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MOBILE DJ MP3

1. INTRODUCTION

Mobile DJ MP3 is a powerful, portable wireless device allowing you to mix and scratch your digital music without the constraints of cables! Have fun dancing and mingling with your guests at parties as you manipulate the music on your PC intuitively and remotely. Mobile DJ MP3 is also highly customizable, giving you complete creative control over your music and opening up an incredible range of exciting new possibilities.

Mobile DJ MP3 functions with digital audio files, including MP3s. We would like to draw your attention to the fact that musical creations are protected by copyright and that you must comply with all applicable legislations. We strongly encourage you to support artists by acquiring their works legally.

2. MINIMUM SYSTEM REQUIREMENTS

- Desktop/laptop PC with Intel Pentium III/Athlon 800MHz or compatible
- 256MB RAM
- Operating system: Microsoft Windows XP SP2
- Available USB port (USB 1.1 or USB 2.0)
- Sound card
- Headphones or amplified speakers
- CD-ROM or DVD-ROM drive (CD-DA support recommended)
- 16-bit, 1024x768 video resolution
- 100MB free hard disk space for some applications
- Two C size (LR14) batteries (*not included)

3. BOX CONTENTS

- Mobile DJ MP3 controller
- USB receiver
- Directional USB cable
- Installation CD with Hercules Mobile DJ Mix software
- User manual

4. INSTALLATION

4.1. Installing the software

Because drivers and software are constantly being developed, the ones provided on your CD-ROM may not be the most recent versions. You can visit the Hercules website (ts.hercules.com) to verify this and, if necessary, download the very latest versions.

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- Insert the installation CD-ROM into your CD-ROM drive and follow the on-screen instructions to install the Hercules Mobile DJ Mix software.

4.2. Installing the hardware

- Remove the battery compartment cover on the back of your Mobile DJ MP3 and insert two C size (LR14) batteries (*not included). Replace the battery compartment cover when you're done.

- Remove the protective cover from the USB receiver.



In order to achieve optimal range for your Mobile DJ MP3, you should use the directional USB cable to position the USB receiver upright, like an antenna.

- Attach the USB receiver to the directional USB cable.

- Connect the directional USB cable to a USB port on your PC and adjust the receiver so that it ideally stands in an upright position for optimal range.



Windows displays a couple of Found New Hardware messages and then informs you that your hardware is installed and ready to use.

4.3. Mobile DJ MP3 and your PC's sound card

Mobile DJ MP3 must be used in conjunction with your PC's sound card, speakers and/or headphones; it is your sound card that will actually play the music on your PC. You will use your Mobile DJ MP3 to manipulate the music being played on your PC.

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4.4. Starting up Mobile DJ MP3

- Double-click the Hercules Mobile DJ Mix icon on your desktop to launch the software.



You should set the two faders all the way up or down and the cross fader all the way to the left or right before turning on your Mobile DJ MP3 controller. This allows for proper calibration with the Hercules Mobile DJ Mix software.

- Once the software is launched, turn on Mobile DJ MP3 by setting the power switch to the **Power On** position.



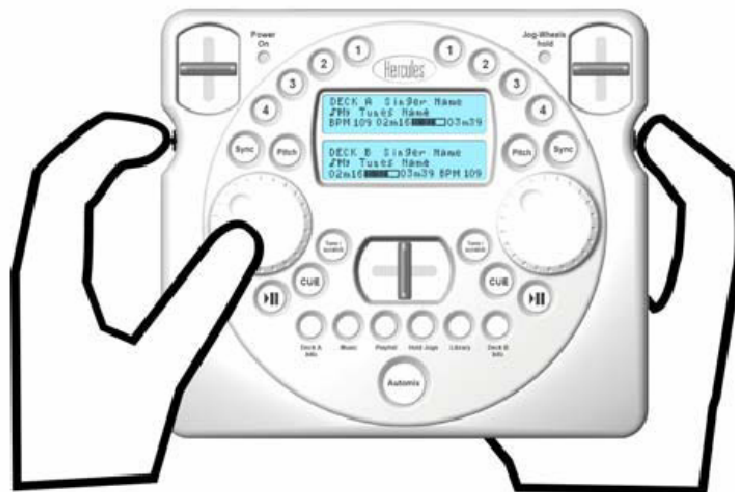
You must position your Mobile DJ MP3 console very close to the USB receiver (less than 1 foot away) when connecting to the receiver.

