

# Operation Guide

VERSION

8

# VIRTUAL DJ

AUDIO & VIDEO MIXING  
DJ SOFTWARE

Hercules  
DJCONTROL  
WAVE



 atomix  
PRODUCTIONS  
SOUND TECHNOLOGY PROVIDER

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## A. Installation

### Drivers & Firmware

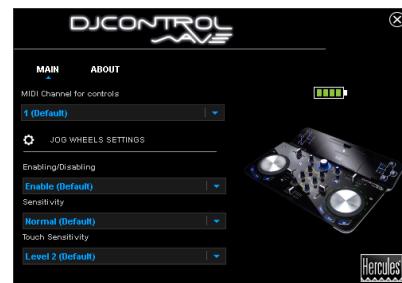
(Windows & Mac)

Download the drivers of the unit from Hercules Support Center and follow the provided instructions in order both drivers and firmware to be updated to the latest version.

[http://ts.hercules.com/eng/index.php?pg=view\\_files&gid=17&fid=61&pid=328&cid=1](http://ts.hercules.com/eng/index.php?pg=view_files&gid=17&fid=61&pid=328&cid=1)

### Hercules Control Panel

If the drivers are properly installed the Hercules Control panel will be available at the system tray.

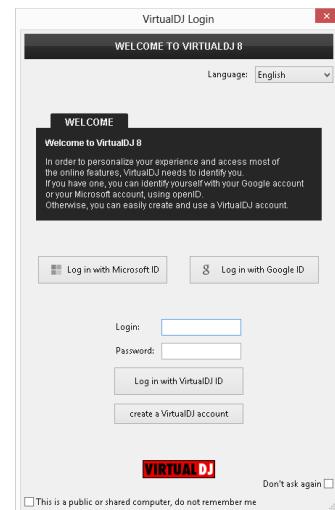


### VirtualDJ 8 Setup

Download and install VirtualDJ 8 from <http://www.virtualdj.com/download/index.html> (in case you have not done already)

Once VirtualDJ 8 is launched, a Login Window will appear. Login with your [virtualdj.com](http://virtualdj.com) account.

**A Pro Infinity, a Pro Subscription or a PLUS License** is required to use the Hercules DJ Control Wave. Without any of the above Licenses, the controller will operate for 10 minutes each time you restart VirtualDJ.  
<http://www.virtualdj.com/buy/index.html>



A **detection** window will appear next verifying the proper connection.



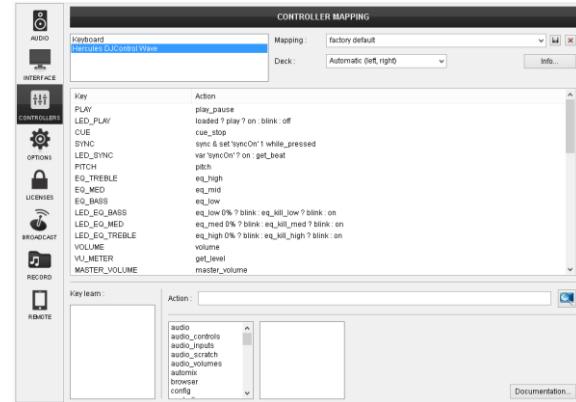
The unit is now **ready** to operate.

## Advanced Setup

### MIDI Operation.

The unit should be visible in the CONTROLLERS tab of Config and the “factory default” available/selected from the Mappings drop-down list. The factory default Mapping offers the functions described in this Manual, however those can be adjusted to your needs via VDJ Script actions.

