bend** button is pressed.

Simply repeat this procedure when you are getting ready to play your next track on deck A again. In no time at all, you'll be mixing like a pro!

Note 1: The VirtualDJ software also features an automatic mixing function, which ensures the adjustment of BPM between pieces and the switch from one deck to the other. This allows you to take a well-deserved break during your mix without having to cut off the music and spoil the mood in the room!

- Move the mouse pointer onto the **PLAYLIST** icon in the lower right-hand part of the screen.

The playlist appears.

- Click 🔵 in the playlist window.

The automatic mixing function is enabled, and pieces will link up one after the other. To return to manual mixing, click 🔵 again.

Note 2: Another interesting option in Virtual DJ is the **Suggestion Box** feature, which suggests pieces that match well with tracks you have already selected and synchronizes transitions between pieces. To access this feature:

- Click **Suggestion Box** in the bottom left-hand part of your screen.

5.8. Adding effects onto a piece

If you want to call attention to a new piece during your mix or prepare your audience for a microphone address, you can add effects onto pieces you are playing. For example, you can use the Brake effect to slow down a piece before you start speaking.

- Make sure that the DJ Control MP3's **Fx** LED is lit up (if not, press the Triangle).

- Press button **1**, **2** or **3** to add the corresponding effects in VirtualDJ.

Note: in VirtualDJ, other effects can be set for buttons **1**, **2** and **3** by clicking ▱ FX ▱.
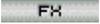
5.9. Scratching

The DJ Control MP3 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 MP3's jog wheels, together with the cross fader to boost/interrupt the sound.

You should position your hands so that you are not scratching towards the center of the jog wheel, so that you don't hit the cross fader accidentally and throw off your performance. The best way to position your hands is displayed in the following diagram:
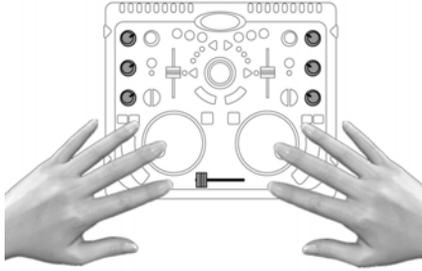
There are many scratch effects, the most well-known of which are described below:

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 MP3'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.

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6. MIDI STANDARD SUPPORT

Your DJ Control MP3 can function as a MIDI controller: the buttons and potentiometers can send MIDI signals that will then be interpreted by software. In software that accepts MIDI commands, you must select your DJ Control MP3 as the MIDI controller.

3 signal types can be sent: simple instructions (pressed or released status) for the 28 buttons, range of values (from 0 to 127, depending on the position) for the 6 Bass/Medium/Treble potentiometers, the 3 sliders and the ministick, and variable speed modifiers (the value varying according to the rotation speed) for the 2 pitch adjustment potentiometers and the 2 jog wheels.

Many music software applications that incorporate MIDI control include a "learning mode": simply click a button, turn a knob or jog wheel or move a slider on your DJ Control MP3 to link that control to a control in the software. Some popular applications to include a MIDI learning mode include: Ableton Live 4 and later; Arturia Storm 3; CakeWalk Sonar 2; Native Instruments Traktor, Reaktor and B4; Propellerhead Reason 3.0; RGC Audio Pentagon I; Software Technology VAZ 2010 V2; Steinberg Cubase SX; and Halion 3.

MIDI input commands:

DJ Control MP3 control	MIDI message	Message type	Value description
Left Play/Pause	B0 08 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Cue	B0 09 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Prev. Track	B0 0B Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Next Track	B0 0C Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Pitch Bend "-"	B0 14 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Pitch Bend "+"	B0 13 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Auto Beat Select	B0 0A Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Mouse Button	B0 1B Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Master Tempo	B0 16 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left FX Select	B0 07 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left FX "1"	B0 0F Value	Button - Toggling Output	7F: Pressed – 00: Released
Left FX "2"	B0 0E Value	Button - Toggling Output	7F: Pressed – 00: Released
Left FX "3"	B0 0D Value	Button - Toggling Output	7F: Pressed – 00: Released
Left headphone monitoring button	B0 15 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Play/Pause	B0 02 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Cue	B0 03 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Prev. Track	B0 05 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Next Track	B0 06 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Pitch Bend "-"	B0 18 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Pitch Bend "+"	B0 17 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Auto Beat Select	B0 04 Value	Button - Toggling Output	7F: Pressed – 00:Released
Right Mouse Button	B0 1C Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Master Tempo	B0 1A Value	Button - Toggling Output	7F: Pressed – 00: Released
Right FX Select	B0 01 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right FX "1"	B0 10 Value	Button - Toggling Output	7F: Pressed – 00: Released

