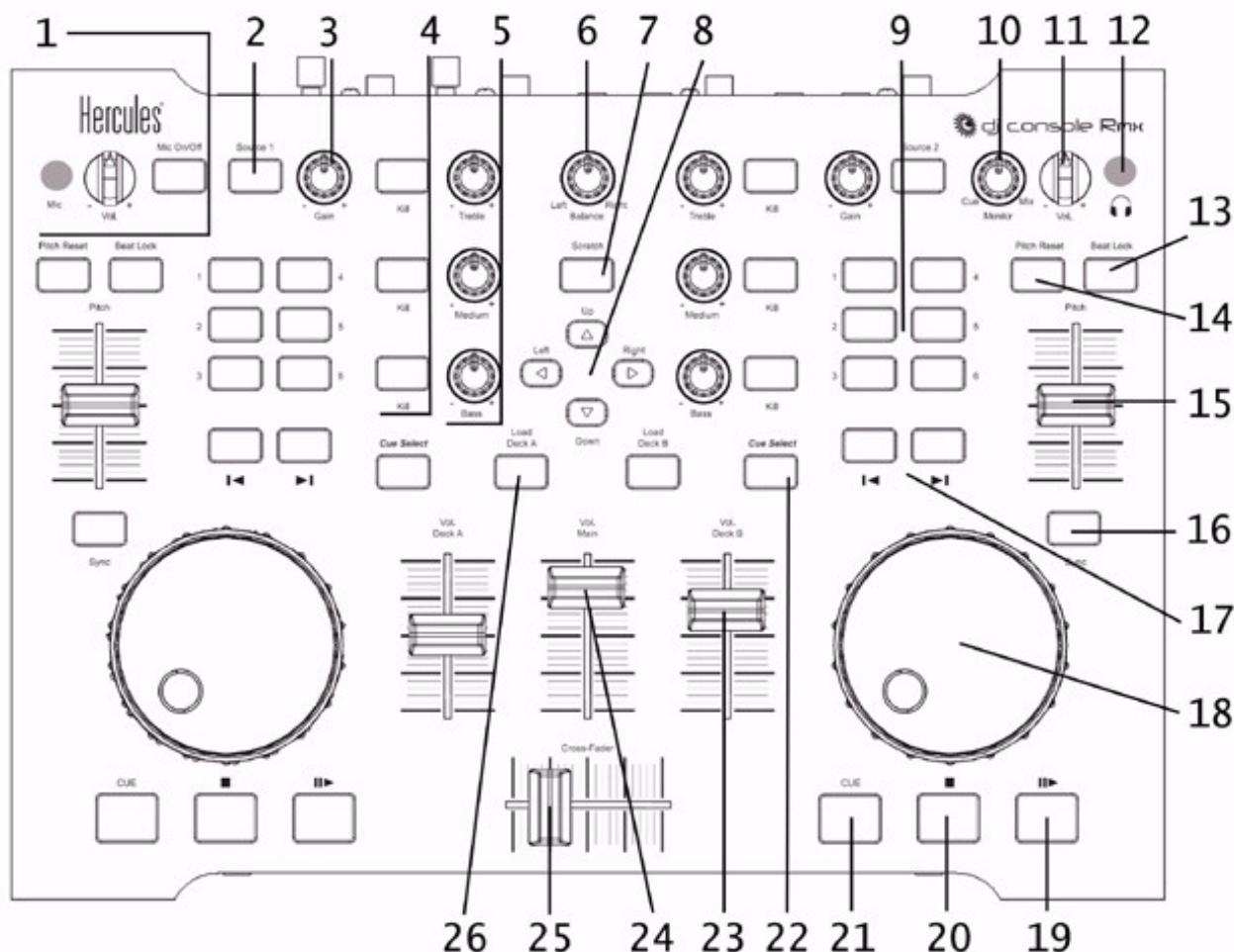




## UltraMixer Hercules DJ Console RMX Midi Mapping:



1. 1/4" 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