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## 1. INTRODUCTION

There are two ways to use your DJ Console. It can be used in a normal way for gaming and enjoying surround sound on DVDs thanks to its 5.1-channel connection, or it can be turned into a mixing deck. A mouse click enables DJ mode, allowing you to mix your musical pieces and preview them on headphones, just like a real DJ.

The DJ Console functions mainly 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.

Do not hesitate to consult the glossary in the online help for definitions of specific DJ terms found in this manual.

**WARNING:** this product contains chemicals, including lead, known to the State of California to cause birth defects or other reproductive harm. ***Wash hands after handling.***

## 2. SYSTEM REQUIREMENTS

- Desktop/laptop PC with Intel Pentium II 400MHz or compatible
- 64MB RAM
- Operating system: Microsoft Windows 98/98 SE, Me, 2000, XP
- Available USB port (dedicated USB root hub for DJ Console recommended)
- Headphones or amplified speakers
- CD-ROM or DVD-ROM drive (CD-DA support recommended)
- 16-bit, 800x600 video resolution
- Microphone, Internet connection + 100MB free hard disk space for some applications

## 3. INSTALLATION

### 3.1. First installation



You must install your DJ Console'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 ([www.hercules.com](http://www.hercules.com)) to verify this and, if necessary, download the very latest versions.

### 3.1.1. For Windows 98 / 98 SE / Millennium

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

The DJ Console installation menu automatically appears.

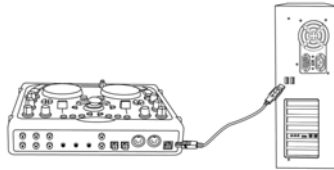
#### If the installation menu is not launched automatically:

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

- Click on **Drivers**.
- Follow the on-screen instructions.

Windows prompts you to reboot your computer.

- Click on **Finish**.



- Once your computer has restarted, connect the DJ Console to one of the computer's USB ports using the USB cable provided.



We recommend that you connect the DJ Console to a USB port on your computer or a dedicated USB hub, in order to ensure sufficient power supply to the DJ Console.

Windows will automatically detect and install the required drivers. (Please have your Windows 98 SE CD-ROM handy before commencing installation. You may be prompted to insert it during driver installation.)



#### If the Add New Hardware Wizard dialog box appears:

- Click on **Next** 4 times to install the default drivers.
- Click on **Finish** to complete the setup.

The  icon appears in the taskbar, indicating that the DJ Console is ready for use.

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### 3.1.2. For Windows 2000 / XP

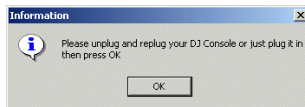
- Insert the installation CD-ROM into your CD-ROM drive.

The DJ Console installation menu automatically appears.

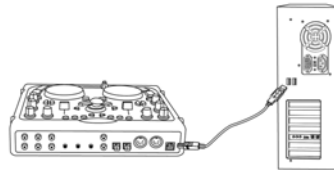
#### If the installation menu is not launched automatically:

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

- Click on **Drivers**.
- Follow the on-screen instructions.



A dialog box appears, prompting you to connect the DJ Console.

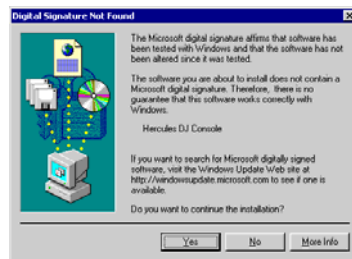


- Connect the DJ Console to one of the computer's USB ports using the USB cable provided.




We recommend that you connect the DJ Console to a USB port on your computer or a dedicated USB hub, in order to ensure sufficient power supply to the DJ Console.

Windows will automatically detect and install the required drivers.



Windows may display a Hardware Installation warning.

- Click on **Yes** (under Windows 2000) or **Continue Anyway** (under Windows XP).
- Once all of the drivers have been installed, click on **OK** in the dialog box.
- Click on **Finish**.

