DJ CONSOLE MK4

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1. INTRODUCTION

DJ Console Mk4 is a high-performance DJ controller that opens up the doors to mixing music on your computer. Intuitive and fun to use, DJ Console Mk4 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 Console Mk4 comes bundled with a tailored version of the VirtualDJ mixing software, compatible with both PC and Mac. With many useful features and mixing functions, VirtualDJ makes it easy to mix like a pro!

DJ Console Mk4 functions with digital audio files, including MP3s. We would like to draw your attention to the fact that musical creations are protected by copyright and that you should comply with all applicable laws. We strongly encourage you to support artists by acquiring their works legally.

2. MINIMUM SYSTEM REQUIREMENTS

PC:
- Desktop/laptop PC with Intel Pentium III/Athlon 1.5GHz or compatible processor or higher
- Operating system: Microsoft Windows XP® / Vista® / 7™ (32 or 64-bit)
- 1GB RAM
- Available USB bus-powered port: USB 2.0 (recommended) or USB 1.1
- Headphones or amplified speakers
- CD-ROM or DVD-ROM drive
- Graphics card supporting 1024 x 768 resolution
- Internet connection (strongly recommended) + 100MB free disk space for installing applications

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

3. INSTALLATION

3.1. Installing drivers and software

⚠️ If you are using a Mac computer, prior to inserting the installation CD-ROM in your Mac, make sure that your user account in Mac OS is set to Administrator. Do not install the DJ Console Mk4 with a Guest account: the installation would fail, as you need permission to write in the **Documents** folder to install the VirtualDJ software.

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

The installation menu for your DJ Console Mk4 appears automatically.

- Click **Install DJ Console Mk4**.

If the installation menu is not launched automatically:

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

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

- Click on the option to install the DJ Console Mk4 drivers and follow the on-screen instructions.

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3.1.1.Installation in Windows 7 / Vista

Once files have been copied to your computer, the drivers will be installed. Windows displays three prompts in succession, regarding installation of the various components.
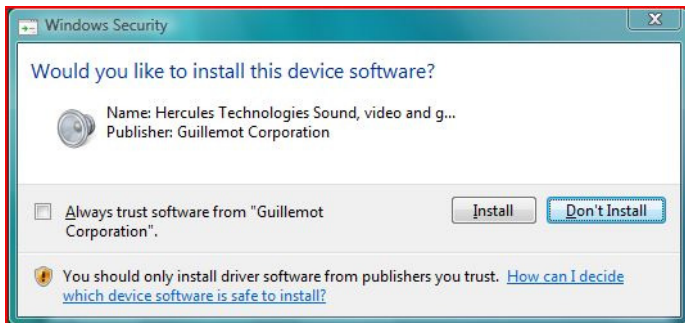
- Accept to install the software at each of these prompts to proceed with the installation.

A dialog box appears, prompting you to connect DJ Console Mk4 to your computer's USB port.
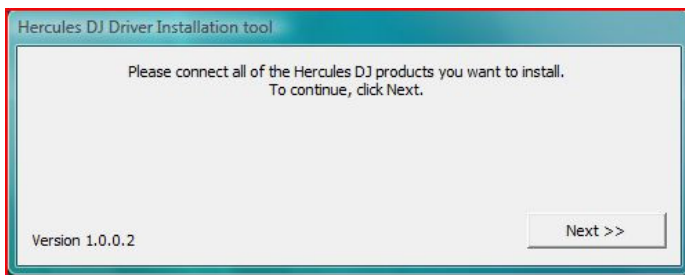
- Connect DJ Console Mk4 to your computer's USB port, then click **Next**.

Your computer automatically detects the DJ Console Mk4 and completes the installation of the required drivers.

Hercules DJ Driver Installation tool

Please wait...

Detecting Hercules DJ Devices...

Version 1.0.0.2   Next >>

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

You are notified when the installation is complete.

The DJ Console Mk4 icon appears in your Windows taskbar, next to the clock, indicating that your DJ Console Mk4 is installed and ready for use:

⚠️ Please note that in Windows 7, you must click on the Windows taskbar in order to accept that the DJ Console Mk4 icon be displayed in the taskbar.

You are notified when the installation is complete.

You should now install the VirtualDJ DJC Edition mixing software on your computer:

DJ CONSOLE MK4 Hercules

BUILT-IN AUDIO

Install DJ Console MK4 Drivers

Install VirtualDJ DJC Edition

Install DJ Console MK4 User Manual

Install VirtualDJ DJC User Manual

Exit

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

The software is installed on your computer. When installation is complete, the VirtualDJ icon appears on your desktop.

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- Double-click the VirtualDJ icon and enter the VirtualDJ serial number, then click **OK**. The VirtualDJ serial number is indicated on a sticker with a barcode found on the underside of your DJ Console Mk4. The VirtualDJ serial number is in the following format: XXXX-XXXX-XXXXX/Mk4.

For more information on configuring your DJ Console Mk4, please refer to chapter <u>5. The DJ Console Mk4 control panel</u>.

3.1.2.Installation in Windows XP

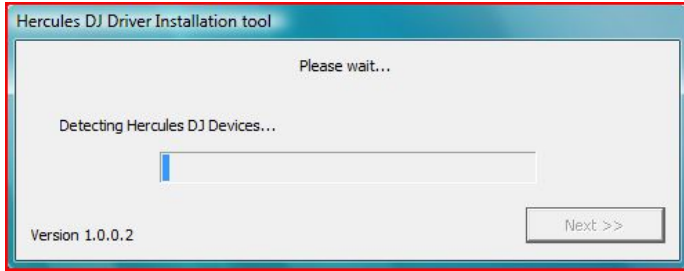*Once files have been copied to your computer, the drivers will be installed.*

A dialog box appears, prompting you to connect DJ Console Mk4 to your computer's USB port.
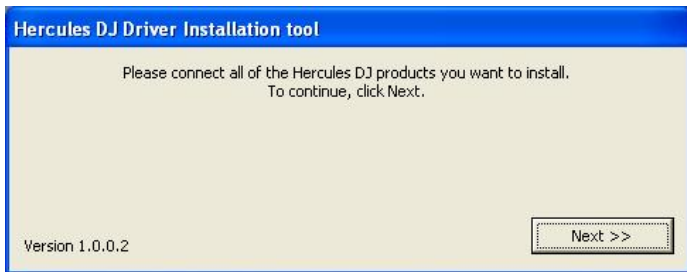
- Connect DJ Console Mk4 to your computer's USB port, then click **Next**.

Your computer automatically detects the DJ Console Mk4 and completes the installation of the required drivers.

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

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

You are notified when the installation is complete.

The DJ Console Mk4 icon appears in your Windows taskbar, next to the clock, indicating that your DJ Console Mk4 is installed and ready for use:

You should now install the VirtualDJ DJC Edition mixing software on your computer:

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

The software is installed on your computer. When installation is complete, the VirtualDJ icon appears on your desktop.

