

HERCULES P32 DJ

Hercules P32 DJ Mapping Details with Serato Dj



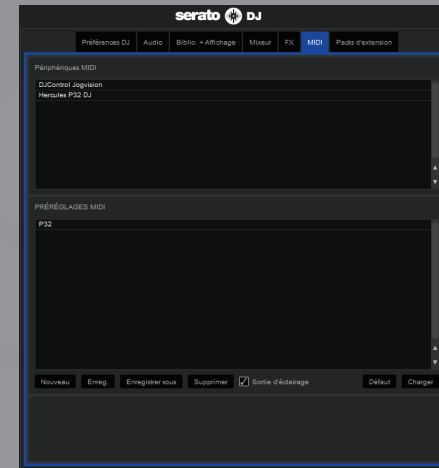
INSTALLATION

To use your Hercules P32 DJ in Serato,
1- simply paste the xml file in the following folders:

PC: "C:\Users\...\Music\Serato\MIDI\Xml"

Mac: "\Users\Music\Serato\MIDI\Xml"

2- In Serato's parameter MIDI page, load the new profile



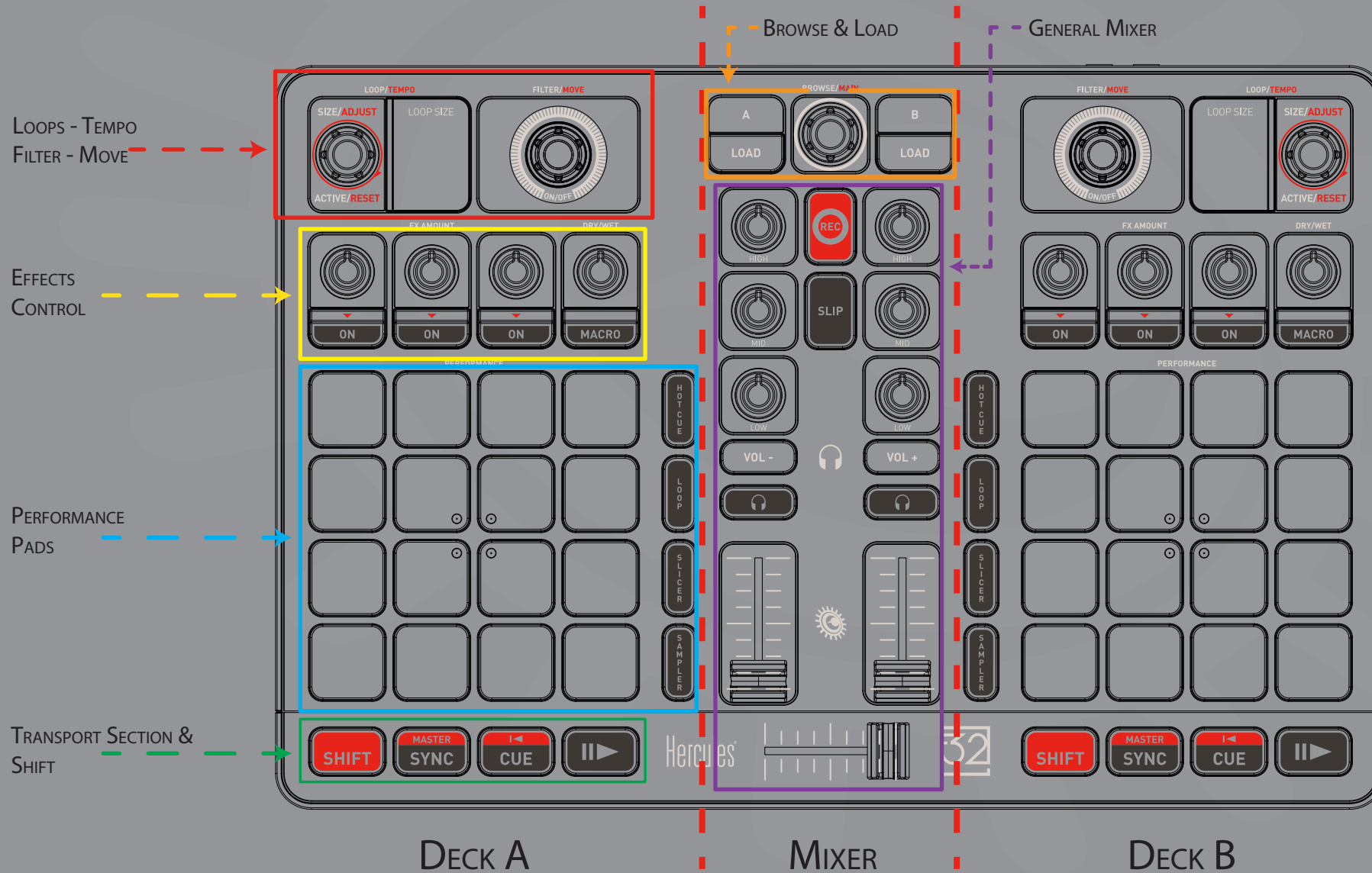
Your Hercules P32 DJ can only be used as an extended controller and require a Serato official controller to be plugged such as the Hercules DjControl Jogvision.