The  icon appears in the taskbar, indicating that the DJ Console is ready for use.

### 3.2. Connecting and disconnecting the DJ Console

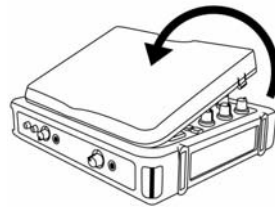
The DJ Console can be used in conjunction with an internal sound card (dedicated to network gaming, for example) without causing conflicts on your computer. When you connect the DJ Console it is automatically recognized as the main sound card, and once it is disconnected the internal sound card resumes its original functions.

Consequently, you can connect and disconnect your DJ Console at any time, even when the computer is switched on, thanks to its USB connection.

## 4. PRESENTATION

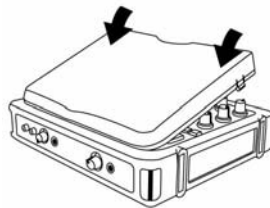
### 4.1. The cover

Your DJ Console has a cover, allowing you to transport it without any danger of damaging the top face. This cover can also be attached to the underside of the DJ Console as an inclined base, allowing you to use your DJ Console under optimal conditions. By default, the cover is configured as an inclined base.



#### To detach the cover:

- Turn over the DJ Console and place it on a flat surface.
- Holding the DJ Console with one hand, take hold of the cover by the **OPEN** opening.
- Pull the cover up towards you, pulling up on one side and then the other in order to detach the cover.

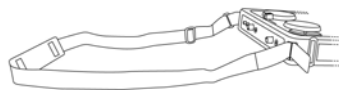


#### To replace the cover:

- Position the tabs on the lower part of the cover in the corresponding slots on the DJ Console.
- Apply pressure on both sides of the cover where the word **CLOSE** appears until it snaps into place.

### 4.2. The shoulder strap

Your DJ Console also features a shoulder strap for easy transportation. To install the shoulder strap:



- Thread the Velcro flaps through the two buckles on the DJ Console.
- Attach the flaps to the Velcro band.

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### 4.3. The top face

Your DJ Console 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 Console 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. Tweak volume, change music speed (pitch/master tempo) 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 for private control of music
7. Speed up or down for accurate mixing
8. Previous/next track or rewind/fast forward
9. Vinyl-style jog wheel
10. Swift crossfader 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 Console's default functions, which may vary according to the application you are using.



Note 2: the software applications provided are optimized for use with the DJ Console. Nevertheless, you can use the DJ Console to control any other application – even games! In order to do this you will need to use the DJ Console Mapper software, which allows you to assign a keyboard shortcut to each of your DJ Console’s controls, corresponding to a specific function in an application. For more information, please refer to the DJ Console Mapper’s online help.

#### 4.4. The connectors

Your DJ Console features multiple connectors on the front and back faces. With these connectors you can connect multiple peripherals, as illustrated in the diagrams below:

##### Back face

RCA and minijack analog outputs: speaker system (from 2 to 5.1 channels)

Optical and coaxial digital inputs/outputs: DAT (Digital Audio Tape), MiniDisc player

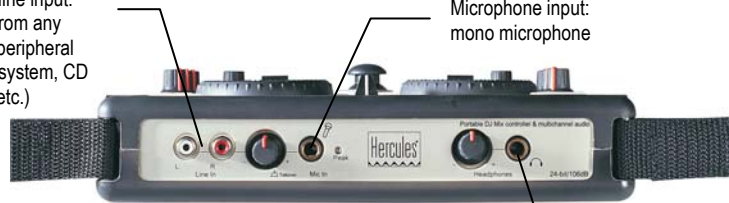


MIDI input/output: MIDI keyboard

##### Front face

Analog line input: record from any analog peripheral (stereo system, CD player, etc.)