- Holding Mobile DJ MP3 close to the receiver, press any button on the console.

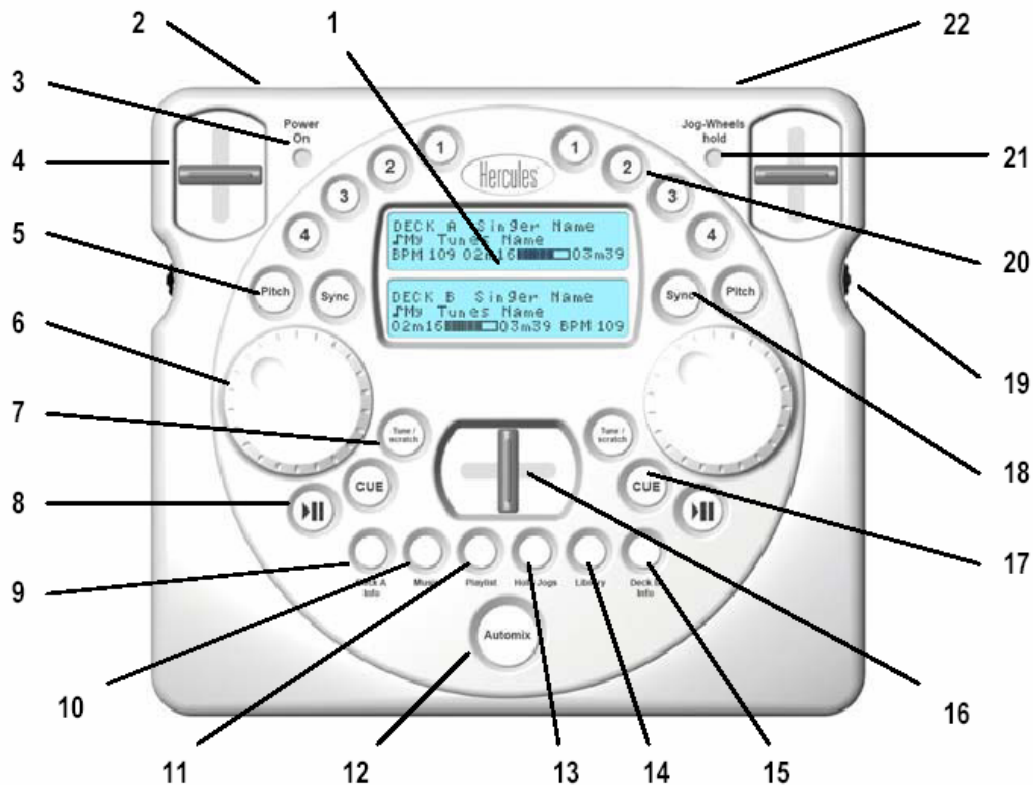
The Mobile DJ MP3's screen lights up. It is now connected to the USB receiver.

4.5. Using Mobile DJ MP3

Mobile DJ MP3 has been specially designed for handheld mixing, as shown in the illustration below; it is not intended for use sitting flat on a desk or table.



5. OVERVIEW



1. Dual blue backlit screens (deck A on top, deck B below): Displays song/menu information for the corresponding deck. The two screens sometimes function as a single, larger screen when browsing through menus and folders for easier navigation.
2. Power on/off switch: Be sure to switch off Mobile DJ MP3 when you're done using it to maximize battery life.
3. **Power On** indicator: A green LED indicates that power is on.
4. Fader: Volume control by default. Can also be set to control pitch (see #5. **Pitch** button, below).
5. **Pitch** button: Press this button to toggle through modes. Press once for "Pitch Fader" mode, where the corresponding fader controls the pitch for that deck; the jog wheel scrolls back and forth through the track and can also be used for scratching (see #7. **Tune/scratch** button, below). Press again to return to the default mode, where the fader controls the volume for that deck; the jog wheel scrolls back and forth through the track and can also be used for scratching. Note: You can click the **Cfg** button at the bottom of the Hercules Mobile DJ Mix window for the option to switch to "Pitch Jog" mode, where the corresponding jog wheel controls the pitch for that deck; the fader controls the volume.