- Double-click the VirtualDJ icon and enter the VirtualDJ serial number, then click **OK**. The VirtualDJ serial number is indicated on a sticker with a barcode found on the underside of your DJ Console Mk4. The VirtualDJ serial number is in the following format: XXXX-XXXX-XXXXX/Mk4.

For more information on configuring your DJ Console Mk4, please refer to chapter <u>5. The DJ Console Mk4 control panel</u>.

3.1.3.Installation on Mac

A welcome screen is displayed, informing you as to what will be installed.
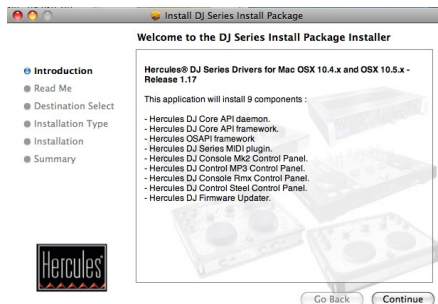
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- Follow the on-screen instructions.

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

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

A dialog box appears, prompting you to connect DJ Console Mk4 to your computer's USB port.
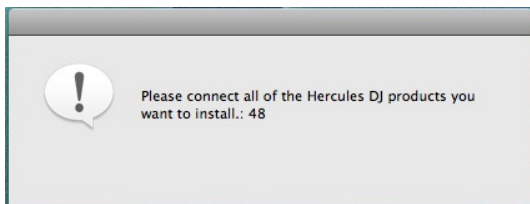
- Connect DJ Console Mk4 to your computer's USB port.

Your computer automatically detects the DJ Console Mk4 and completes the installation of the required drivers.
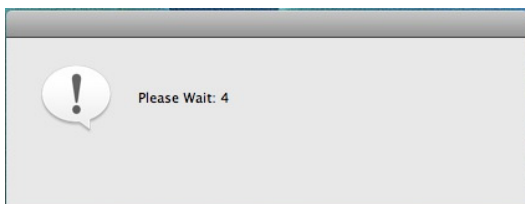
⚠️ Please note that installation of the drivers may take some time, depending on your computer's performance. Let the installation procedure run its course and follow the on-screen instructions.

You are notified when the installation is complete.

The DJ Console Mk4 icon appears on your desktop, indicating that your DJ Console Mk4 is installed and ready for use:

You should now install the VirtualDJ DJC Edition mixing software on your computer:

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

The software is installed on your computer.

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

- Enter the VirtualDJ serial number, then click **OK**. The VirtualDJ serial number is indicated on a sticker with a barcode found on the underside of your DJ Console Mk4. The VirtualDJ serial number is in the following format: XXXX-XXXX-XXXXX/Mk4.

For more information on configuring your DJ Console Mk4, please refer to chapter 5. The DJ Console Mk4 control panel.

3.2. Connecting and disconnecting your DJ Console Mk4

Your DJ Console Mk4 can be used in conjunction with another sound card, whether internal or external, without creating conflicts on your computer.

⚠️ Please note that in Windows operating systems, when you connect your DJ Console Mk4, it becomes the system's default sound card. The sound card previously set as the default sound card becomes the default sound card again when you disconnect the DJ Console Mk4.

Therefore, once properly installed, you can connect and disconnect your DJ Console Mk4 at any time, even when your computer is powered on, thanks to its USB hot-plug function (although you should never do so when DJ Console Mk4 is playing or recording music, or else the application will terminate and display an error message).

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4. OVERVIEW

4.1. The top panel

Your DJ Console Mk4 features 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 Console Mk4 each correspond to a separate deck in DJ software applications. Descriptions of the default function of each control are provided below.
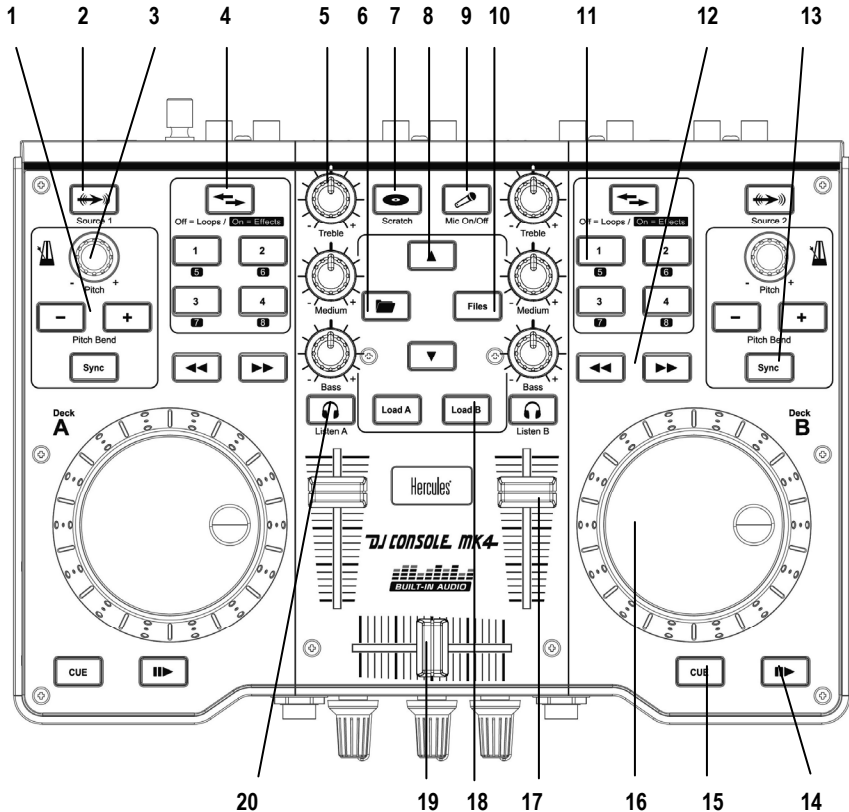
1. Decrease (-) or increase (+) speed of track (i.e. pitch) for accurate mixing
2. Press to toggle between computer audio files or an external audio source on the corresponding deck
3. Pitch encoder: adjust the playback speed of the track on the corresponding deck
4. Shift button: press to toggle between control of loops or effects (when the button is not lit up, loops are enabled (by default); when the button is lit up, effects are enabled)

5. Cut or boost Treble/Medium/Bass frequencies
6. Folder button: browse in the upper directory
7. Disable or enable scratch mode
8. Move up (▲) or down (▼) through files
9. Turn microphone on or off
10. Files button: browse in the currently selected folder
11. 1-2-3-4 buttons: Apply loops on 1, 2, 4 and 8 beats respectively, when in loop mode; apply the corresponding effect when in effects mode (in effects mode, the buttons become 5-6-7-8)
12. Rewind and fast forward: fast browsing inside the audio track
13. Synchronize the beat with the beat of the track on the opposite deck
14. Play/Pause track
15. Set cue point (mark position in the track)
16. Vinyl-style jog wheel
17. Volume fader for corresponding deck
18. Load selected track on corresponding deck
19. Cross fader for seamless mixing between the 2 decks
20. Enable headphone monitoring on corresponding deck

⚠ These are descriptions of the DJ Console Mk4's default functions in the VirtualDJ software, which may vary according to the application you are using.