+



SECTIONS DEFINITIONS



GENERAL MIXER

EQUALIZER SECTIONS (EQ)

This **KNOBS** control the Sampler volumes

from top to bottom: 1 to 3

*Same Behaviour for Deck A & Deck B
deck B control Sampler 4 to 6*

HEADPHONES VOLUMES

This Buttons controls
The Vol +/- in the Headphones

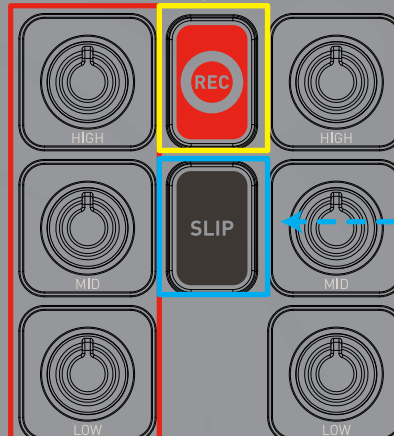
They are **not** Mapped
(Hardware Audio Controls)

VOLUME FADERS & CROSSFADER

Those faders control Serato Video

RECORD

Flip Recording



SLIP MODE

Activate temporary Slip
mode for **both** decks



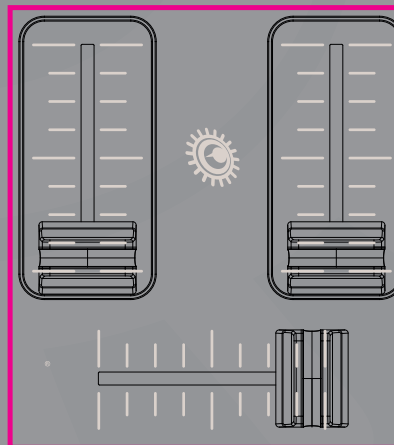
VOL -



VOL +

PRE FADER LISTENING (PFL)

Assign Samplers output

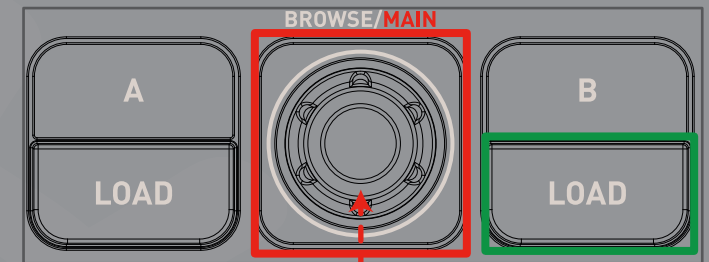


BROWSE & LOAD

BROWSE ENCODER PUSH

This **ENCODER PUSH** controls many things :

- 1- Simply navigate **UP/DOWN** into your music library when turning the Encoder to the **LEFT/RIGHT**.
- 2- **PUSH** on this encoder to **SWITCH** between **FOLDERS/FILES**