Find more details at  
<http://www.virtualdj.com/wiki/VDJscript.html>

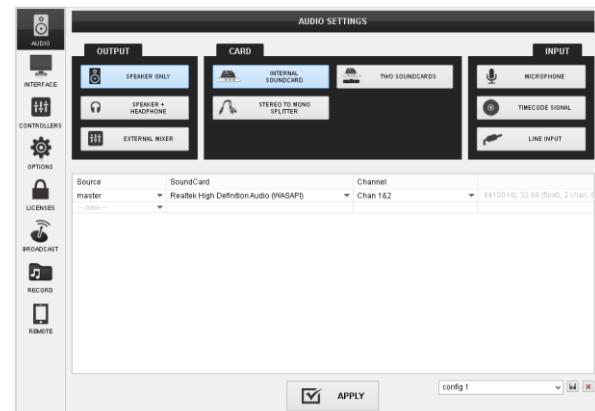


### AUDIO Setup

The unit is not offering any **pre-defined** Audio configuration, as no built-in audio interface is offered.

By default, VirtualDJ will auto assign the default sound card of your computer to the Master Output.

Depending on the sound card you need to use, manually create the necessary Master and Headphones audio configuration. See more in [Audio Setup & Configuration](#).



For further software settings please refer to the User Guides of VirtualDJ 8.  
<http://www.virtualdj.com/wiki/PDFManuals.html>



## B. Basic Controls

- PLAY/PAUSE.** Use this button to play/pause the loaded track on each deck.
- CUE.** When a Deck is paused, you can set a **temporary** Cue Point by moving the Platter to place the Audio Pointer at the desired location and then pressing the Cue Button. The Cue point can be stored using one of the 3 Top buttons (13). See [HotCues](#)

During playback, you can press the Cue Button to return the track to this Cue Point. (If you did not set a Cue Point, then it will return to the beginning of the track.).

If the Deck is paused, you can press and hold the Cue Button to play the track from the Temporary Cue Point. Releasing the Cue Button will return the track to the temporary Cue Point and pause it. To continue playback without returning to the Temporary Cue Point, press and hold the Cue Button, then press and hold the Play Button, and then release both buttons.

- SYNC.** Press this button to automatically match the tempo of the track with the opposite deck.
- JOGWHEEL.** Touch sensitive platter for scratching or bending depending on the Vinyl mode (button available in the VirtualDJ GUI). In Vinyl mode bending can be

performed using the outer side of the platter.

The platter also offers Loop and Effect Parameters control. See [Effects](#) and [Loops](#).

5. **PITCH**. Adjust the track's playback tempo.
6. **CROSSFADER**. Blends audio and video between the left and right decks.
7. **VOLUME**. Adjust the Volume of left/right decks.
8. **EQ**. Adjust the Low (Bass), Mid (Middle) and High (Treble) frequencies for each deck.
9. **MASTER VOLUME**. Adjust the level of the Master Output.
10. **PARAMETER MODE**. Use these buttons to set the Parameter Encoders (11) to Loop, Browser or Mixer mode.

## C. Advanced Controls

### HotCues

Press the  **CUES** mode button (12) to set the top 3 numbered buttons (13) in **HotCue mode** (selection per side/deck).

Each one of the 3 buttons (13) assigns a **Hot Cue** Point or jumps to that Hot Cue Point. When a Hot Cue Button is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track.

**Hold** the **CUES mode** button (12) down and then press a button to **delete** its assigned Hot Cue Point.

**Hold** the **CUES mode** button (12) down and then use the Parameter Encoders (11) to navigate through the track (fast seek)

### Sampler

Press the **SAMPLE** mode button (12) to set the top 3 numbered buttons (13) in **Sampler mode** (selection per side/deck).

Each one of the 3 buttons (13) **triggers a sample** from the selected Sampler Bank of VirtualDJ.

If a bank has less than 4 samples, both sides of the unit will control the same samples. If a bank has more than 3 samples, the left side of the unit will control samples 1 to 3 and the right side samples 4 to 6.

**Hold the SAMPLE mode button down and then ...**

- Press a button to **stop the playing sample** (useful if the Unmute or Stutter trigger mode is selected)
- Use the **left** Parameter Encoder (11) to **select** and load a different **Sampler bank**.
- Use the **right** Parameter Encoder (11) to adjust the **Master Volume of the Sampler**.