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4.2. The back panel

DJ Console Mk4 has a USB connector on its back panel, allowing you to connect it to your computer. As DJ Console Mk4 is USB bus-powered, no external power source is required.

RCA mono output connectors 3-4   RCA mono output connectors 1-2   RCA mono input connectors 3-4   RCA mono input connectors 1-2   USB connector

1/8" (3.5mm) stereo output connector 1-2   Inputs 3-4 level indicator LEDs   Inputs 1-2 level indicator LEDs   Phono ground connector
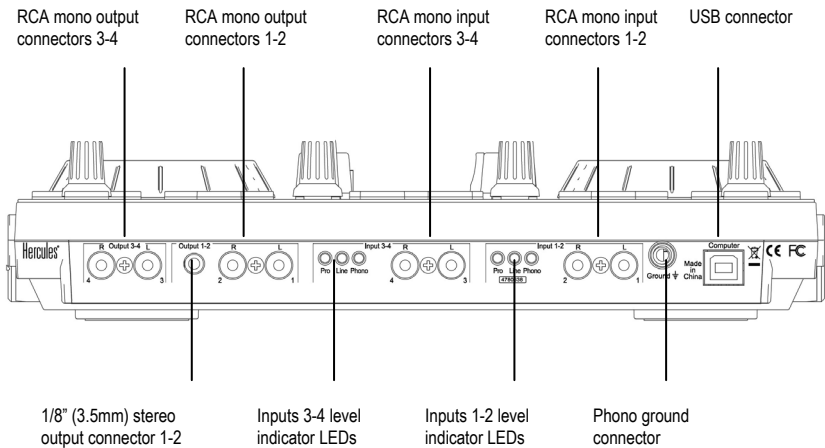
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<u>Input level indicator LEDs:</u> These LEDs display the input level for the corresponding inputs (phono level = orange; consumer line level = red; pro line level = blue; boosted line level = blue).

⚠️ When connecting a microphone, the microphone can only be used on input channels 1-2 (please see the front panel description, below). When the microphone input is selected for inputs 1-2 in the DJ Console Mk4's software control panel, all of the input level indicator LEDs for inputs 1-2 on the device's rear panel are off, indicating that the microphone is enabled. For more information on selecting input levels for inputs 1-2 and 3-4, please refer to chapter <u>5.3.1.</u> <u>General control panel settings</u>.

4.3. The front panel

1/4" (6.35mm) microphone input connector: channels 1-2 only

Cue to Mix knob: cue to the left, mix to the right

1/4" (6.35mm) headphone output connector

Microphone input level control knob

Headphone output level control knob
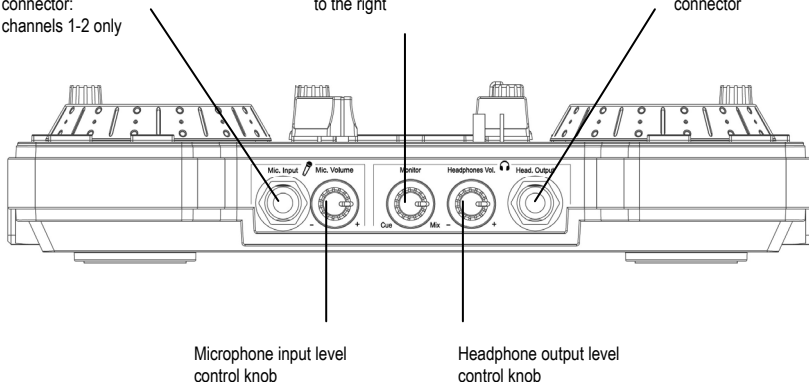
<u>Cue to Mix knob:</u> This knob is used to select what you hear on your headphones (when turned to the left, you hear the next track you are cueing up; when turned to the right, you hear the mix that is being played for your audience).

⚠️ Please note that the Cue to Mix knob is a software function only (and not a hardware function). This means that when you are using the VirtualDJ software, the knob functions as described above; while if you are not using DJing software, this knob will have no function.

<u>Headphones:</u> When using headphones, they are set to channels 3-4 by default; however, you can also set them to channels 1-2 instead. For more information, please refer to chapter <u>5.3.4.</u> <u>**Advanced**</u> tab.
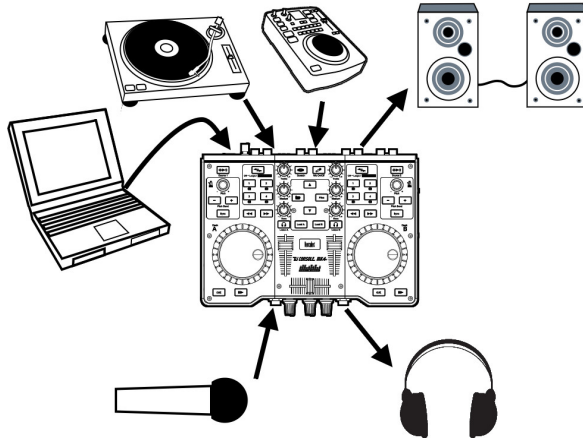
4.4. The top panel skin and sub-skin

DJ Console Mk4 comes with a rigid, fully transparent skin (made of clear hard plastic, with no markings on it) already installed on its top panel.

Also included in the DJ Console Mk4's packaging is a flexible sub-skin (with a large red "Mk4" graphic on it), found in a paper envelope. You can install this flexible sub-skin underneath the rigid skin:

- This lets you customize your DJ Console Mk4 with the eye-catching graphic on the sub-skin.

- If you are using professional DJ software (apart from the included VirtualDJ software) with different functions mapped to controls on the DJ Console Mk4's top panel, you can use a CD-labeling marker to write the new functions directly on the sub-skin, either above or below the control in question. This is a handy way to remind you of your new mapping configuration.

Please note that the flexible sub-skin must be installed **UNDERNEATH the rigid transparent skin, AND NOT ON TOP OF IT!**

To install the flexible sub-skin underneath the rigid transparent skin, follow these steps (as shown in the diagrams found after the list of steps):

1. Carefully remove the 11 caps from the DJ Console Mk4's top panel (6 EQ knob caps, 2 pitch knob caps, 3 fader caps).

2. Using a Phillips-head (crosshead) screwdriver (not included), remove the 10 screws from the DJ Console Mk4's top panel, holding down the rigid transparent skin.

3. Carefully remove the rigid transparent skin from the DJ Console Mk4's top panel.

4. Place and adjust the flexible sub-skin with the red "Mk4" graphic on the DJ Console Mk4's top panel, until it is perfectly positioned.