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6. **Jog wheel:** By default, scrolls back and forth through the track and can also be used for scratching (see **#7. Tune/scratch** button, below). Can also be set to control pitch (see **#5. Pitch** button, above).
7. **Tune/scratch** button: In tuning mode by default. Press this button to toggle back and forth between tuning and scratch modes ("Scratch" appears on the top line of the screen in the latter mode; the jog wheel can be used to scratch the track as you would with a vinyl record).
8. **Play/pause** button: Play or pause the track loaded on that deck. The button turns green when a track is being played on the deck in question.
9. **Deck A Info** button: Displays information about the track loaded on deck A. You can press this button to exit **Library** mode.
10. **Music** button: Press this button to access your music library in the Hercules Mobile DJ Mix software. Browse by genre and artist.
11. **Playlist** button: Press this button to access playlists you've created in the Hercules Mobile DJ Mix software.
12. **Automix** button: Press this button to toggle continuous automatic mixing on or off. When enabled, the software will automatically mix the current list, using beat-matching where possible.
13. **Hold Jogs** button: Press this button to turn the hold function on both jog wheels on or off. This can be useful if you want to avoid accidentally moving a jog wheel and inadvertently skipping through a track that's being played.
14. **Library** button: Press this button to access an explorer for your computer as well as your library in the Hercules Mobile DJ Mix software.
15. **Deck B Info** button: Displays information about the track loaded on deck B. You can press this button to exit **Library** mode.
16. **Crossfader:** Slide the crossfader to the left or right to increase the volume of deck A or deck B in the mix, respectively.



After using an Automix function, the first thing you must do if you want to regain control of the music is check that the physical position of crossfader on your Mobile DJ MP3 fits with the position of the crossfader in the software mix; otherwise, you may completely miss the transition by not using the right position for the crossfader on your Mobile DJ MP3 (as the Automix function moves the crossfader in the mix, but not on the controller itself).

17. **CUE** button: Press this button to jump to the first beat of the track; or, if you have already set one or more cue points in the Hercules Mobile DJ Mix software, simply press this button to jump to the selected cue point (you can set up to three different cue points). There is an AutoCue function by default, so that tracks start automatically on the first beat, instead of at the start of the music. Please see chapter **6.10. Setting cue points** for more information.

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18. **Sync** button: Press this button to beat-match the corresponding track to the track on the other deck. This is useful to help dancers keep dancing to the same beat!
19. **Scroll click wheels**: Use the wheels to scroll through your library, menus, playlists and other lists. Click the wheel to select.
20. **1/2/3/4** buttons: Press these buttons to enable/disable the corresponding function currently assigned on that deck in the Hercules Mobile DJ Mix software. Please see chapter 6.4. **Using Mobile DJ MP3 buttons 1-4** for more information.
21. **Jog-Wheels hold** indicator: A green LED indicates that either the jog wheels are locked (see #13. **Hold Jogs** button, above) or the entire Mobile DJ MP3 controller is locked (see #22. **Hold switch**, below).
22. **Hold switch**: Toggle this switch on or off to enable or disable the hold function for the entire Mobile DJ MP3 controller.

6. USING THE HERCULES MOBILE DJ MIX SOFTWARE

The Hercules Mobile DJ Mix software has been specially designed for use with Mobile DJ MP3. Intuitive, powerful and easy to use, after reading through this chapter you'll see just how much fun mixing and scratching can be.



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6.1. Adding/removing files from the library

When you first launch the Hercules Mobile DJ Mix software, you are notified that there are no songs in the playlist and are prompted by the software to add some songs. At this point you can choose to add files, add a folder, or import your iTunes library. You can also skip this for the time being if you like and add files later on.

To add files to your library:

- Click the **Add** button at the bottom of the Mobile DJ Mix window;
- Navigate using the browser in the bottom left corner of the Mobile DJ Mix window and then drag and drop files into the Mobile DJ Mix library;
- Right-click a folder in the browser and select the option to add it to the database; or
- Drag and drop files or folders into the library from outside of the Mobile DJ Mix software.

To remove files from your library:

- Highlight the file in question and then click the **Rem** button at the bottom of the Mobile DJ Mix window or press the **Delete** key on your keyboard; or
- Right-click inside the library window and select **Clear List** to clear all files in the list.