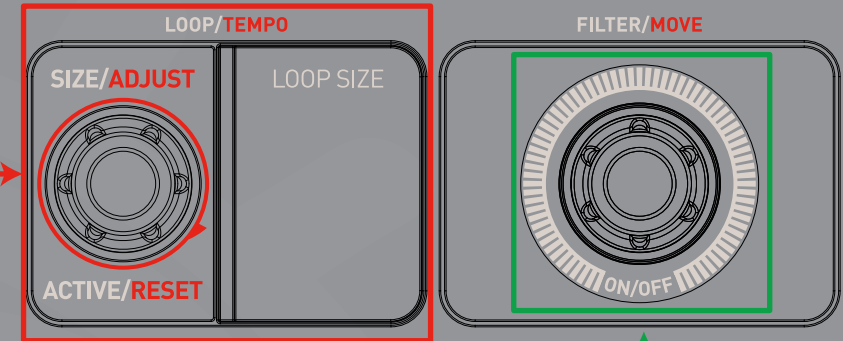
LOAD BUTTONS
- Load decks

LOOP - FILTER

LOOP/**TEMPO** ENCODER PUSH

This **ENCODER PUSH** controls many things :

- 1- Simply change the **LOOP lenght** when turning the Encoder to the **LEFT/RIGHT**. It reflects the Serato LOOP SIZE value.
- 2- **PUSH** on this encoder to **SWITCH ON** a LOOP, **PUSH** again to **SWITCH** it **OFF**



FILTER/**MOVE** ENCODER PUSH

This **ENCODER PUSH** controls many things :

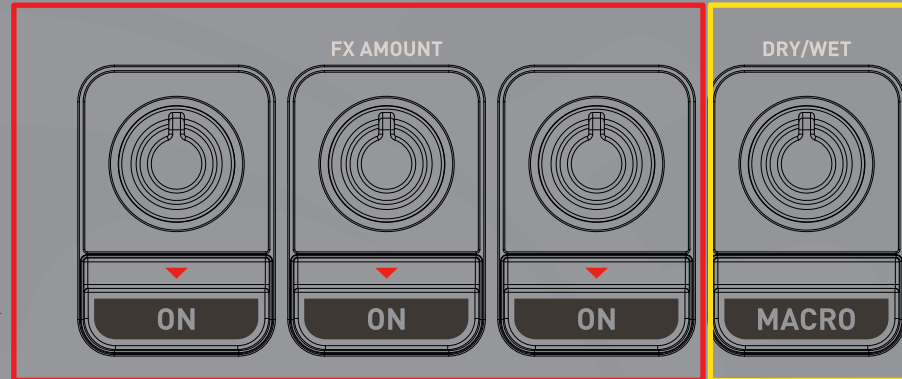
FILTER :

- 1- Simply change the **PITCH value** when turning the Encoder to the **LEFT/RIGHT**.
- 2- **PUSH** on this encoder toggle **key lock**

EFFECTS CONTROLS (FX)

EFFECTS CONTROLS

1- The 3 First Knobs and buttons control the 3 Effects
(Amount on the Knob, ON/OFF on the Button)



2- The 4th Knob Controls
- the number of beats
- the **MACRO** button for Fx BPM Tap

TRANSPORT SECTION

PLAY/CUE

1- Play Button : **PLAY/PAUSE** the track on Deck A & B

2- Cue Button :

-If the track is **NOT playing**, Set a **CUE point** where the **PLAYBACK HEAD** is.

-If the track **is playing**, the **PLAYBACK HEAD** goes to the **last CUE POINT used** and **stops the track**.

-**Keep pressing CUE Button** will **start** the track, **release** the button and it will **come back to CUE Point**.

-Press **CUE Button + PLAY Button** to do **CUE-PLAY**. (CUP)

3- Sync Button :

press **SYNC** to **Beatsync** the deck with the master tempo.

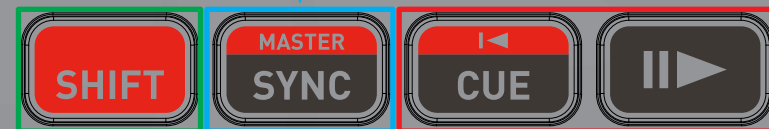
4- Shift Button :

Shift Buttons are not mapped directly.

These buttons are made to **access more options** on the P32 DJ layout.