5. Put the rigid transparent skin on top of the sub-skin on the DJ Console Mk4's top panel.

6. Replace and re-tighten the 10 screws holding down the rigid transparent skin. **Be careful not to over-tighten the screws, to avoid the risk of cracking the rigid transparent skin!**

7. Carefully replace the 11 caps on the DJ Console Mk4's top panel (6 EQ knob caps, 2 pitch knob caps, 3 fader caps).

Removing the caps, screws and rigid transparent skin:
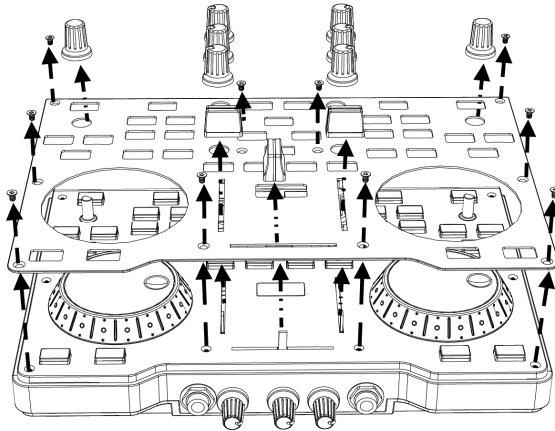
Replacing the rigid transparent skin, screws and caps, once the flexible sub-skin has been installed:
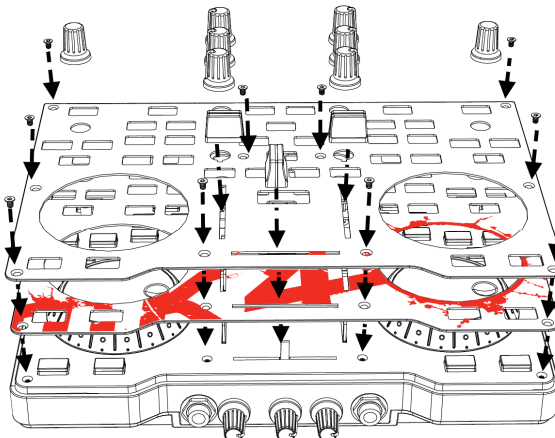
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5. THE DJ CONSOLE MK4 CONTROL PANEL

5.1. Accessing the control panel on PC

An icon representing your DJ Console Mk4 appears in the right-hand side of your taskbar, next to

the clock display: . To launch the DJ Console Mk4 control panel, simply left-click the icon.

In Windows, this icon consolidates all Hercules DJ products you may have installed on your system. You can select your DJ Console Mk4's control panel by right-clicking the icon and choosing **Select Device**.

By right-clicking the icon, you can also select to open the control panel (an alternative to left-clicking the taskbar icon as described above), get hardware information about your DJ Console Mk4, check for updates for your DJ Console Mk4, or exit the control panel. Please note that in order to check for updates, you must have an active Internet connection.

To check for updates for your DJ Console Mk4:

- Right-click the DJ Console Mk4 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 Console Mk4.

5.2. Accessing the control panel on Mac

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

5.3. Using the DJ Console Mk4 control panel

The control panel allows you to manage your DJ Console Mk4's various settings. The following sections will explain the various features of the control panel, as well as the differences that exist between the PC and Mac versions.

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5.3.1. General control panel settings

PC

Mac

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

- **Input Channels**: You can select the appropriate input level for input channels 1-2 and 3-4: microphone, phono level, consumer line level (-10dBv), pro line level (+4dBu) or boosted line level (+8dBu) for channels 1-2; and phono level, consumer line level, pro line level or boosted line level for channels 3-4 (you can therefore only use a microphone on channels 1-2, and not channels 3-4). Select the input level that best corresponds to the output level of the audio source connected to input channels 1-2 and 3-4.

  Please note that when recording your microphone, you temporarily lose the use of inputs 1-2. When you use the talkover option for your microphone, your voice is mixed via hardware and you can still use inputs 1-2; however, you cannot record your microphone with this configuration.

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

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

  - **ASIO** will only work with programs that support this driver mode (for more information, please refer to chapter 5.3.3. **ASIO** tab).

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

- **Select Device** (Mac only): If you have more than one DJ Console Mk4 controller connected to your Mac, you can switch between their control panels here.

5.3.2. *Main* tab

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

- You can disable and re-enable the jog wheels in this tab as well, and set their sensitivity.

5.3.3. *ASIO* tab (not available on Mac)
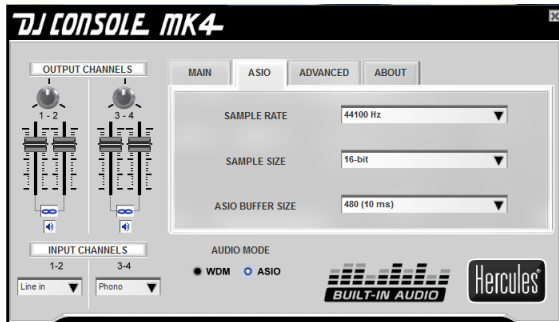
"Audio Stream Input/Output" is a multi-channel protocol for audio transfer developed by the Steinberg company. It allows a variety of programs to communicate with different sound cards and recognize all of the inputs and outputs available on the sound card, with short latency. Your DJ Console Mk4 is ASIO 2.0 compliant.

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

- The configuration is set to 44100Hz (44.1kHz)/16-bit mode by default.

- The most important setting is the ASIO buffer size. The default setting is 480 (10ms), which is a good average for most computers. If you encounter audio problems (such as static or crackling), increase or decrease the ASIO buffer size until you find the correct setting for your computer (there are no ideal settings, as all computer configurations are different).

- Changes to the ASIO settings can only be made while your application is not running.

- Please note that when switching to 24-bit mode, inputs 3-4 are not available.

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5.3.4. *Advanced* tab

- This tab allows you to set the **MIDI channel for controls** (1, by default), in the event that there is some conflict between your DJ Console Mk4 and another MIDI device. If you have more than one Hercules device installed on your system, the MIDI channel numbers are assigned by order of connection, i.e. incrementally.

- You can adjust the **cross fader settings** according to your preference (**BeatMix Curve** by default). The different settings that are available affect the way that the cross fader functions as you move it from side to side, in relation to the central position: depending on how you will be mixing, you may wish for the cross fader's action to be applied much more sharply when it is moved from the central position (meaning that if you move the cross fader even a little bit to the left, for example, the effect will be as though it had been moved all the way to the left; and the same when moving it to the right), or less sharply. You can experiment with the different curves available and easily switch from one to another, depending on the kind of mixing you are doing at any given time.

- The **headphone channels** are set to output channels 3-4 by default. You can also set this to output channels 1-2, if you prefer.

- **Output 1-2 Hardware mix option** lets you select the way that hardware mixing will be handled on output 1-2: **USB streaming 1-2 (default)**, USB streaming 1-2 plus your microphone, or USB streaming 1-2 plus line in 1-2.

5.3.5. *About* tab

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

6. OUTPUT OPTIONS

Two types of connectors are available for connecting speakers: RCA and 1/8" jack (3.5mm). The RCA connectors are mono outputs, each of which corresponds to one channel (left = white, and right = red). The 1/8" jack (3.5mm) connector is a stereo output, which corresponds to two channels (left and right) on output 1-2 only.

