



DJControl Compact



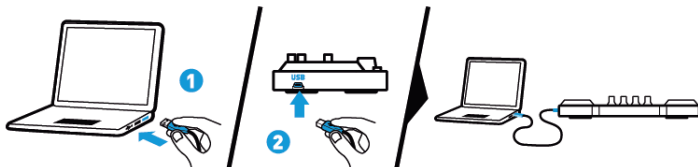
GETTING STARTED WITH DJCONTROL COMPACT AND DJUCED™ 18°



INSTALLATION

1

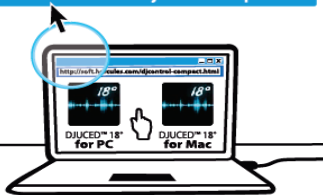
Connect the DJControl Compact to your computer



2

Install the DJUCED™ 18° software

<http://soft.hercules.com/djcontrol-compact.html>



3

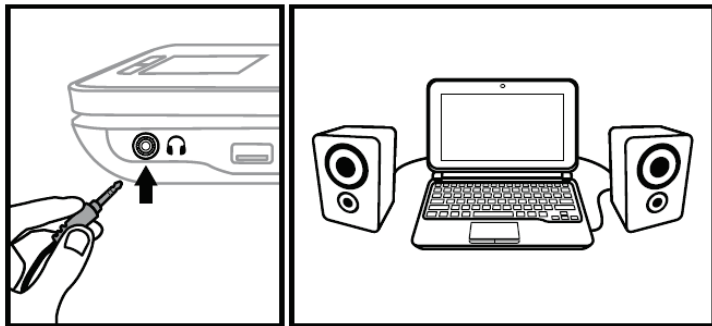
Launch the DJUCED™ 18° software



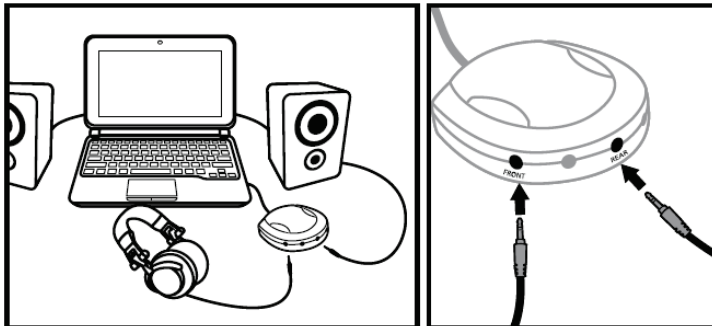
More information (forums, tutorials, videos...) at
www.HERCULESDJMIXROOM.com

1 - CONNECTING SPEAKERS AND HEADPHONES

1.1 Connection to your computer's stereo sound card.



1.2 Connection to an external multichannel sound card.



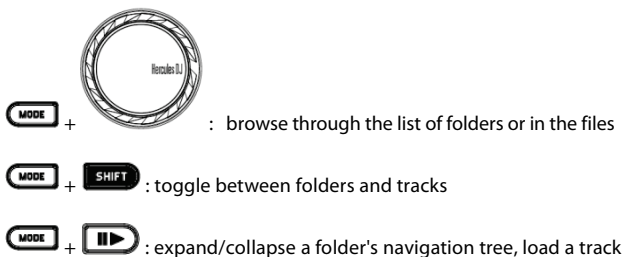
On most mass market soundcards, pre-amplification is carried out on outputs 1-2. Therefore, you should direct the "headphones" sound to outputs 1-2 and your mix to outputs 3-4.

⚠ Make sure not to connect anything to the headphones output, as doing so may affect the proper functioning of the other outputs.

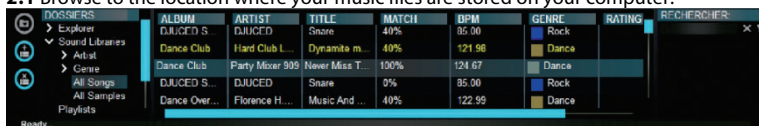
⚠ When connecting headphones, make sure that the volume level is suitable for listening with headphones: start playing a music track before putting on the headphones, and turn down the volume if it seems that the sound coming from the headphones is too loud.