Microphone input: mono microphone



Headphone input: DJ headphones for headphone previewing

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## 5. CONNECTING SPEAKERS

The DJ Console can be used in two different ways: in 5.1 mode and in DJ mode. 5.1 mode (the default mode) transforms the DJ Console into a 5.1-channel sound card, perfect for games and DVDs, while DJ mode allows you to use the DJ Console as a real mixing deck. For more on 5.1 mode and DJ mode, please refer to the online help.


Two types of connectors are available for connecting speakers: RCA and minijack. An RCA plug corresponds to a channel, while a minijack plug corresponds to an output (composed of two channels), which is why there are 6 RCA plugs and only 3 minijack plugs. Select the type of plug according to the type of speakers you will be connecting (RCA and minijack plugs corresponding to the same output cannot be used simultaneously).

### 5.1. Connecting speakers in 5.1 mode

- Make sure that your computer is switched off.
- Connect the front speakers to the **1** and **2** RCA plugs (plug **1** corresponds to the front left speaker, plug **2** to the front right speaker) or to the **Front 1-2** minijack plug.
- Connect the center speaker to the **3** RCA plug and the subwoofer to the **4** RCA plug, or connect the center speaker/subwoofer pair to the **Center/LFE 3-4** minijack plug.
- Connect the rear speakers to the **5** and **6** RCA plugs (plug **5** corresponds to the rear left speaker, plug **6** to the rear right speaker) or to the **Rear 5-6** minijack plug.
- Switch on your computer and your speakers.
- Click on the  icon in the taskbar.
- Click on the **5.1 / DJ / ASIO** switch to enable 5.1 mode.

*Your setup is now ready to reproduce surround sound.*

### 5.2. Connecting speakers in DJ mode

- Make sure that your computer is switched off.
- Connect the speakers to the **1** and **2** RCA plugs (plug **1** corresponds to the front left speaker, plug **2** to the front right speaker) or to the **Front 1-2** minijack plug.
- Connect your headphones to the headphone plug on the front face.
- Switch on your computer and your speakers.
- Click on the  icon in the taskbar.
- Click on the **5.1 / DJ / ASIO** switch to enable DJ mode.

*You are now ready to mix.*



## 6. USING THE DJ CONSOLE AT A PARTY

### 6.1. 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 of the hardware you will need. Got your computer, DJ Console, a pair of speakers, headphones and microphone handy? Perfect, then you're ready to go!

You're probably asking yourself: and now, how do I get started? By way of introduction, here are the basic principles of DJing: a DJ works with two decks (or turntables). The first deck plays one part of the musical piece, while the DJ uses the second deck to listen to the next part on his headphones. 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 a DJ software application provided with your DJ Console and program pieces onto each of the decks. Please read through the following sections to learn more about the art of DJing.

Note: the functions of controls may vary according to the application you are using. For example, some applications will use the **Pitch** slider to regulate the deck's volume; similarly, the procedure for creating loops may vary from one application to another. We therefore recommend that you consult the online documentation of the software applications provided with your DJ Console for more information.

### 6.2. 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 Console allows you to carry out this kind of headphone preview. In DJ mode two analog outputs are enabled, each of which can broadcast a different signal (output 1-2 broadcasts sound over the speakers and output 3-4 is reproduced on the headphone output).

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You can select which track or tracks to listen to in your headphones using the **Headphone** buttons located in the upper part of the DJ Console. The LED indicates whether the track is being broadcast over the headphones. When the two LEDs are lit up, tracks A and B are mixed together on the headphone output.

Note: the functions of controls may vary according to the application you are using.

### 6.3. Speeding up or slowing down a piece

Now you are listening to one of the tracks on your headphones. The main reason for doing this is to synchronize the tempo, which consists of matching the speed of the piece you are listening to with the speed of the piece playing over the speakers. 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 adjusting the pitch, and the master tempo.

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).

The master tempo allows you to modify the number of beats per minute (bpm) in a piece, without modifying its tonality.

You can therefore use one of the DJ Console's **Pitch** sliders to modify the pitch of a piece.