6.2. Working with playlists

Playlists are an easy and useful way to select a particular group of songs from within your Mobile DJ Mix library.



For mobile use, we strongly recommend that you prepare a playlist on your computer before starting mixing at a party.

To create a playlist:

- Right-click the browser in the bottom left corner of the Mobile DJ Mix window and select **New playlist**.

To create a playlist from a particular folder:

- Right-click a folder in the browser and select the option to create a new playlist from the folder.

To add files to a playlist:

- Navigate using the browser in the bottom left corner of the Mobile DJ Mix window and then drag and drop files into the playlist; or
- Drag and drop files or folders into the library from outside of the Mobile DJ Mix software.

To remove files from a playlist:

- Highlight the file in question and then click the **Rem** button at the bottom of the Mobile DJ Mix window or press the **Delete** key on your keyboard; or
- Right-click inside the playlist in the library window and select **Clear List** to clear all files in the list.

To delete or rename a playlist:

- Right-click a playlist in the browser and select the option to either delete or rename the playlist.

To load or save a playlist:

- Click the **Load** or **Save** buttons in the bottom left corner of the Mobile DJ Mix window, respectively, and select the playlist name and location.

6.3. Working with files in the library

The library is a list of all the songs you have loaded into the Hercules Mobile DJ Mix software. The following are some of the ways you can manipulate songs in your library.

To analyze bpm (beats per minute) and duration:

- Right-click a file in the library and select the option to analyze the song or all songs in the current window.

To set a file as the next to play:

- Right-click the file and select the **Set as Next** option.

The file you have selected turns red, indicating that it will be the next to play.

To load a file on a particular deck:

- Right-click a file in the library and select the option to load the file on either deck A or deck B.

To remove invalid files:

- Right-click a file in the library and select the option to remove "dead" files from the library.

To move a file up or down in the library:

- Select a file in the library and click the up or down arrow buttons at the bottom of the window.

To listen to a file in advance:

If you have headphones in addition to your main speakers, or a multi-channel sound card, you can listen to files in advance (Note: You must first properly configure the software in order to do so. Please see **To configure advanced options in Hercules Mobile DJ Mix** for more information, below).

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- Right-click the track in the library and select the pre-listening option; or
- Select the track in the library and click the **Preview** button at the bottom of the window.
- You can use the preview bar to the left of the button to scroll through the file.

For random playback:

- To toggle random playback on or off, click the **Random** button at the bottom of the window.

To automatically mix to the next track:

- Press the **Mix Next** button at the bottom of the Hercules Mobile DJ Mix window to automatically mix to the next track in the list you're currently playing from in the Hercules Mobile DJ Mix software. Note: This function only mixes one song at a time. To enable or disable constant automixing, press the **Automix** button on the Mobile DJ MP3 controller.

To search for files:

- Click inside the text box at the bottom of the window to search for files in your library or current playlist, folder and so on. Click the Exit button to its left to exit search mode and clear the text box.

To assign shortcut keys to functions:

- Click the **Learn** button at the bottom of the window.

All of the different functions that can be assigned to a shortcut key are outlined in blue.

- Click the function you wish to assign.

The blue outline of the function becomes thicker.

- Click a key on the keyboard to which you wish to assign the function.

An indication of the key you have selected appears in the top left corner of the function in question.

- Click the **Learn** button once more.

The function is now mapped to the key you have selected.

To record a mix:

- Click the **Rec** button at the bottom of the window. A dialog box appears, prompting you to select a location and name for your recording.

To configure advanced options in Hercules Mobile DJ Mix:

- Click the **Cfg** button at the bottom of the window.

The preferences window appears, allowing you to configure the available options, including setting up listening to files in advance and more. You can also switch to "Pitch Jog" mode, where the corresponding jog wheel controls the pitch for that deck; the fader controls the volume.

6.4. Using Mobile DJ MP3 buttons 1-4

Buttons 1 through 4 on each deck of the Mobile DJ MP3 controller have the following functions by default:

1 = Loop 1 beat.

2 = Loop 4 beats.

3 = Sound effect.

4 = FX Flanger.

To change the function assigned to any of these buttons:

- Right-click the button in Hercules Mobile DJ Mix and select the new function of your choice (you can even load a sample up to 10 seconds in length).