2 - LOADING YOUR MUSIC IN DJUCED™ 18°

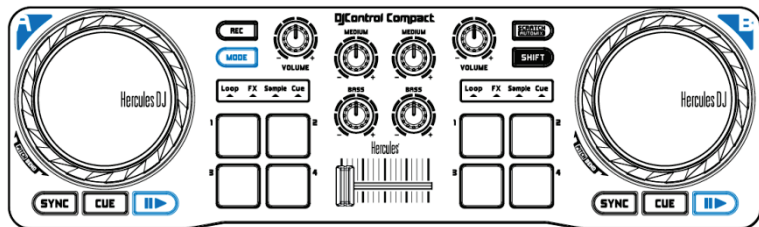
Use the following buttons to navigate through the folders.



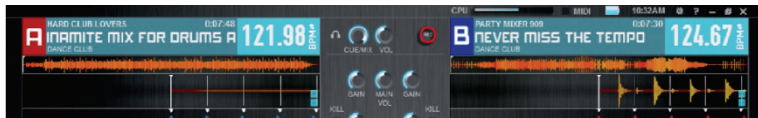
2.1 Browse to the location where your music files are stored on your computer.



2.2 After having selected a track, press **MODE** + to load the track on deck A or B.



DJUCED™ 18° automatically analyzes the BPM (beats per minute) of the selected track and places a Cue point on the first beat of the track.



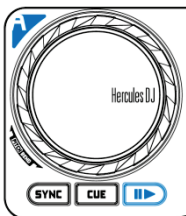
DJUCED™ 18° lets you play the most popular audio file formats (mp3, wav, wma, aif...) if the codec is installed on your computer. Install iTunes, Windows Media Player... if they are not already installed on your system.

3 - MIXING TRACKS

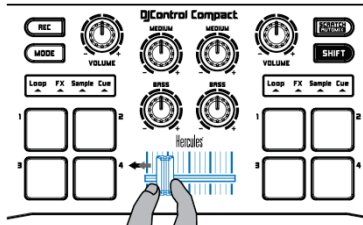
Mixing tracks means to link up songs, one after another, without any gaps or silences between them.

3.1 You have loaded a track on each deck (A and B).

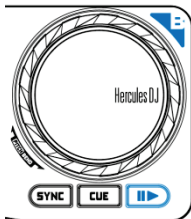
3.2 You start off by playing the track on deck A.



3.3 Move the crossfader towards the deck that is playing a track (in this case, towards the left).

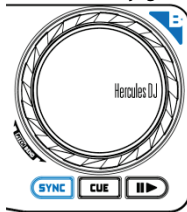


3.4 Before the playing track ends, start playing the track loaded on deck B.

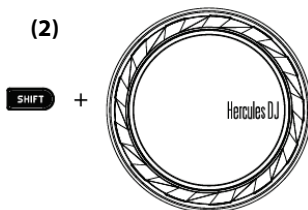


3.5 To ensure a transition at the same tempo, synchronize the BPM (beats per minute) of the track that is still to be played. To do this, press the **SYNC** button on deck B (1) to match the BPM of this track with the BPM of the track that is about to end (on deck A). Or you can adjust the BPM to match the BPM of the track on deck A using the **SHIFT** button and the jog wheel (2).

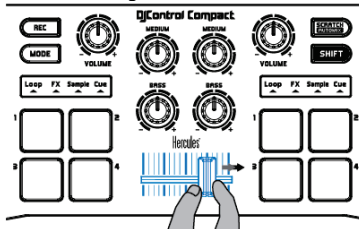
(1)



(2)



3.6 To make the transition, progressively move the crossfader toward the deck on which the new track is being played (here, to the right).

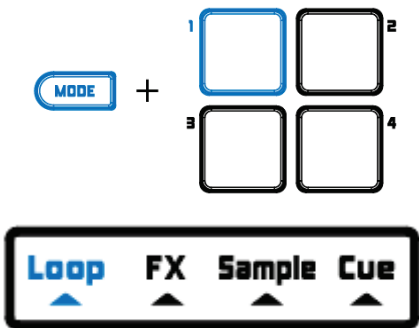


4 - LOOPS (LOOP)

A loop is a part of a track whose beginning and end you define, and which is played repeatedly.

4.1 Accessing the Loop mode

Press the **MODE** button + pad 1.