## Effects

Press the **FX** mode button (12) to set the top 3 numbered buttons (13) in **Effects mode** (selection per side/deck).

Each one of the 3 buttons **triggers** the selected **effect of Slot 1 to 3**. The selected effects from all 3 slots can be triggered at the same time (chain effect).

**Hold the FX mode button down and then ...**

- Press any of the 3 buttons (13) to **select the next effect** for the relative Effect slot.
- Use the Jogwheel (4) to adjust the **1<sup>st</sup> Parameter** of all 3 Effects slots simultaneously
- Use the Parameter Encoder (11) to adjust the **High-Low Pass Filter** of the deck and push the same Encoder to reset the Filter to its zero value (turn off).

## Loops

When both PARAMETER MODE buttons (10) are unlit, use the Parameter Encoders (11) to **select the size of the Loop** in beats for the left and right decks. **Push** the same Encoder to **trigger the loop**.

While a loop is enabled, use the Jogwheel (4) to move/shift the Loop forward or backwards through the track. The Jog Illumination will indicate the Loop progress bar. The Jogwheel will return to the Scratch/Bend status automatically when the loop is turned off.

## Browser

Press the **left** PARAMETER MODE button (10) to set the Parameter Encoders (11) to **Browser mode**. The Led of the left button will be turned on as an indication.

While in Browser mode...

- Use the **left** Parameter Encoder (11) to scroll through **folders**.
- Use the **right** Parameter Encoder (11) to scroll through **tracks**.
- **Push** the Parameter Encoders to **load** the selected track to left or right deck. **Hold** down the Parameter Encoders for more than 1 sec to **unload** the same deck.

## Mixer

Press the **right** PARAMETER MODE button (10) to set the Parameter Encoders (11) to **Mixer mode**. The Led of the right button will be turned on as an indication.

While in Mixer mode...

- Use the Parameter Encoders (11) to adjust the **Gain** of the left and right decks.
- **Push** the Parameter Encoders (11) to send the left or/and right deck to the **Prelisten** Output Channel (Headphones is required to be defined in Audio Setup)

