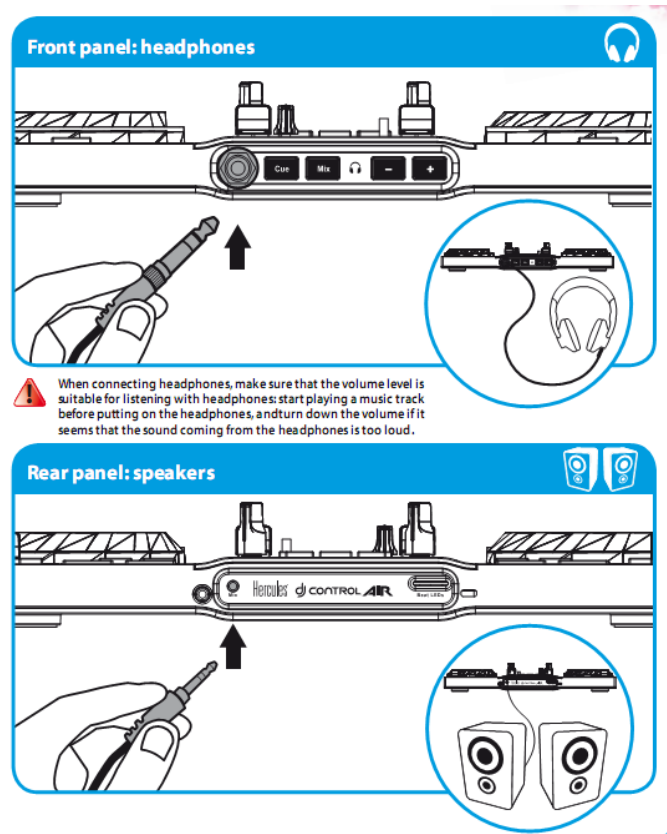


## How can I use my MacBook internal speakers and the headphone output of my console?

Wanting to use your laptop internal speakers and the console's headphone output might seem like an obvious choice, but it represents a few challenges:

- First, since the bundled DJ software has been pre-configured to use the unit's integrated audio interface, speakers are required to be connected to the back of the Hercules DJ Device, as indicated in the user manual:



- Secondly, by using this combination, you are asking the software to interact with two audio interfaces that may or may not work well together, instead of just one which was designed and optimized for this purpose.

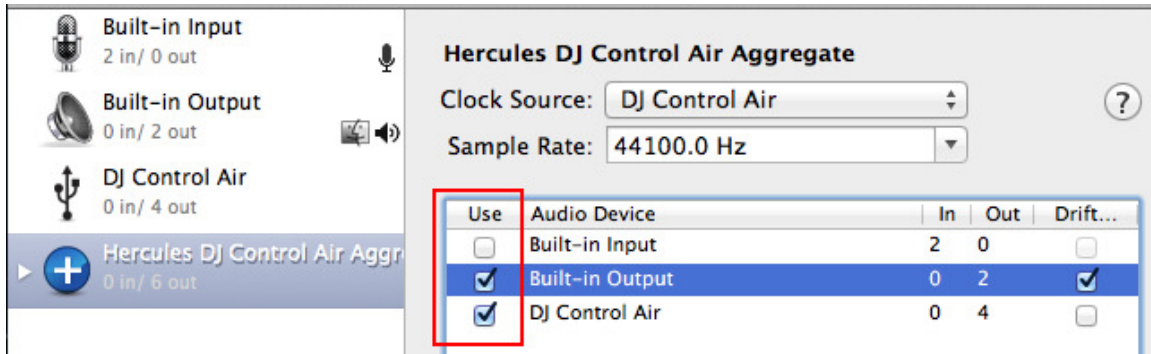
This can be a cause of potential problems such as latency or audio glitches.

However, OS X integrates a function called **Aggregate Device**, which makes this combination possible and the configuration process a bit easier.

- Open **Applications > Utilities > Audio MIDI Setup**
- From the left column, you'll notice two components related to your DJ device.

Select the Hercules DJ **Aggregate Device** so the property menu appears on the right hand side.

- Under **Use**, check the box for **Built-in Output** (the box for the DJ device should already be checked).



What this basically does is add the computer's internal speakers to the Aggregate Device. This "virtual" audio interface now has 6 Outputs:

- **Channel 1-2** represents the console's main audio output
- **Channel 3-4** is the console's headphone output
- **Channel 5-6** is the MacBook internal speakers/headphone output.

Knowing this, you can now configure DJUCED (or other DJ software):

- Start by select the **DJ Aggregate** as **Audio Device**.
- For the **Master**, select **Output 5&6**.

This indicates to the software that you want to use the MacBook internal speakers.

- **Headphone**, as usual, should be set to **Output 3&4**.