Right FX "2"	B0 11 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right FX "3"	B0 12 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right headphone monitoring button	B0 19 Value	Button - Toggling Output	7F: Pressed – 00: Released
Cross Fader	B0 31 Value	Analog – Coarse (128 values)	00 > 7F: Full Left > Full Right
Left Jog Wheel	B0 36 Value	Incremental – Coarse	7F > 40: CCW Slow>Fast – 01 > 3F: CW Slow>Fast
Right Jog Wheel	B0 37 Value	Incremental – Coarse	7F > 40: CCW Slow>Fast – 01 > 3F: CW Slow>Fast
Left Pitch Knob	B0 34 Value	Incremental – Coarse	7F > 40: CCW Slow>Fast – 01 > 3F: CW Slow>Fast
Right Pitch Knob	B0 35 Value	Incremental – Coarse	7F > 40: CCW Slow>Fast – 01 > 3F: CW Slow>Fast
Left Base Knob	B0 2E Value	Analog – Coarse (128 values)	00 > 7F: Full CCW > Full CW
Left Medium Knob	B0 2F Value	Analog – Coarse (128 values)	00 > 7F: Full CCW > Full CW
Left Treble Knob	B0 30 Value	Analog – Coarse (128 values)	00 > 7F: Full CCW > Full CW
Right Base Knob	B0 2B Value	Analog – Coarse (128 values)	00 > 7F: Full CCW > Full CW
Right Medium Knob	B0 2C Value	Analog – Coarse (128 values)	00 > 7F: Full CCW > Full CW
Right Treble Knob	B0 2D Value	Analog – Coarse (128 values)	00 > 7F: Full CCW > Full CW
Left Volume Slider	B0 32 Value	Analog – Coarse (128 values)	00 > 7F: Full Down > Full Up
Right Volume Slider	B0 33 Value	Analog – Coarse (128 values)	00 > 7F: Full Down > Full Up
Ministick Y-Axis	B0 39 Value	Analog – Coarse (128 values)	00 > 7F: Full Up > Full Down
Ministick X-Axis	B0 38 Value	Analog – Coarse (128 values)	00 > 7F: Full Left > Full Right

Note: CW = Clockwise; CCW = Counterclockwise.

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7. FREQUENTLY ASKED QUESTIONS

1. **Can I use DJ Control MP3 with DJ software other than the bundle included in the package?**
   Yes: since your DJ Control Mp3 functions as a MIDI controller and can send MIDI commands, it can be used with any software that accepts MIDI commands. Please see section 6. MIDI standard support.

2. **Can I use DJ Control MP3 without a computer?**
   No, DJ Control MP3 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 Control MP3 deck, as if it were an audio file, and you can mix it immediately.

4. **Will DJ Control MP3 function when connected to a USB hub?**
   Yes, as long as the USB hub's power supply is connected.

5. **Can I save the DJ mixes I create with DJ Control MP3 in an audio file?**
   Yes, you can save your mix by clicking the **REC** button in VirtualDJ.

6. **Why doesn't DJ Control MP3 have a standard 1U rack format?**
   DJ Control MP3 has been designed for the consumer market, and most home users do not have access to a 1U rack. The DJ Control MP3 has also been designed to be easily transportable, so it is significantly smaller than units designed to fit into a 1U rack.

8. 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:

United States	**1-866-889-5036** Free	Monday to Friday from 7am to 11am and from Noon to 5pm (Eastern Standard Time)
Canada	**1-866-889-2181** Free	Monday to Friday from 7am to 11am and from Noon to 5pm (Eastern Standard Time)
United Kingdom	**08450800942** Charges at local rate	Monday to Friday from Noon to 4pm and 5pm to 10pm
Denmark	**80887690** Free	Monday to Friday from 1pm to 5pm and 6pm to 11pm (*English*)
Sweden	**0200884567** Free	Monday to Friday from 1pm to 5pm and 6pm to 11pm (*English*)
Finland	**0800 913060** Free	Monday to Friday from 2pm to 6pm and 7pm to Midnight (*English*)

8.1. 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.

8.2. 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.

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Declaration of conformity

EC COMPLIANCE NOTICE: this equipment has been tested and found to comply with the limits of the Council Directive 89/336/EEC of 3 May 1989 on the approximation of the laws of the Member States relating to electromagnetic compatibility, amended by Directive 93/68/EEC. 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.

Electrostatic Discharge

In the event of electrostatic discharge on the contactors or fasteners, you may be required to reset the device.

ENGLISH

FRANÇAIS

DEUTSCH

NEDERLANDS

ITALIANO

ESPAÑOL

DJ CONTROL MP3

Copyright

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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.