Select the type of connector according to the type of equipment you will be connecting. Normally, outputs 1-2 will be used for your live mix playing in the room, and outputs 3-4 will be used for monitoring or connecting an external mixer.

6.1. Connecting speakers and/or an external mixer to your DJ Console Mk4

With the included VirtualDJ software, you can play your mix for the audience over a hi-fi system connected to outputs 1-2 on your DJ Console Mk4, for example, and preview upcoming songs on outputs 3-4, using your headphones or monitoring speakers.

⚠ The included version of VirtualDJ is pre-configured to use the DJ Console Mk4's built-in sound card exclusively. As such, it will not be possible to use your computer's standard sound card or integrated speakers. A pair of speakers **MUST** be connected to Output 1-2 on the back of your DJ Console Mk4.

- Make sure that your computer and other audio equipment is switched off.

- Connect your main set of speakers to the **Output 1-2** RCA plugs (plug **1** corresponds to the left speaker, plug **2** to the right speaker) or to the **Output 1-2** 1/8" jack (3.5mm) plug.

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- The Output 3-4 RCA plugs play the same channels as those being played on the headphones, and can be used to connect monitoring speakers (which are used by DJs in clubs, for example, instead of headphones, when they are mixing in an enclosed DJ booth and separated from the audience by a window); or, if you upgrade your software to VirtualDJ Pro, you can use the Output 3-4 RCA plugs to connect an external mixer, and split up playback with Deck A played on Output 1-2, and Deck B played on Output 3-4.

Your speakers and/or external mixer are now ready for use with your DJ Console Mk4.

6.2. Connecting headphones

Your DJ Console Mk4 features 1 headphone connector, on the front panel. Headphones are set to channels 3-4 by default, but can also be set to channels 1-2 instead (for more information, please refer to chapter 5.3.4. **Advanced** tab). The console has been designed to function with DJ headphones (stereo, impedance from 16 to 64 ohms).

7. INPUT OPTIONS

7.1. Connecting external audio sources

Your DJ Console Mk4 allows you to connect virtually any kind of analog audio source you might wish to use, including vinyl turntables. If you upgrade to VirtualDJ Pro (not included in this package), you can even use time-coded vinyl records or CDs to control music files stored on your computer, giving you the ultimate hands-on mixing experience and combining the best that the worlds of analog and digital have to offer. Now you can enjoy using hybrid mixing, combining computer audio tracks on one deck with an analog source connected to the other deck.

Your DJ Console Mk4 features 2 stereo audio inputs on its back panel (2 pairs of 2 mono RCA connectors). Define your audio source type in the DJ Console Mk4 control panel – it can be phono level, consumer line level (-10dBv), pro line level (+4dBu) or boosted line level (+8dBu) – and simply connect the audio source of your choice to the white (left) and red (right) RCA connectors: Input 1-2 for Deck A, and Input 3-4 for Deck B. This allows you to replace the computer audio track played on Deck A with the music played on Input 1-2, and replace the computer audio track played on Deck B with the music played on Input 3-4.

⚠ Be sure to define your audio source type (i.e. the correct output level for the device you are connecting) in the control panel before connecting your audio source, and not after the audio source has been connected. Doing so will avoid any possible audio issues in terms of distorted sound.

You can even equalize your external audio sources and adjust their volume, just as you can with a computer audio track (you can use the **Gain** knobs in the VirtualDJ software to adjust the volume for each deck). This provides for seamless mixing and full control over the sound of your mix.

You can select the input level for each deck in the DJ Console Mk4 control panel (phono level, consumer line level, pro line level, or boosted line level), according the output level of the device you are connecting. For more information**,** please refer to chapter 5.3.1. General control panel settings.

⚠️ Be sure to select the appropriate input level for the device you are connecting; otherwise, you risk damaging your equipment.

If you are using a turntable with a ground cable:

- In the DJ Console Mk4 control panel, select the **Phono** input level for the deck in question.
- Connect the ground wire from your turntable to the ground connector on the DJ Console Mk4's back panel. Grounding helps to eliminate the interference which can otherwise occur with turntables, giving you crystal-clear sound. You can connect 2 ground wires from 2 turntables to the ground connector on your DJ Console Mk4 without any problem.

You can use the two **Source** buttons on your DJ Console Mk4 (**Source 1** for Deck A, **Source 2** for Deck B) to control the audio input for the corresponding deck. By default, the input is set to computer audio tracks: simply press the **Source** button to switch to the external audio source. Press the button again to disable the external source and return to computer audio (please see chapter 8.6. Source buttons).

7.2. Connecting a microphone

Your DJ Console Mk4 features one mono ¼" jack (6.35mm) plug on its front panel. We recommend using a vocal microphone with an impedance of between 1 and 64 ohms. You can use your microphone to talk over the music and communicate with your audience (mix the microphone input with audio outputs 1-2, for example), or use your microphone to replace the music on Deck A with your voice.

Press the **Mic On/Off** button on your DJ Console Mk4 to toggle the microphone on or off. You can use the volume knob to adjust the input volume for your microphone.

The DJ Console Mk4 features a talkover function for the microphone input, which automatically reduces the level of the music that's playing to allow you to be heard when you're speaking. The music level is restored once the microphone input is disabled.

Please see chapter 5.3.2. **Main** tab for more information on adjusting the talkover attenuation function and using your microphone.

8. DJ CONSOLE MK4 FEATURES

8.1. Jog wheels

The jog wheels on your DJ Console Mk4 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.

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You can 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. Please see chapter 5.3.2. **Main** tab for more information.

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

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

8.2. Faders (sliders)

Cross fader

Your DJ Console Mk4 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 tracks.

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

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 slider is set to its maximum level, simply adjust the **Gain** knob for that deck in the VirtualDJ software to increase the deck's maximum volume.

8.3. Play/Pause, and Cue buttons

These buttons are available for both decks on your DJ Console Mk4.

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

8.4. Rewind and Fast forward buttons

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

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8.5. Pitch settings

- **2 Pitch encoders (knobs):** you can use the pitch encoders 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.

- **Pitch Bend** (**-** and **+**): you can use these buttons to temporarily increase or decrease the playback speed of a track. Adjustments made in this way are "elastic" adjustments, in that they are only temporary, and are no longer applied once the button is released.

- **Sync**: pushing this button synchronizes the speed (BPM) of the music played on the corresponding deck to match the BPM rate of the music on the other deck.

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

8.6. Source buttons

Press the **Source 1** or **Source 2** buttons to replace the computer music track on Deck A or Deck B, respectively, with the audio source connected to the corresponding input. Press the button again to disable the external audio source and return to the computer music track.

⚠️ Be sure to select the appropriate input level for the device you are connecting; otherwise, you risk damaging your equipment (for more information, please refer to chapter 5.3.1. General control panel settings). You must then adjust the gain using the corresponding Gain knob for that deck in the VirtualDJ software.