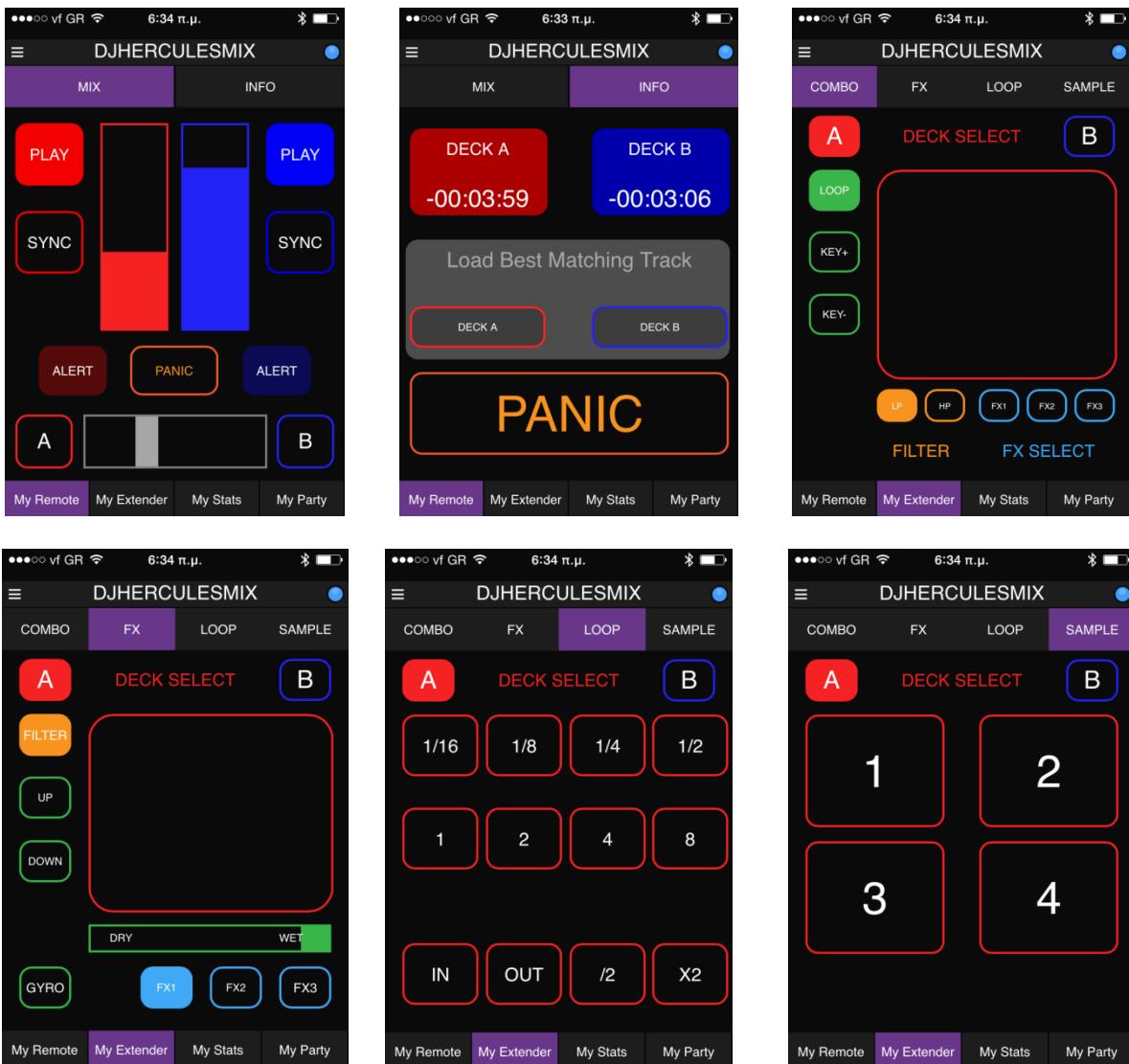
## D. Remote Control

The Control Wave offers the ability of Bluetooth connection with your Remote device (such as iPhone, iPad, iPod touch and Android tablets). When the unit is paired with your Remote device via Bluetooth, VirtualDJ can be controlled with both the Hercules control Wave unit and the remote device using the provided DJUCED Master Application.

See further details at <http://www.djuced.com/content/djuced%E2%84%A2-master> and <http://www.djuced.com/content/djuced%E2%84%A2-master> for supported Remote devices

- Install the DJUCED MASTER Application to your remote device.
- Enable Bluetooth **in your remote device** and launch the Application. Once the pairing is done, the name of the unit will be visible at the top of the remote application interface.
- Launch VirtualDJ 8

The application is currently offering all the basic mixing features



*DJUCED MASTER – Screenshots*

## E. Audio Setup and Configuration

The Hercules DJ Control Wave is not offering any **pre-defined** audio configuration, as no built-in audio interface is available. Depending on the sound card you need to use, manually create the necessary **Master and Headphones audio configuration**.

### Using the built-in sound card of your computer

In case you wish to use headphones, so that you can play one track to the crowd and listen to the next track in headphones; you will need to utilize one of the following configurations.

- a) Your computer has a **single stereo output** and you wish to listen to the Master Output through your computer's built-in speakers. In this case, you will need a **single stereo USB sound card** to connect your Headphones.

