

## What can I do with Hercules DJ Console?

DJing for beginners starts with performing 3 main operations to animate a party:

1. Starting the music: set a start point (cue point).

Since some tracks start too slowly for dancing, the DJ selects the moment when he or she wants playback to begin: this is called a cue point (**CUE** button).

  - The DJ sets the cue point by pressing the **CUE** button at the right spot in the track, when the track is not in playback mode, in both Virtual DJ and NewDJ.
  - The DJ can then go straight to the cue point when playing the track:
    - In Virtual DJ, play the track by pressing the **Play/Pause** button, then press the **CUE** button to automatically go to the previously-defined cue point.
    - In NewDJ, press the **Play/Pause** button and the track automatically starts at the cue point.
2. Switching from one track to another without disturbing the dancers.
  - Avoid a gap between tracks: use the **Crossfader** slider.

After loading one track on each deck, when playing both files (press the **Play/Pause** buttons) you can switch from one track to the next for the audience by sliding the **Crossfader** slider from one deck to the other.

=> Once you are comfortable crossfading, you can DJ at a party. However, there are other things you can do to make the experience even better.
  - Synchronize the rhythms of 2 tracks: use the **AUTO BEAT** function.

Your audience will find it easier to switch gradually from one rhythm to another when they are dancing, rather than be confronted with an instant rhythm change. Whenever possible, you should synchronize the beat of the track you are playing with that of the track which will follow it.

    - Calculate the Beats Per Minute (BPM) for each track:

In Virtual DJ: select the audio file, right-click on it with your mouse and select **Analyze**. The software then calculates the average BPM for the track.

In NewDJ SE: when listening to music on your headphones, click NewDJ's **BPM Count** button on each beat, and NewDJ instantly calculates the track's BPM.
    - Synchronize the BPM of track B with the BPM of track A:

Once you have measured the BPM of the tracks on decks A and deck B, when you press the **AUTO BEAT** button on deck B, you change the BPM of deck B to match the BPM of the track being played on deck A.

You can then use the **Crossfader** slider to switch from track A to track B, and dancers won't be bothered since the rhythm of the music won't change. You can then reset the original BPM on deck B by adjusting the **Pitch** slider.

=> Once you have synchronized the BPM when switching from one track to another, dancers can keep the same rhythm when dancing to the new track.
  - Fade the gain levels: use the **Bass, Medium** and **Treble** controls.

When switching from one track to another, your mix will sound smoother if you follow this procedure (there are other ways as well, so this is just a suggestion):

    - a) When playing track A, set deck A's **Bass, Medium** and **Treble** controls between the mid and max levels, and set deck B's **Bass, Medium** and **Treble** controls between the min and mid levels.
    - b) When fading from deck A to deck B:
      - Stop the **Crossfader** at the center for approximately 5 seconds.
      - During this time, boost deck B's **Bass, Medium** and **Treble** controls to between the mid and max levels.

- At the same time, lower deck A's **Bass**, **Medium** and **Treble** controls to between the min and mid levels.
- c) You can then set the **Crossfader** completely on Deck B.  
=> By following this procedure, you smooth out the audio transition from deck A to deck B, giving the dancers the feeling that the two tracks are connected.

### 3. Adding announcements or effects over the music.

- Speak to your audience over the music, with a microphone and the Talkover function:
  - Launch the DJ Console Mixer.
  - Set the audio mode to **Advanced** (DJ) mode.
  - Select the background music attenuation level in the DJ Console Mixer (-6dB should do).
  - Turn down the **Talkover** button on the DJ Console's front panel to the minimum level.
  - Connect your microphone to the ¼ inch microphone input plug.
  - Switch on your microphone.
  - Turn up the **Talkover** button on the DJ Console's front panel to the level you require.
  - Push the **Talkover** button (the DJ Console Mixer **ON AIR** indicator turns red).
  - Speak to your audience over the microphone.
  - After making your announcement, push the **Talkover** button again. The **On Air** indicator turns gray again in the DJ Console Mixer (the Talkover function is off).
  - Set the **Talkover** button to the minimum level once again.
  - Switch off your microphone.

=> In this way, your announcement will be broadcast over the music so that the audience can hear you.

- Add an effect over the music. Use the **Fx** button:  
To add an effect over the music you can use the **Fx** button, and then choose your effect using buttons 1, 2 and 3. The default effects are Flanger, Over-loop and Brake in Virtual DJ, and Flanger, Scratch and Gargle in NewDJ.

=> In general, a beginner in DJing uses effects only to draw attention to a new piece of music or to signal an announcement, he doesn't constantly add effects.

In addition to live performance, a DJ makes music by creating his or her own customized mixes, which can be more complicated than animating parties. A DJ can:

- Create new audio loops and effects, for example with Storm DJ software.
- Customize live effects, such as scratches.