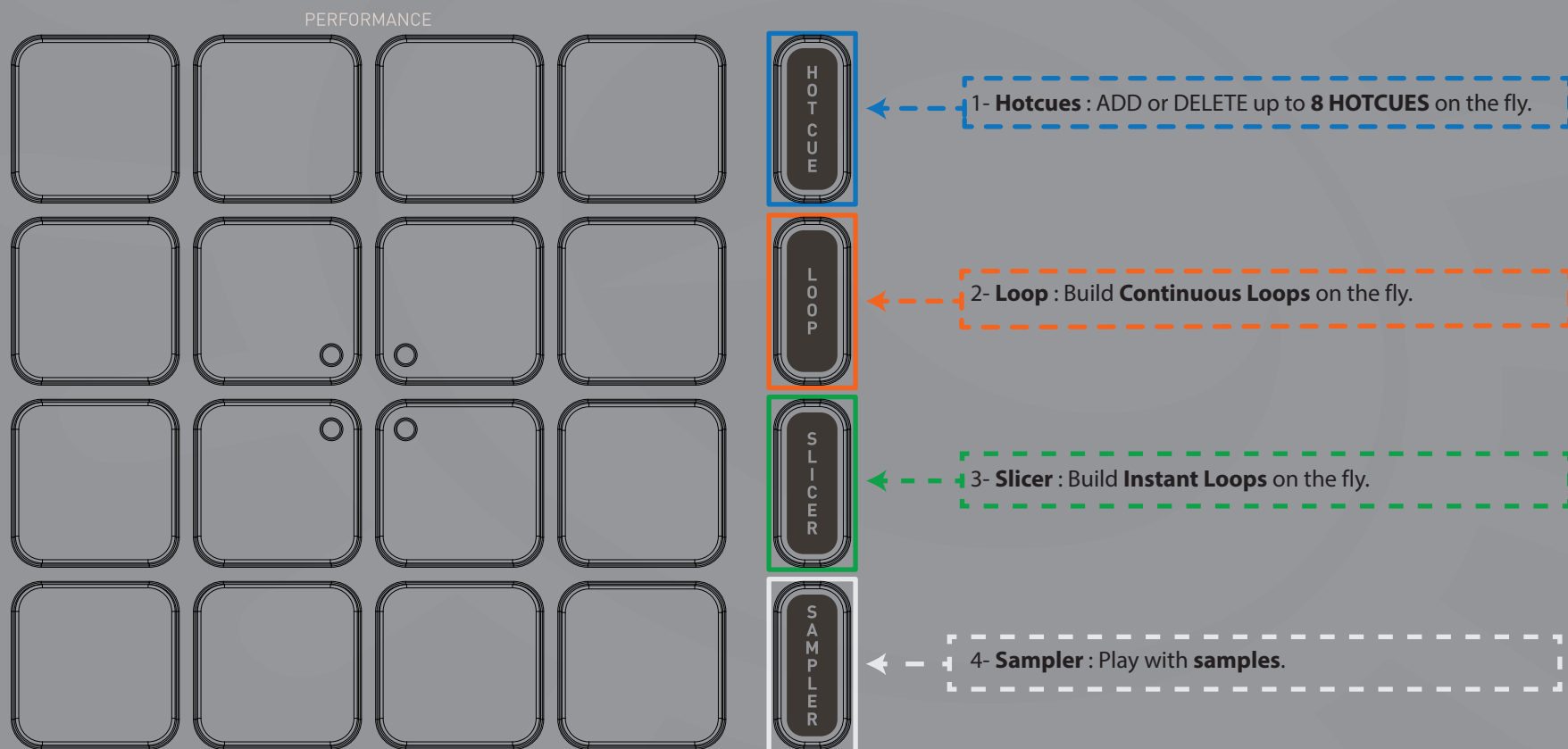
All the RED stamped functions are SHIFTED.

Each deck gets its own **SHIFT Button**.



PERFORMANCE PADS : MODES

4 MODES FOR PERFORMANCE PADS :



PERFORMANCE PADS : HOTCUES & BEAT JUMP

8 HOTCUES ON THE FLY :

ADD or **DELETE** up to **8 HOTCUES** on the fly.