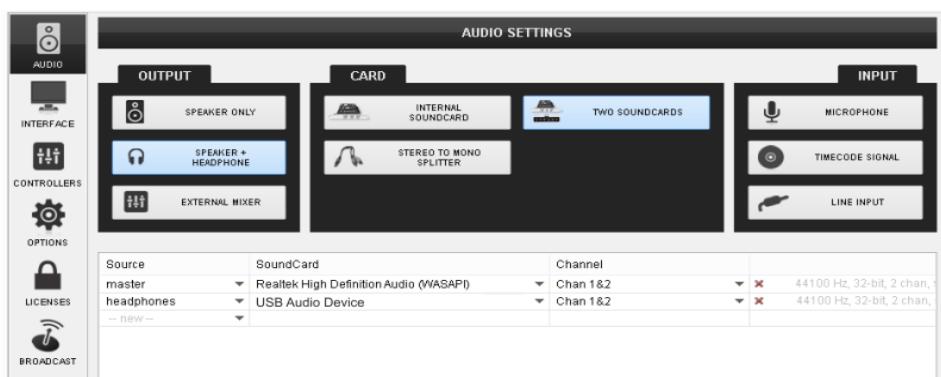
#### Connections



*Speakers & Headphones with USB sound card - Connections*

#### Audio Setup

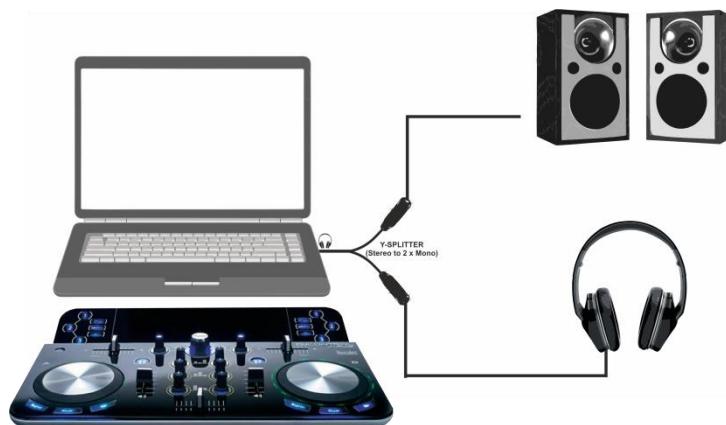
Select the **SPEAKER+HEADPHONE** and **TWO SOUND CARDS** options. VirtualDJ will then route the Master Output to the 1st stereo channel of your computer's built-in sound card and Headphones to the 1st stereo channel of your USB sound card. Click **APPLY**



*Speakers & Headphones with USB sound card - Audio Setup*

b) Your computer has a single stereo output and you wish to listen to the Master Output through external amplified speakers. In this case a **Y-Splitter** cable (adaptor) **Stereo to 2 Mono Outputs** is required. Connect the cable to your computer's sound output and one end to your speakers and the other to Headphones.