6.5. Applying manual effects in Hercules Mobile DJ Mix

- Click the effect of your choice in Hercules Mobile DJ Mix to apply it to the corresponding deck.

Note: Enabling the **Key Lock** function limits pitch variation to a variation of bpm, without changing the tone of the music.

You can even combine effects to create some truly unique and amazing sounds!

6.6. Applying loops

To apply fixed loops:

- Click the **1**, **2**, **4** or **8** buttons in the top right or left section of the Hercules Mobile DJ Mix window to apply a loop on that number of beats to the corresponding deck.

- Click the same button again to stop looping, or click another of the buttons for a different loop length.

To apply freeform loops:

- While the song is playing, click the **In** button to start a loop.

- Click the **In** button again to close the loop.

- Continuing to click the **In** button will halve the size of the loop each time.

- Click the **Out** button to exit looping mode.

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6.7. Navigating through tracks

- Use your mouse to scratch, move and zoom within the visual representation of the currently loaded track on each deck (left-click the graph and move your mouse back and forth to scratch; use the song position slider above the graph to move within the track; or click the + or - signs to zoom in or out).

- You can navigate through track lists by pressing the **Music** (navigation by music type), **Playlist** (navigation by playlist) or **Library** (navigation through directories) buttons, and select the track you want using the scroll click wheels on the sides of the Mobile DJ MP3 controller.

Note: You can also use the jog wheels to navigate through Music, Playlist, or Library menus for faster browsing. Click one of the scroll click wheels on the sides of the Mobile DJ MP3 controller to select and load a track.

Once a track has been loaded on a deck, the relevant information is displayed on Mobile DJ MP3's screens.

6.8. Using the pitch faders

- Click and move pitch faders in the top right and left sections of the Hercules Mobile DJ Mix window or on the controller itself to adjust the corresponding track's bpm and pitch (displayed above and below the faders, respectively). Moving a fader upwards makes the track on the corresponding deck slower, while moving a fader downwards makes the track on that deck faster.

Note: Synchronizing the bpm between tracks is very useful to help dancers keep dancing to the same beat! The heart symbols on the Mobile DJ MP3's screens represents a track's BPM.

- Click the **R** button beside a fader to reset the pitch to 0%.

6.9. Loading the next track in the list

- Click the **Next** button beside a fader to load the next track in the list.

6.10. Setting cue points

You can set up to three cue points for a track. To do so:

- Click the **1**, **2**, or **3** buttons in the central section of the Hercules Mobile DJ Mix window for cue points 1, 2 or 3, respectively.

- Click the **Set a CUE point** button beside the 1, 2 and 3 buttons to mark the cue point you have selected.

- Click the **1**, **2**, or **3** buttons in the central section of the Hercules Mobile DJ Mix window to select cue points 1, 2 or 3 and then either press the **CUE** button on your Mobile DJ MP3 controller or click the **CUE** button in the software to jump to the corresponding cue point.

6.11. Adjusting gain/EQ/cut-off filter effect

- Click the gain, EQ (high, mid, low) or cut-off filter knobs in the central section of the Hercules Mobile DJ Mix window and move your mouse to increase or decrease the value of each.

7. TECHNICAL SUPPORT

If you encounter a problem with your product, please go to <http://ts.hercules.com> and select your language. From there you will be able to access various utilities (Frequently Asked Questions (FAQ), the latest versions of drivers and software) that may help to resolve your problem. If the problem persists, you can contact the Hercules products technical support service ("Technical Support"):

By email:

In order to take advantage of technical support by email, you must first register online. The information you provide will help the agents to resolve your problem more quickly.

Click **Registration** on the left-hand side of the Technical Support page and follow the on-screen instructions.

If you have already registered, fill in the **Username** and **Password** fields and then click **Login**.