1- **ADD** an Hotcue on the Playhead position by **taping a PAD**.
The **PAD Lights UP in RED** when a **HOTCUE is Set**.

2- If you **TAP** a **RED**, Playhead goes on the corresponding **HOTCUE**

3- **DELETE** an Hotcue by pressing **SHIFT + PAD**



4- The bottom line allows for **Beat Jump** control



Hotcues 1/3/4 and 8 are set (*Bright Red*)

PERFORMANCE PADS : LOOPS

1- PERMANENT LOOP:

When you **TAP** a **BLUE PAD**, immediatly build a Loop.
TAP the PAD AGAIN to **release the LOOP**.

The **Blue Pads** let you build **PERMANENT LOOPS** from **1/32nd Beat to 32 Beats**.

2- **Red pads** allow to navigate the saved loops.

3- **Purple Pads** allow **manual** loop management



PERFORMANCE PADS : SLICER

SLICER MODE :

When you **KEEP** a **BLUE PAD pressed**, immediatly build a Loop.
RELEASE the **PAD** to **release the LOOP**.

The **Blue Pads** let you build **TEMPORARY LOOPS** from **1/32nd Beat to 32 Beats**.

PERFORMANCE



PERFORMANCE PADS : SAMPLER

EACH COLUMN CONTROLS A SAMPLE:

deck A control samples 1 to 3

deck B control samples 4 to 6

COLUMN DESCRIPTION



PLAY



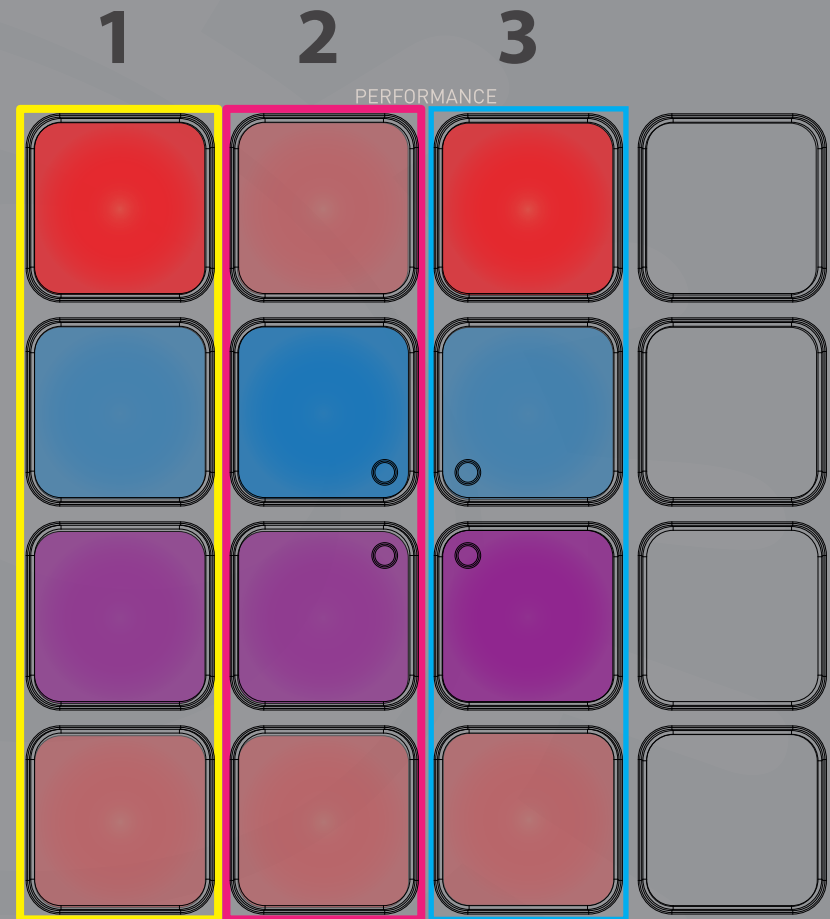
LOOP



MUTE



SYNC *(only if using smart sync)*



Samples 1 & 3 are playing, 3 is muted and 2 is looped