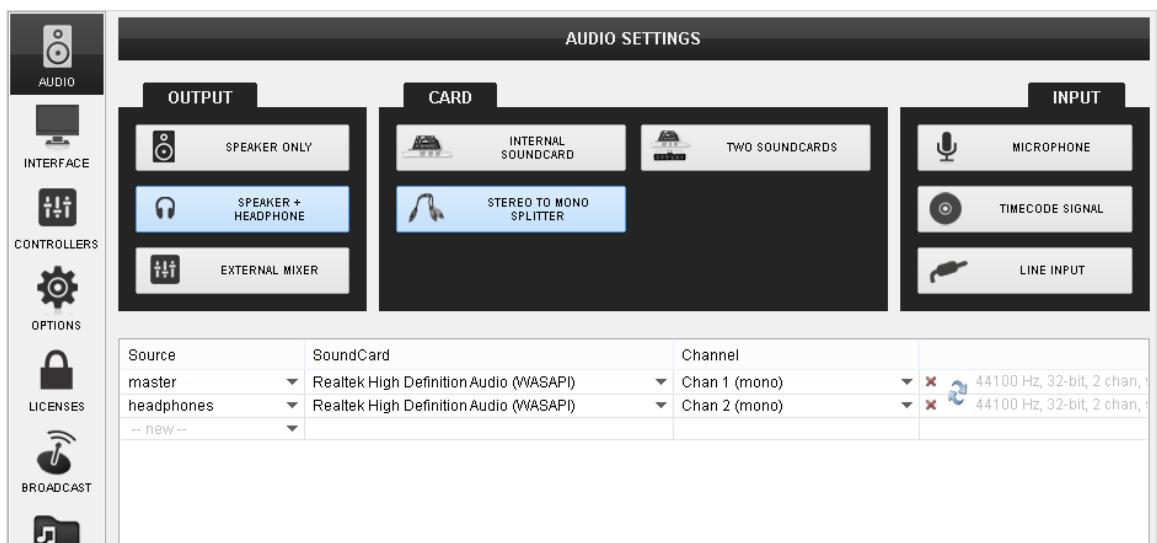
### Connections



*Speakers & Headphones with Y-Splitter - Connections*

### Audio Setup

Select the **SPEAKER+HEADPHONE** and **STEREO TO MONO SPLITTER** options. VirtualDJ will then route the Master Output to the 1st mono channel and Headphones to the 2nd mono channel of your computer's built-in sound card. Click **APPLY**

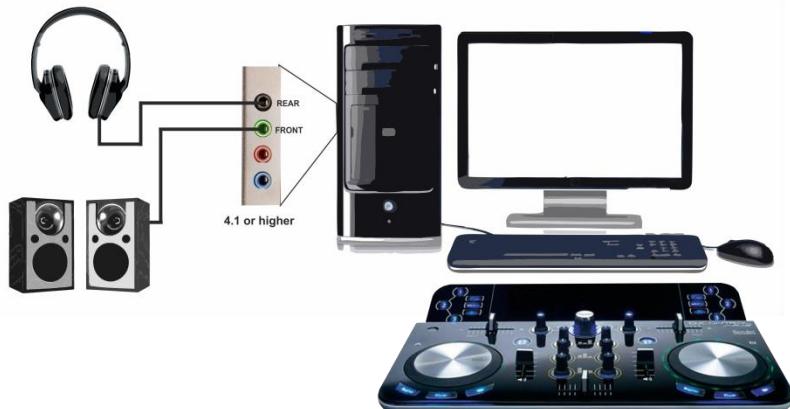


*Speakers & Headphones with Y-Splitter - Audio setup*

Since the audio Output on both Speakers and Headphones will be Mono, this type of configuration is not recommended.

c) Your computer has a built-in **soundcard** with at least **2 stereo outputs** (4.1 or higher)