A piece's tempo can be adjusted with these same **Pitch** sliders. To do this, simply press the **Master tempo** button. The red LED then indicates that the **Pitch** slider now controls the tempo, and not the pitch.

Note: the functions of controls may vary according to the application you are using.

### 6.4. Creating loops and 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 in your pieces. A cue point is a marker, directly accessible by pressing a button (the **1**, **2** and **3** buttons when the **Cue** LED is lit up). You must first use the **CUE** button to set the cue points, which will allow you to define the beginning of an interesting rhythm section, for example, and start playing back the piece at that spot.

Using this same marker principle you can also create loops, which are sections of a piece repeated to infinity. To do this, make sure that the **Loop** LED is lit up.

Note: the functions of controls may vary according to the application you are using.

## 6.5. 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 crossfader, which regulates the volume of the two decks. This technique enables you to avoid empty space between two pieces.


Example: a piece is being played on the left-hand deck, so the crossfader is therefore pushed completely to the left. To switch to the next piece, the DJ moves the crossfader to the right at the same moment he starts up playback on the right-hand deck.


Naturally, there are many ways to switch from one piece to another: you can move the crossfader slowly, create back-and-forth effects, etc. Just use your imagination!


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.

## 6.6. Getting on the microphone

Have an announcement to make? A dedication? Speak up while your music is playing and talk to your public! The attenuation function allows you to be heard by reducing the ambient volume.

- Make sure that the **5.1 / DJ / ASIO** switch is in the **DJ** position.
- Enable the **Talkover Attenuation** option.
- Select an attenuation level using the slider (**-3**, **-6** or **-9 dB**).
- Press the  microphone button.

*The sound of the music over the speakers decreases and the  **ON AIR** indication lights up in red in the interface, indicating that your voice will be broadcast over the speakers in the room. You can now go ahead and address the crowd.*

- Once you've said what you have to say, press the  microphone button once more.

### If the Peak indicator lights up while you're talking:

This means that the signal being received is too high: the sound from the microphone will saturate at a certain level, with a resulting loss in sound information.

- Adjust the input volume using the microphone knob.

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## 6.7. Scratching

The DJ Console 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 Console's joggles, together with the **Volume** knob to boost/interrupt the sound. There are many scratch effects, and the most well-known 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, crossfader, 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 Console's functions to create new rhythmic combinations by alternating your manipulations on each deck. A perfect mastery of the crossfader and of the basic scratch techniques is required, as well as a good sense of rhythm and excellent familiarity with the piece.

## 7. TECHNICAL SUPPORT

Log onto our website ([www.hercules.com](http://www.hercules.com)) and check out the **Support/Drivers** section. From there you will be able to access various elements (Frequently Asked Questions (FAQ), the latest versions of drivers and software) that may help to resolve your problem.

If the problem persists you may also contact us by email via the website, taking care to provide the name of the product for which you require assistance, as well as a description of the problem and details regarding your configuration (motherboard, processor, operating system). A telephone assistance service is also available (UK only) by dialing 020 7216 0047.

### 7.1. Warranty information

Worldwide, Guillemot Corporation S.A. ("Guillemot") warrants to the purchaser 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 Hercules product support, who will indicate the procedure to follow. In the event that, following diagnosis, Hercules product support asks you to return the product, a return authorization number will be provided. This number must be displayed on your return package, which must be sent with delivery prepaid. Any package without a return authorization number will not be accepted and may result in extra fees for the sender.

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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) if the product has not been returned complete (e.g.: manual, CD, cable, etc.) with its original packaging, a legible copy of the original receipt and suitably protected in the package; (3) to software not published by Guillemot, said software being subject to a specific warranty provided by its publisher.

### 7.2. Save time by registering your product online!

Log onto our website ([www.hercules.com](http://www.hercules.com)), click on **Support/Drivers** and click on **Registration** on the left-hand side of the screen. Registering with us in this way will simplify the process if you ever need to contact our technical support team.

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  - (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.

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