8.7. Shift button (for loops/effects), and buttons 1-4

You can use the Shift button (above buttons 1/2/3/4 on each deck) to toggle between control of loops or effects on the corresponding deck: when the button is not lit up, loops are enabled (the default setting); when the button is lit up, effects are enabled, and the buttons become buttons 5/6/7/8. In VirtualDJ, you can use these buttons to apply effects to your music or loop part of a track.

Loops:

- **Button 1**: in loop mode, sets a loop on 1 beat.
- **Button 2**: in loop mode, sets a loop on 2 beats.
- **Button 3**: in loop mode, sets a loop on 4 beats.
- **Button 4**: in loop mode, sets a loop on 8 beats.

Effects:

- **Button 5**: in effects mode, applies the Flanger effect.

- **Button 6**: in effects mode, applies the Beatgrid effect.

- **Button 7**: in effects mode, applies the FlippinDouble effect.

- **Button 8**: in effects mode, applies the Overloop effect (Windows); and the last effect used (Mac).

8.8. Load A / Load B buttons

Use these buttons to load the highlighted music track in the VirtualDJ software on Deck A or Deck B, respectively.

8.9. Listen A / Listen B buttons

Use the **Listen A** or **Listen B** buttons to choose which deck is being monitored on your headphones, when the Cue to Mix knob is set to the **Cue** position (only one of these buttons can be enabled at a time).

8.10. Browser buttons: Up and Down

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

8.11. Cue to Mix knob

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

8.12. 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.

- 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.

9. DJING BASICS

For detailed information on how to use the bundled VirtualDJ mixing software, please refer to the VirtualDJ user manual, included on your DJ Console Mk4's installation CD-ROM or available for download on the Hercules Technical Support website (http://ts.hercules.com).

First off, you will want to make sure that the audio files in your music library have been analyzed in the VirtualDJ software, which will determine the BPM (beats per minute) values of your tracks. Since mixing music tracks together involves synchronizing their beats while the two songs overlap with one another, you will need to select tracks whose BPM values are similar to one another, to make for seamless transitions from one track to the next. Alternatively, you might choose to mix a track with another track whose BPM value is half or double its own value (60 BPM and 120 BPM, for example), which can also make for a fairly smooth transition between tracks.

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

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

While a track is being played on Deck A for the audience, the DJ presses the **Listen B** button on the DJ Console Mk4 and uses headphones to listen to and adjust the next track to be played. The DJ might make adjustments to the track's pitch (using the pitch encoder knobs and the **Pitch Bend** buttons), and make sure that its beat lines up properly with that of the track playing on Deck A. As the track on Deck A is nearing its end, the DJ starts moving the cross fader towards Deck B (and can use the volume faders for each deck to help with the transition as well), so that the audience gradually hears more of what is being played on Deck B in the mix. The DJ can adjust the EQ controls on each deck to help tracks blend in smoothly with one another: for example, by reducing the mid and treble frequencies on one deck, so that mostly just the bass frequencies (including the song's beat) are heard as one song transitions into the next.

While songs are playing, the DJ can also use the effects and looping features on the DJ Console Mk4 to call attention to different parts of songs or their mix, to pump up the crowd and keep them dancing: the creative possibilities for mixing are endless – and with a bit of practice, you'll be mixing like a pro in no time!

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10. CONFIGURATION IN MIDI MODE

Your DJ Console Mk4 can function as a MIDI controller: the buttons, knobs, faders and jog wheels can send MIDI signals that will then be interpreted by MIDI-capable software. In software that accepts MIDI commands, you must select your DJ Console Mk4 as the MIDI controller.

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

Many music software applications that incorporate MIDI control feature a "learning mode": simply click a button, turn a knob or jog wheel or move a slider on your DJ Console Mk4 to link that control to a control in the software. Some popular applications to include a MIDI learning mode include: Native Instruments Traktor, Ableton Live, Mixvibes, and Image Line Deckadance.

MIDI input

Control	MIDI Control Type	MIDI Command (decimal)	Command Type	MIDI Values (decimal)		Control	MIDI Control Type	MIDI Command (decimal)	Command Type	MIDI Values (decimal)
K1_DA	Note On/Note Off	1	Button-Toggling Output	"127" : Pressed – "0" : Released		K2_DA	Note On/Note Off	2	Button-Toggling Output	"127" : Pressed – "0" : Released
K3_DA	Note On/Note Off	3	Button-Toggling Output	"127" : Pressed – "0" : Released		K4_DA	Note On/Note Off	4	Button-Toggling Output	"127" : Pressed – "0" : Released
SHIFTED_K1_DA	Note On/Note Off	5	Button-Toggling Output	"127" : Pressed – "0" : Released		SHIFTED_K2_DA	Note On/Note Off	6	Button-Toggling Output	"127" : Pressed – "0" : Released
SHIFTED_K3_DA	Note On/Note Off	7	Button-Toggling Output	"127" : Pressed – "0" : Released		SHIFTED_K4_DA	Note On/Note Off	8	Button-Toggling Output	"127" : Pressed – "0" : Released
Shift_DA	Note On/Note Off	9	Button-Toggling Output	"127" : Pressed – "0" : Released		PBM_DA	Note On/Note Off	10	Button-Toggling Output	"127" : Pressed – "0" : Released
PBP_DA	Note On/Note Off	11	Button-Toggling Output	"127" : Pressed – "0" : Released		Prev_DA	Note On/Note Off	12	Button-Toggling Output	"127" : Pressed – "0" : Released
Next_DA	Note On/Note Off	13	Button-Toggling Output	"127" : Pressed – "0" : Released		Cue_DA	Note On/Note Off	14	Button-Toggling Output	"127" : Pressed – "0" : Released
Play_DA	Note On/Note Off	15	Button-Toggling Output	"127" : Pressed – "0" : Released		Listen_DA	Note On/Note Off	16	Button-Toggling Output	"127" : Pressed – "0" : Released
Load_DA	Note On/Note Off	17	Button-Toggling Output	"127" : Pressed – "0" : Released		Sync_DA	Note On/Note Off	18	Button-Toggling Output	"127" : Pressed – "0" : Released
Source_DA	Note On/Note Off	19	Button-Toggling Output	"127" : Pressed – "0" : Released		Shift_State_DA	Note On/Note Off	20	Button-Toggling Output	"127" : Pressed – "0" : Released
K1_DB	Note On/Note Off	21	Button-Toggling Output	"127" : Pressed – "0" : Released		K2_DB	Note On/Note Off	22	Button-Toggling Output	"127" : Pressed – "0" : Released
K3_DB	Note On/Note Off	23	Button-Toggling Output	"127" : Pressed – "0" : Released		K4_DB	Note On/Note Off	24	Button-Toggling Output	"127" : Pressed – "0" : Released
SHIFTED_K1_DB	Note On/Note Off	25	Button-Toggling Output	"127" : Pressed – "0" : Released		SHIFTED_K2_DB	Note On/Note Off	26	Button-Toggling Output	"127" : Pressed – "0" : Released
SHIFTED_K3_DB	Note On/Note Off	27	Button-Toggling Output	"127" : Pressed – "0" : Released		SHIFTED_K4_DB	Note On/Note Off	28	Button-Toggling Output	"127" : Pressed – "0" : Released
Shift_DB	Note On/Note Off	29	Button-Toggling Output	"127" : Pressed – "0" : Released		PBM_DB	Note On/Note Off	30	Button-Toggling Output	"127" : Pressed – "0" : Released
PBP_DB	Note On/Note Off	31	Button-Toggling Output	"127" : Pressed – "0" : Released		Prev_DB	Note On/Note Off	32	Button-Toggling Output	"127" : Pressed – "0" : Released
Next_DB	Note	33	Button-			Cue_DB	Note	34	Button-	"127" :