4.2 Creating a loop which length is predefined

- To make a loop consisting of **1 beat**, press **pad 1**.
- To make a loop consisting of **2 beats**, press **pad 2**.
- To make a loop consisting of **4 beats**, press **pad 3**.
- To make a loop consisting of **8 beats**, press **pad 4**.

4.3 Creating a manual loop

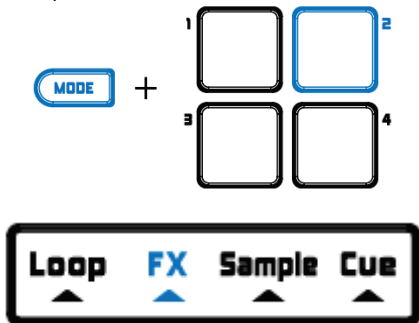
- Press **SHIFT** + **pad 1** to create the start of the loop.
- Press **SHIFT** + **pad 2** to mark the end of the loop or to exit the loop.
- Press **SHIFT** + **pad 3** to divide the loop length in half.
- Press **SHIFT** + **pad 4** to double the length of the loop.

5 - EFFECTS (FX)

An effect (Fx) is a filter (or a combination of filters) which modifies the sound: echo, reverb...

5.1 Accessing the Effects (FX) mode

Press the **MODE** button + pad 2.



5.2 Applying an effect on a track that is loaded and playing

To activate **effect 1**, press **pad 1**.

To activate **effect 2**, press **pad 2**.

To activate **effect 3**, press **pad 3**.

To activate **effect 4**, press **pad 4**.

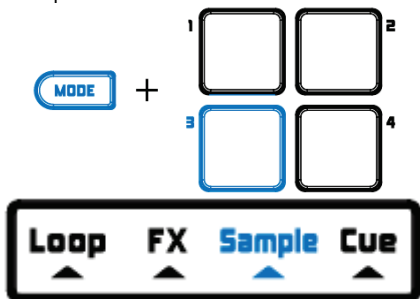
To change effects, press **SHIFT** + the pad corresponding to the effect.

6 - SAMPLES (SAMPLE)

A sample is a short sound which can be played on its own or in conjunction with other samples, either over the music or in place of the music, and can be played either as a loop, or just one time (this is known as a “jingle”).

6.1 Accessing the Sample mode

Press the **MODE** button + pad 3.



6.2 Playing a sample on a track that is loaded and playing

To play **sample 1**, press **pad 1**.

To play **sample 2**, press **pad 2**.

To play **sample 3**, press **pad 3**.

To play **sample 4**, press **pad 4**.

To start playing a **loop of sample 1**, press **SHIFT + pad 1**.

To start playing a **loop of sample 2**, press **SHIFT + pad 2**.

To start playing a **loop of sample 3**, press **SHIFT + pad 3**.

To start playing a **loop of sample 4**, press **SHIFT + pad 4**.

6.3 Modifying the default samples list

In DJUCED™ 18°, click on the desired sample using the files' navigation tree and drag it into the sampler to replace the existing sample.

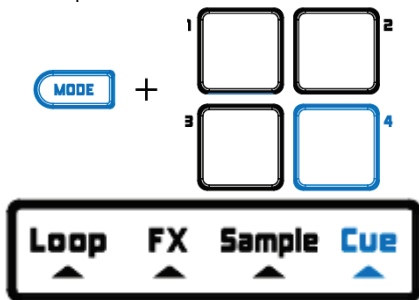


7 - CUE POINTS (CUE)

A Cue point is a marker that you can place in a music track. It lets you start playback of the track from that point.

7.1 Accessing the Cue mode

Click on the **MODE** button + pad 4.



7.2 Placing a Cue point

You can insert up to 4 Cue points. By default, a Cue point is placed on the first beat when you load a track.

You can insert a Cue point once a track is playing or when you are moving from one part of the track to another using the jog wheel.

To **place CUE point 1**, press **pad 1**.

To **place CUE point 2**, press **pad 2**.

To **place CUE point 3**, press **pad 3**.

To **place CUE point 4**, press **pad 4**.

7.3 Accessing a Cue point

To **access CUE point 1**, press **pad 1**.

To **access CUE point 2**, press **pad 2**.

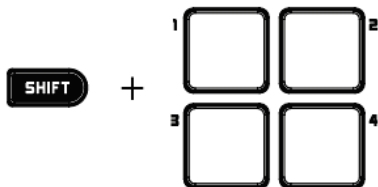
To **access CUE point 3**, press **pad 3**.

