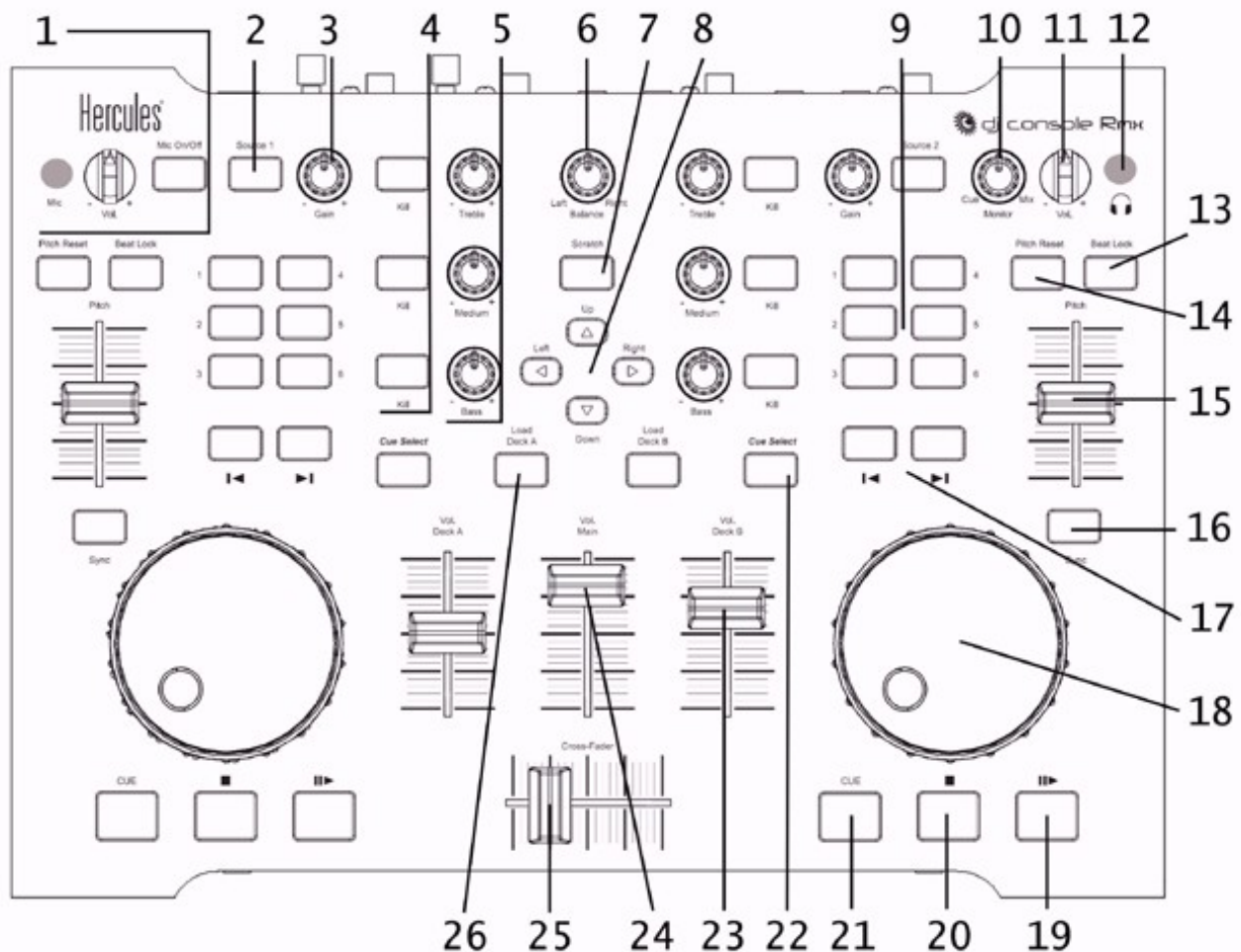


## UltraMixer Hercules DJ Console RMX Midi Mapping:



1. ¼" microphone input, microphone volume knob and Mic On/Off button
  - Mic On/Off-Button activates the manual Talkover of UltraMixer
2. Source button: press to select left or right player
  - this is the selection for the balance-controller (panning on the left or right player)
3. Gain button: increase or decrease the music level on each deck
4. Kill buttons: press to cut out/restore treble, medium and bass frequencies, respectively
5. EQ knobs: adjust treble, medium and bass frequencies
6. Balance knob: adjust the stereo balance of a player (see Pan knobs in UltraMixer)
  - left/right player switchable through the "Source"-Buttons
7. Scratch button: breaks the Player or spins it up (Break-Effekt)

- left/right player switchable through the "Source"-Buttons
8. Buttons:
    - up-/downr-buttons: navigate through both playlists
    - left-/right-buttons: selects the playlist (for the left one press left, for the right one press right)
  9. Buttons 1-6: are the sampler buttons 7-14 of the integrated sampler of UltraMixer
  10. Monitor select knob: adjust the mix of what's being played on your headphones - the track you're cueing up in relation to the overall mix
  11. Headphone volume knob: adjust the volume of your headphones
  12. ¼" headphone input
  13. Beat Lock button: use this function to keep the same pitch while manipulating the tempo (switching between pitching and timestretching mode)
  14. Reset button: gradually reset the pitch or tempo to its original value
  15. Pitch slider: adjust the pitch/tempo up or down
  16. Sync button: synchronize the BPM's with the BPM's of the track on the opposite deck (depends on the "pitching and timestretching mode" if the pitch is changed or not)
  17. Navigation buttons: move the cursor within the track
  18. Jog wheels: spin the player a bit faster or break the player a bit
  19. Play/pause button: pause music playback and do not change the track's cue point
  20. Stop button: stop the music and do not change the track's cue point
  21. Cue button: set a cue point in the track
  22. Cue Select button: select which player is played on your headphones
  23. Volume fader: set the volume for the player
  24. Main volume fader: set the overall volume (see master effects section)
  25. Cross fader: adjust the proportion of the left and right decks in your mix
  26. Load button: load a track from a play list to the corresponding player