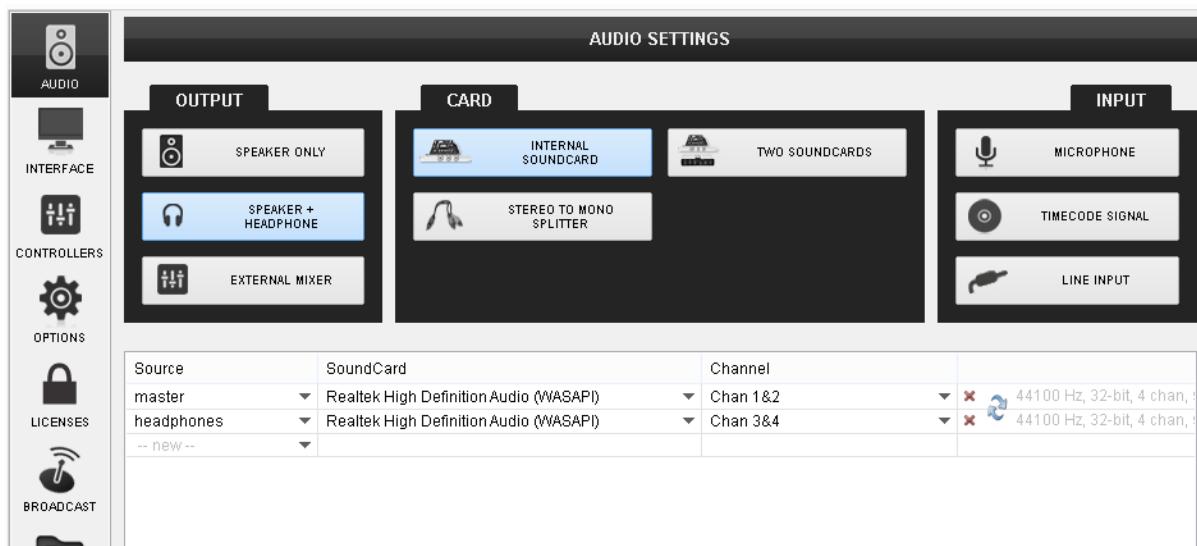
### Connections



*Speakers & Headphones with 4.1 or higher - Connections*

### Audio Setup

Select the **SPEAKER+HEADPHONE** and **INTERNAL SOUND CARD** options. VirtualDJ will then route the Master Output to the 1st stereo channel and Headphones to the 2nd stereo channel of your computer's built-in sound card. Click **APPLY**



*Speakers & Headphones with 4.1 or higher - Audio setup*

## Using a USB multi-channel sound card

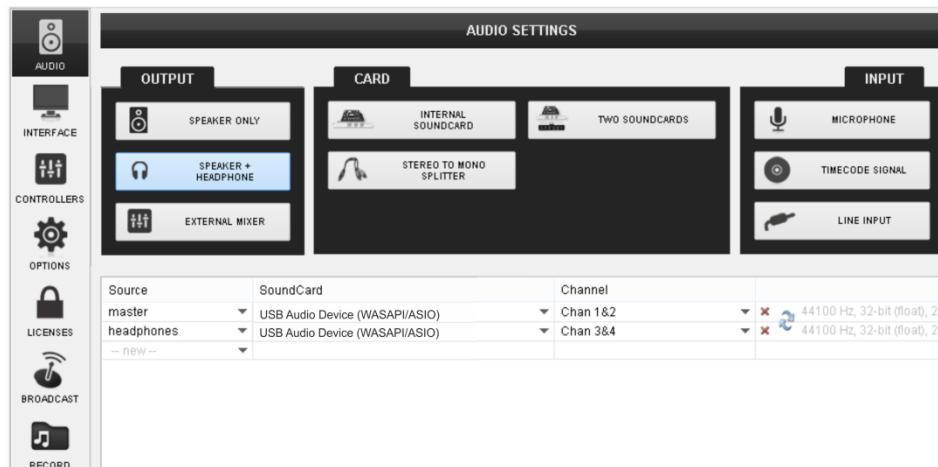
The **recommended** audio configuration and connection for proper monitoring with the Hercules DJ Control Wave is to use a USB sound interface with **at least 2 stereo output channels**.

### Connections



### Audio Setup

Select the **SPEAKER+HEADPHONE** and manually **assign** the Master Output to channels 1,2 and Headphones to Channels 3,4 (or other) of the USB sound card Click **APPLY**



*Speakers & Headphones with a 4out USB sound card - Audio setup*

## Useful Links

VirtualDJ web-page: <http://www.virtualdj.com>

VirtualDJ Support Center: <http://www.virtualdj.com/contact/index.html>

VirtualDJ 8 Operation Guides: <http://www.virtualdj.com/wiki/PDFManuals.html>

Hercules web-page: <http://www.hercules.com/>

Hercules Support Center: <http://ts.hercules.com/>

Hercules DJ Control Wave product page: <http://www.hercules.com/uk/DJ-Music/bdd/p/236/djcontrolwave/>

**Hardware Integration Department**

**VIRTUALDJ**

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