Control	MIDI Control Type	MIDI Command (decimal)	Command Type	MIDI Values (decimal)	Control	MIDI Control Type	MIDI Command (decimal)	Command Type	MIDI Values (decimal)
	On/Note Off		Toggling Output	Pressed – "0" : Released		On/Note Off		Toggling Output	Pressed – "0" : Released
Play_DB	Note On/Note Off	35	Button-Toggling Output	"127" : Pressed – "0" : Released	Listen_DB	Note On/Note Off	36	Button-Toggling Output	"127" : Pressed – "0" : Released
Load_DB	Note On/Note Off	37	Button-Toggling Output	"127" : Pressed – "0" : Released	Sync_DB	Note On/Note Off	38	Button-Toggling Output	"127" : Pressed – "0" : Released
Source_DB	Note On/Note Off	39	Button-Toggling Output	"127" : Pressed – "0" : Released	Shift_State_DB	Note On/Note Off	40	Button-Toggling Output	"127" : Pressed – "0" : Released
Menu_U	Note On/Note Off	41	Button-Toggling Output	"127" : Pressed – "0" : Released	Menu_D	Note On/Note Off	42	Button-Toggling Output	"127" : Pressed – "0" : Released
Files	Note On/Note Off	43	Button-Toggling Output	"127" : Pressed – "0" : Released	Folders	Note On/Note Off	44	Button-Toggling Output	"127" : Pressed – "0" : Released
Scratch	Note On/Note Off	45	Button-Toggling Output	"127" : Pressed – "0" : Released	JOG_DA	Control Change	48	Incremental – Coarse (128 values)	127 > 64 : CCW Slow > Fast 1 > 63 : CW Slow > Fast
JOG_DB	Control Change	49	Incremental – Coarse (128 values)	127 > 64 : CCW Slow > Fast 1 > 63 : CW Slow > Fast	PITCH_DA	Control Change	50	Incremental – Coarse (128 values)	127 > 64 : CCW Slow > Fast 1 > 63 : CW Slow > Fast
PITCH_DB	Control Change	51	Incremental – Coarse (128 values)	127 > 64 : CCW Slow > Fast 1 > 63 : CW Slow > Fast	VOL_DA	Control Change	52	Analog – Coarse (128 values)	0 > 127 : Full Down > Full Up
TREBLE_DA	Control Change	53	Analog – Coarse (128 values)	0 > 127 : Full CW : Full CCW	MEDIUM_DA	Control Change	54	Analog – Coarse (128 values)	0 > 127 : Full CW : Full CCW
BASS_DA	Control Change	55	Analog – Coarse (128 values)	0 > 127 : Full CW : Full CCW	XFADER	Control Change	56	Analog – Coarse (128 values)	0 > 127 : Full Left > Full Right
VOL_DB	Control Change	57	Analog – Coarse (128 values)	0 > 127 : Full Down > Full Up	TREBLE_DB	Control Change	58	Analog – Coarse (128 values)	0 > 127 : Full CW : Full CCW
MEDIUM_DB	Control Change	59	Analog – Coarse (128 values)	0 > 127 : Full CW : Full CCW	BASS_DB	Control Change	60	Analog – Coarse (128 values)	0 > 127 : Full CW : Full CCW
CUE2Mix	Control Change	61	Analog – Coarse (128 values)	0 > 127 : Full CW : Full CCW					

MIDI output

Control	MIDI Control Type	MIDI Command (decimal)	Command Type	MIDI Values (decimal)	Control	MIDI Control Type	MIDI Command (decimal)	Command Type	MIDI Values (decimal)
K1_DA	Note On/Note Off	1	LED Toggling Input	0 : OFF – 127: ON	K2_DA	Note On/Note Off	2	LED Toggling Input	0 : OFF – 127: ON
K3_DA	Note On/Note Off	3	LED Toggling Input	0 : OFF – 127: ON	K4_DA	Note On/Note Off	4	LED Toggling Input	0 : OFF – 127: ON
SHIFTED_K1_DA	Note On/Note Off	5	LED Toggling Input	0 : OFF – 127: ON	SHIFTED_K2_DA	Note On/Note Off	6	LED Toggling Input	0 : OFF – 127: ON
SHIFTED_K3_DA	Note On/Note Off	7	LED Toggling Input	0 : OFF – 127: ON	SHIFTED_K4_DA	Note On/Note Off	8	LED Toggling Input	0 : OFF – 127: ON
Shift_DA	Note On/Note Off	9	LED Toggling Input	0 : OFF – 127: ON	PBM_DA	Note On/Note Off	10	LED Toggling Input	0 : OFF – 127: ON
PBP_DA	Note On/Note Off	11	LED Toggling Input	0 : OFF – 127: ON	Cue_DA	Note On/Note Off	14	LED Toggling Input	0 : OFF – 127: ON
Play_DA	Note On/Note Off	15	LED Toggling Input	0 : OFF – 127: ON	Listen_DA	Note On/Note Off	16	LED Toggling Input	0 : OFF – 127: ON
Sync_DA	Note On/Note Off	18	LED Toggling	0 : OFF – 127: ON	Source_DA	Note On/Note Off	19	LED Toggling	0 : OFF – 127: ON