To **access CUE point 4**, press **pad 4**.

The **CUE** button allows you to start playback from the last Cue point you have placed in the track.

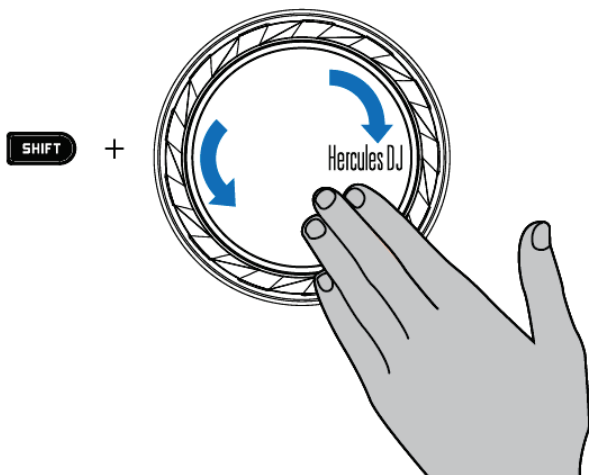
7.4 Deleting a Cue point

Press **SHIFT** + the corresponding **pad** to delete the Cue point.



8 - SETTING A TRACK'S SPEED (PITCH)

To speed up or slow down a track's speed, press the **SHIFT** button all the while turning the jog wheel on the deck playing the track.

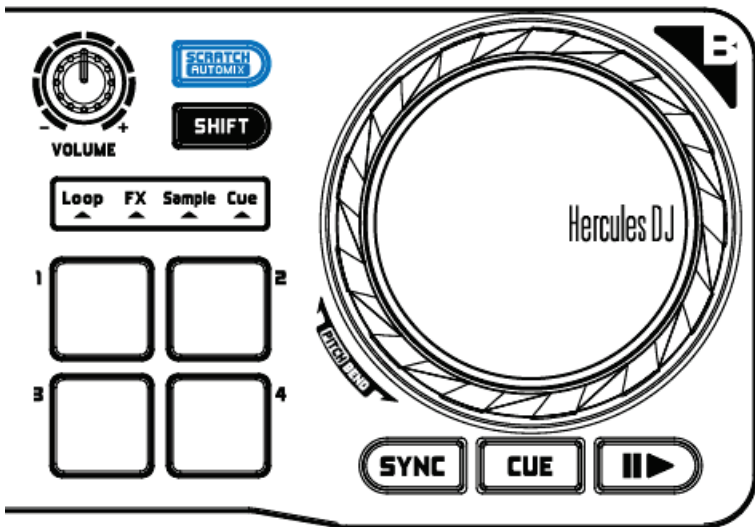


To reset the track's speed and therefore return to its original speed, press buttons **SHIFT + SYNC**.

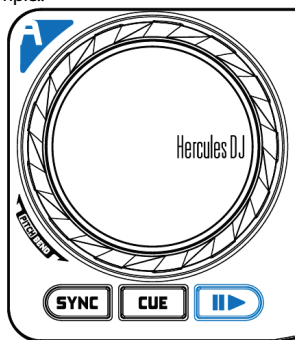
9 - SCRATCHING ON A TRACK

A scratch creates an audio effect from a track by turning the jog wheel.

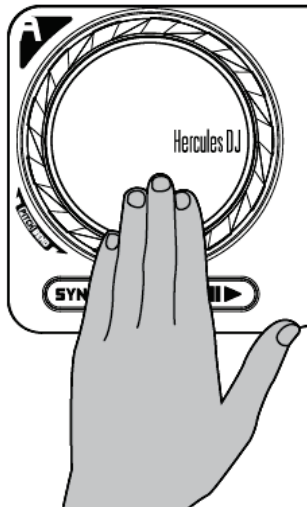
9.1 Press the **SCRATCH** button to toggle on/off the **SCRATCH** mode on the jog wheel.



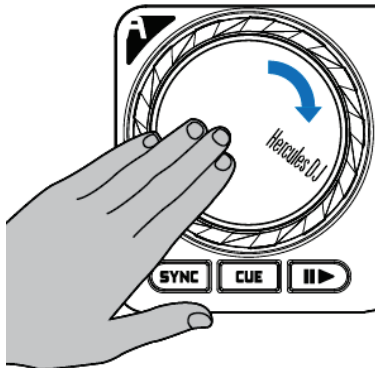
9.2 Start playing a track loaded on deck A, for example.