By telephone:

<i>United Kingdom</i>	08450800942 Charges at local rate	Monday to Friday from Noon to 4pm and 5pm to 10pm Saturday from 9am to Noon and 1pm to 7pm Sunday from 9am to Noon and 1pm to 4pm
<i>United States</i>	1-866-889-5036 Free	Monday to Friday from 7am to 11am and from Noon to 5pm Saturday and Sunday from 7am to Noon (Eastern Standard Time)
<i>Canada</i>	1-866-889-2181 Free	Monday to Friday from 7am to 11am and from Noon to 5pm Saturday and Sunday from 7am to Noon (Eastern Standard Time)
<i>Denmark</i>	80887690 Free	Monday to Friday from 1pm to 5pm and 6pm to 11pm (English) Saturday from 9am to 1pm and 2pm to 8pm Sunday from 10am to 1pm and 2pm to 5pm
<i>Sweden</i>	0200884567 Free	Monday to Friday from 1pm to 5pm and 6pm to 11pm (English) Saturday from 9am to 1pm and 2pm to 8pm Sunday from 10am to 1pm and 2pm to 5pm
<i>Finland</i>	0800 913060 Free	Monday to Friday from 2pm to 6pm and 7pm to Midnight (English) Saturday from 10am to 2pm and 3pm to 9pm Sunday from 11am to 2pm and 3pm to 6pm

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7.1. Warranty information

Worldwide, Guillemot Corporation S.A. ("Guillemot") warrants to the consumer that this Hercules product will be free from material defects and manufacturing flaws for a period of two (2) years from the original date of purchase. Should the product appear to be defective during the warranty period, immediately contact Technical Support, who will indicate the procedure to follow. If the defect is confirmed, the product must be returned to its place of purchase (or any other location indicated by Technical Support).

Within the context of this warranty, the consumer's defective product will, at Technical Support's option, be either repaired or replaced. Where authorized by applicable law, the full liability of Guillemot and its subsidiaries (including for indirect damages) is limited to the repair or replacement of the Hercules product. The consumer's legal rights with respect to legislation applicable to the sale of consumer goods are not affected by this warranty.

This warranty shall not apply: (1) if the product has been modified, opened, altered, or has suffered damage as a result of inappropriate or abusive use, negligence, an accident, normal wear, or any other cause not related to a material defect or manufacturing flaw; (2) in the event of failure to comply with the instructions provided by Technical Support; (3) to software not published by Guillemot, said software being subject to a specific warranty provided by its publisher.

7.2. Additional warranty provisions

In the United States of America and in Canada, this warranty is limited to the product's internal mechanism and external housing. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to two (2) years from the date of purchase and are subject to the conditions set forth in this limited warranty. In no event shall Guillemot Corporation S.A. or its affiliates be liable for consequential or incidental damage resulting from the breach of any express or implied warranties. Some States/Provinces do not allow limitation on how long an implied warranty lasts or exclusion or limitation of incidental/consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other legal rights which vary from State to State or Province to Province.

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Declaration of conformity

EC COMPLIANCE NOTICE: this equipment has been tested and found to comply with the limits of the Council Directive EMC Directive 1999/5/EC, 73/23/EEC and R & TTE Directive. In a domestic environment this product may cause radio interference, in which case the user may be required to take adequate measures.

USA COMPLIANCE NOTICE: this equipment has been tested and found to comply with the listed standards FCC Part 15, Subpart C and FCC Part 2, Subpart J.

CANADIAN COMPLIANCE NOTICE: this Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Electrostatic Discharge

In the event of electrostatic discharge on the contactors or fasteners, you may be required to reset the device.

Care and cleaning

You can clean your Mobile DJ MP3 with a cloth dampened with water and/or denatured alcohol, taking care to avoid the unit's screens and openings (for example, in the middle of the faders).

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MOBILE DJ MP3

End-user software license Agreement

IMPORTANT: please read the Agreement carefully prior to opening and installing the Software. By opening the Software package, you agree to be bound by the terms of this Agreement. The Software enclosed in this package is licensed, not sold, and is only available under the terms of the present license Agreement. If you do not agree with the terms hereafter, you must promptly return the Software within 15 days, together with the entire contents of the box, to the place of purchase.

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ENVIRONMENTAL PROTECTION RECOMMENDATION



At the end of its working life, this product should not be disposed of with standard household waste, but rather dropped off at a collection point for the disposal of Waste Electrical and Electronic Equipment (WEEE) for recycling.

This is confirmed by the symbol found on the product, user manual or packaging.

Depending on their characteristics, the materials may be recycled. Through recycling and other forms of processing Waste Electrical and Electronic Equipment, you can make a significant contribution towards helping to protect the environment.

Please contact your local authorities for information on the collection point nearest you.

FCC Warning:

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.