	Off		Input				Off		Input	
K1_DB	Note On/Note Off	21	LED Toggling Input	0 : OFF – 127: ON		K2_DB	Note On/Note Off	22	LED Toggling Input	0 : OFF – 127: ON
K3_DB	Note On/Note Off	23	LED Toggling Input	0 : OFF – 127: ON		K4_DB	Note On/Note Off	24	LED Toggling Input	0 : OFF – 127: ON
SHIFTED_K1_DB	Note On/Note Off	25	LED Toggling Input	0 : OFF – 127: ON		SHIFTED_K2_DB	Note On/Note Off	26	LED Toggling Input	0 : OFF – 127: ON
SHIFTED_K3_DB	Note On/Note Off	27	LED Toggling Input	0 : OFF – 127: ON		SHIFTED_K4_DB	Note On/Note Off	28	LED Toggling Input	0 : OFF – 127: ON
PBM_DB	Note On/Note Off	30	LED Toggling Input	0 : OFF – 127: ON		PBP_DB	Note On/Note Off	31	LED Toggling Input	0 : OFF – 127: ON
Cue_DB	Note On/Note Off	34	LED Toggling Input	0 : OFF – 127: ON		Play_DB	Note On/Note Off	35	LED Toggling Input	0 : OFF – 127: ON
Listen_DB	Note On/Note Off	36	LED Toggling Input	0 : OFF – 127: ON		Sync_DB	Note On/Note Off	38	LED Toggling Input	0 : OFF – 127: ON
Source_DB	Note On/Note Off	39	LED Toggling Input	0 : OFF – 127: ON		Files	Note On/Note Off	43	LED Toggling Input	0 : OFF – 127: ON
Folders	Note On/Note Off	44	LED Toggling Input	0 : OFF – 127: ON		Scratch	Note On/Note Off	45	LED Toggling Input	0 : OFF – 127: ON
Blink_K1_DA	Note On/Note Off	49	LED Toggling Input	0 : OFF – 127: ON		Blink_K2_DA	Note On/Note Off	50	LED Toggling Input	0 : OFF – 127: ON
Blink_K3_DA	Note On/Note Off	51	LED Toggling Input	0 : OFF – 127: ON		Blink_K4_DA	Note On/Note Off	52	LED Toggling Input	0 : OFF – 127: ON
Blink_SHIFTED_K1_DA	Note On/Note Off	53	LED Toggling Input	0 : OFF – 127: ON		Blink_SHIFTED_K2_DA	Note On/Note Off	54	LED Toggling Input	0 : OFF – 127: ON
Blink_SHIFTED_K3_DA	Note On/Note Off	55	LED Toggling Input	0 : OFF – 127: ON		Blink_SHIFTED_K4_DA	Note On/Note Off	56	LED Toggling Input	0 : OFF – 127: ON
Blink_PBM_DA	Note On/Note Off	58	LED Toggling Input	0 : OFF – 127: ON		Blink_PBP_DA	Note On/Note Off	59	LED Toggling Input	0 : OFF – 127: ON
Blink_Cue_DA	Note On/Note Off	62	LED Toggling Input	0 : OFF – 127: ON		Blink_Play_DA	Note On/Note Off	63	LED Toggling Input	0 : OFF – 127: ON
Blink_Listen_DA	Note On/Note Off	64	LED Toggling Input	0 : OFF – 127: ON		Blink_Sync_DA	Note On/Note Off	66	LED Toggling Input	0 : OFF – 127: ON
Blink_Source_DA	Note On/Note Off	67	LED Toggling Input	0 : OFF – 127: ON		Blink_K1_DB	Note On/Note Off	69	LED Toggling Input	0 : OFF – 127: ON
Blink_K2_DB	Note On/Note Off	70	LED Toggling Input	0 : OFF – 127: ON		Blink_K3_DB	Note On/Note Off	71	LED Toggling Input	0 : OFF – 127: ON
Blink_K4_DB	Note On/Note Off	72	LED Toggling Input	0 : OFF – 127: ON		Blink_SHIFTED_K1_DB	Note On/Note Off	73	LED Toggling Input	0 : OFF – 127: ON
Blink_SHIFTED_K2_DB	Note On/Note Off	74	LED Toggling Input	0 : OFF – 127: ON		Blink_SHIFTED_K3_DB	Note On/Note Off	75	LED Toggling Input	0 : OFF – 127: ON
Blink_SHIFTED_K4_DB	Note On/Note Off	76	LED Toggling Input	0 : OFF – 127: ON		Blink_PBM_DB	Note On/Note Off	78	LED Toggling Input	0 : OFF – 127: ON
Blink_PBP_DB	Note On/Note Off	79	LED Toggling Input	0 : OFF – 127: ON		Blink_Cue_DB	Note On/Note Off	82	LED Toggling Input	0 : OFF – 127: ON
Blink_Play_DB	Note On/Note Off	83	LED Toggling Input	0 : OFF – 127: ON		Blink_Listen_DB	Note On/Note Off	84	LED Toggling Input	0 : OFF – 127: ON
Blink_Sync_DB	Note On/Note Off	86	LED Toggling Input	0 : OFF – 127: ON		Blink_Source_DB	Note On/Note Off	87	LED Toggling Input	0 : OFF – 127: ON
Blink_Files	Note On/Note Off	91	LED Toggling Input	0 : OFF – 127: ON		Blink_Folders	Note On/Note Off	92	LED Toggling Input	0 : OFF – 127: ON
Blink_Scratch	Note On/Note Off	93	LED Toggling Input	0 : OFF – 127: ON		Update_All_Controls	Control Change	127	Control Input	0 : OFF – 127: ON

DJ CONSOLE MK4

11. FAQ

1. Can I use DJ Console Mk4 with DJ software other than the bundle included in the package?
Yes: since your DJ Console Mk4 functions as a MIDI controller and can send MIDI commands, it can be used with any software that accepts MIDI commands. Please see chapter 10. Configuration in MIDI mode.

2. Can I use DJ Console Mk4 without a computer?
No, DJ Console Mk4 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 VirtualDJ. Simply load the CD-Audio track in your playlist on a DJ Console Mk4 deck, as if it were an audio file, and you can mix it immediately.

4. Will DJ Console Mk4 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 Console Mk4 in an audio file?
Yes, you can save your mix by clicking the **REC** button in VirtualDJ.

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12. 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 Saturday from 8am to 2pm Sunday from 8am to 10am (Eastern Standard Time)
Canada	**1-866-889-2181** Free	Monday to Friday from 7am to 11am and from Noon to 5pm Saturday from 8am to 2pm Sunday from 8am to 10am (Eastern Standard Time)
United Kingdom	**08450800942** Charges at local rate	Monday to Friday from Noon to 4pm and 5pm to 10pm Saturday from 9am to Noon and 1pm to 7pm Sunday from 9am to Noon and 1pm to 4pm
Denmark	**80887690** Free	Monday to Friday from 1pm to 5pm and 6pm to 11pm Saturday from 9am to 1pm and 2pm to 8pm Sunday from 10am to 1pm and 2pm to 5pm (*English*)
Sweden	**0200884567** Free	Monday to Friday from 1pm to 5pm and 6pm to 11pm Saturday from 9am to 1pm and 2pm to 8pm Sunday from 10am to 1pm and 2pm to 5pm (*English*)
Finland	**0800 913060** Free	Monday to Friday from 2pm to 6pm and 7pm to Midnight Saturday from 10am to 2pm and 3pm to 9pm Sunday from 11am to 2pm and 3pm to 6pm (*English*)

12.1. 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.

12.2. Additional warranty provisions

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

Trademarks

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

Declaration of conformity

EC COMPLIANCE NOTICE: 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.

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.

ENGLISH

FRANÇAIS

DEUTSCH

NEDERLANDS

ITALIANO

ESPAÑOL

DJ CONSOLE MK4