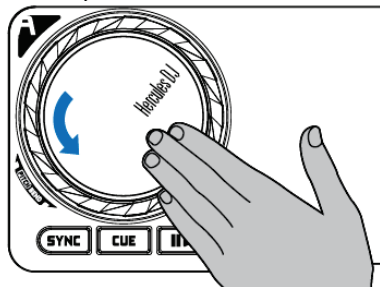
9.3 The moment you want to scratch over the track, place your hand on deck A's jog wheel.



9.4. And turn it left and right until you hear the end of the scratch sound, then return to the starting point.



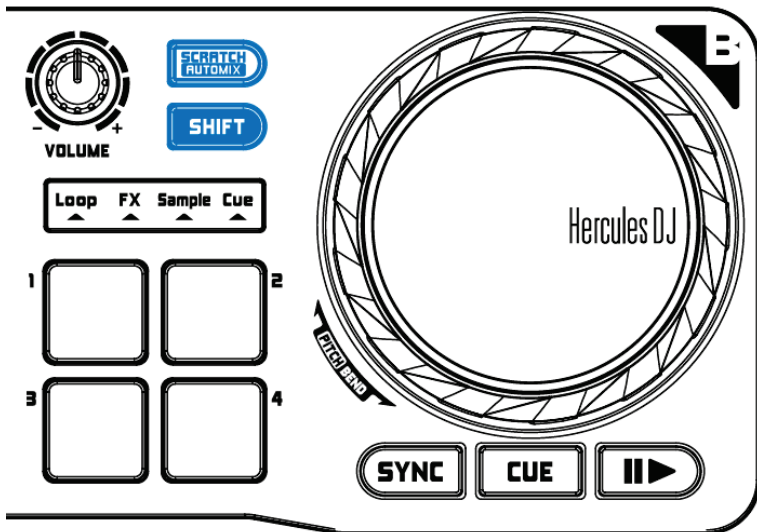
You can repeat this scratch several times to create a rhythm.



Note: When the **SCRATCH** is turned off, the **PITCH BEND** function (determining tone) is switched on.

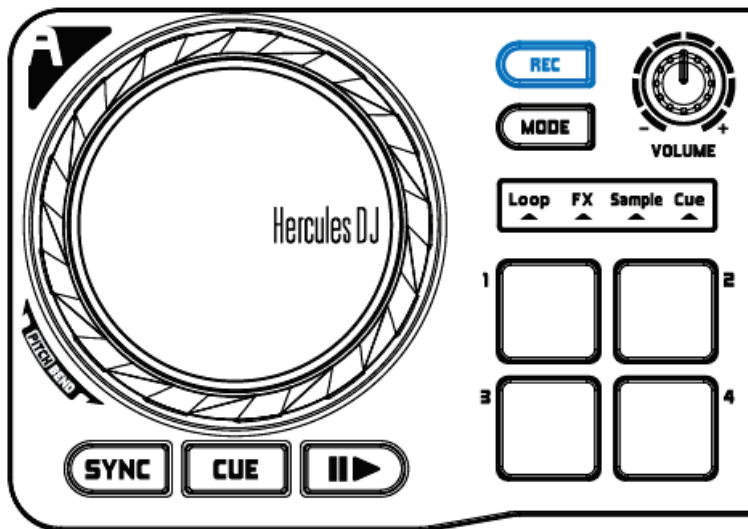
10 -AUTOMIX

After having previously created a playlist (see section 12. CREATING A PLAYLIST), you can launch an automatic mix by pressing the buttons **SHIFT + AUTOMIX**.




11 –RECORDING YOUR MIX

To record a mix, press the **REC** button to start recording and then again press **REC** to stop recording.



12 – CREATING A PLAYLIST

In DJUCED™ 18°, click on the button  to create a playlist.

Enter a name for the playlist, then click OK.



The new playlist appears in the Playlists folder.



Select tracks as described in section 2 LOADING YOUR MUSIC IN DJUCED™ 18°. Or, using the mouse, drag the selected files into the created list (here, "My Playlist").

Note: By pressing the SHIFT button on your keyboard, you can select several consecutive files.

