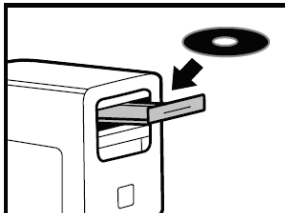


INSTALLATION

When using Hercules DJControl Jogvision for the first time:

- Insert the CD-ROM in your computer's drive.



1. Launch the installer program to install the Hercules DJControl Jogvision drivers and control panel, along with PDF versions of the user manual and reference poster.

- Follow the instructions.

The Hercules DJControl Jogvision drivers and control panel, along with PDF versions of the user manual and reference poster, are installed on your computer.

If you don't have a CD/DVD-ROM drive:

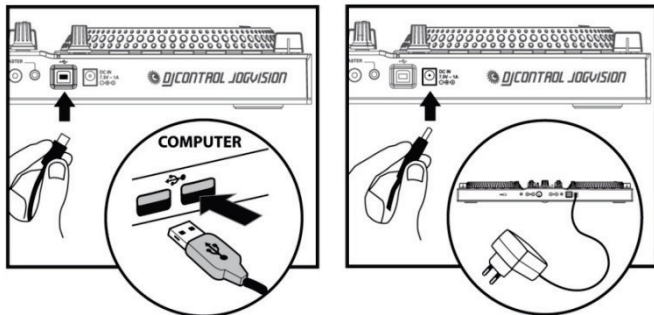
Download the DJControl Jogvision drivers and manuals from the Hercules Technical Support website:

- Visit <http://ts.hercules.com/>.
- Select your language and click on the section for updates and downloads. In the download section, select **DJ/Music / Controller with audio / DJControl Jogvision**.
- Click on **Drivers** to download the drivers.
- Click on **Manual/Help file** to download the manuals and poster in PDF format.
- Launch installation of the drivers that you have downloaded on your computer.

2. Follow the link in the installer program to download the Serato DJ Intro software and Quickstart Guide from the Serato website (or else go directly to <http://serato.com/>, select **DJ PRODUCTS / Serato DJ Intro**, and then click on **Downloads**).

- On the Serato DJ Intro Downloads page, download Serato DJ Intro for Mac or Windows, depending on your system.
- Click on **Quickstart Guides and support**, then select **Getting Started / Software Manuals / Serato DJ Intro Software Manual**.
- Back on the Serato DJ Intro Downloads page, go to the **More Manuals & Downloads** section, and then download the **Serato DJ Intro Quickstart Guide for Hercules DJControl Jogvision**.
- Launch installation of the Serato DJ Intro software that you have downloaded on your computer.
- Follow the instructions.

USB AND POWER SUPPLY CONNECTIONS



Connect the included USB cable to a USB port on your computer, and to the USB port on the rear panel of the DJControl Jogvision.

Connect the included power supply to the power supply connector on the rear panel of the DJControl Jogvision, and plug the power supply into an electrical outlet.

HERCULES DJCONTROL JOGVISION OVERVIEW

Hercules DJControl Jogvision is a 2-deck DJ controller designed to provide you with everything you need for great performances as a mobile DJ.

Featuring large jog wheels whose display, diameter, feel and weight match the platters of pro CD players, Hercules DJControl Jogvision gives you the advantages of pro CD players – but with much more flexibility and more powerful options for creativity at your fingertips.

The included DJ software, Serato DJ Intro, is known for its audio quality and its realistic scratching effects.

The controls on the Hercules DJControl Jogvision are user-friendly, and it is compact enough for mobile DJing. The controller's built-in high-resolution audio capabilities provide powerful sound, whatever your mixing needs.

Perform and scratch: it's your turn.



MINIMUM SYSTEM REQUIREMENTS

Serato DJ Intro:

- Computer with 2.4 GHz Intel Core 2 Duo™ or higher / i3 1.6 GHz or higher processor
- 2 GB of RAM for 32-bit / 4 GB of RAM for 64-bit
- Windows 7 / 8 (32 or 64-bit)
- Mac OS X 10.7 / 10.8 / 10.9 / 10.10

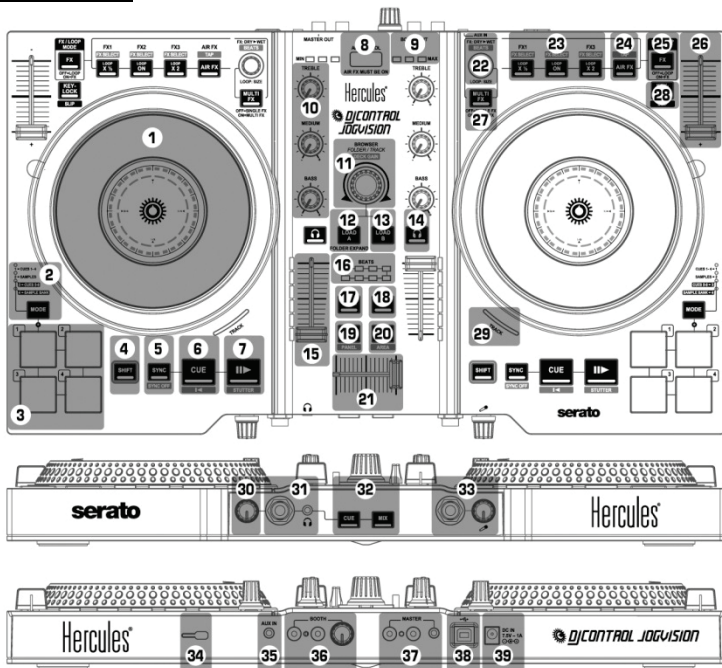
Due to the number of reports of issues with regard to AMD processors, Serato does not provide support to customers using Serato software applications on computers with AMD processors.

Hercules DJControl Jogvision:

- USB 2.0 or USB 3.0 high speed USB port
- Internet access
- Amplified speakers + stereo headphones

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

FEATURES



1. Touch-sensitive jog wheel
2. **MODE** (mode selection button + mode LED indicators for pads⁽¹⁾): Press MODE button + pad 1/2/3/4 to switch to mode 1/2/3/4
3. **1, 2, 3, 4:** Pads 1 to 4 (HotCue and samples)
[\[SHIFT+Pad: HotCue mode = Erase the HotCue point / Sample mode = Stop playback of sample\]](#)
4. **SHIFT:** Press to shift to alternate function on some controls (indicated in blue)
5. **SYNC:** Synchronization enabled on corresponding deck [\[SYNC OFF: Synchronization disabled\]](#)

21. Crossfader
22. **FX DRY > WET:** Effects mode = change amount of effect applied / **LOOP SIZE:** Loop mode = change loop size [\[BEATS: Beat multiplier, used to adjust the effect\]](#)
23. **LOOP ON:** play a loop of the track – **LOOP x 1/2:** Divide the loop by 2 – **LOOP x 2:** Double the loop between 1 and 8 beats / **FX1, FX2, FX3:** Enable effects [\[FX SELECT: Select the effects assigned to the FX1, FX2, FX3 buttons\]](#)
24. **AIR FX:** Enable/disable air control, which controls a filter on the corresponding deck [\[Manually tap out a track's tempo\]](#)

6. **CUE:** Set Cue point and stop [**J** ◀: [Return to beginning of track, or beginning of previous track](#)]
7. Play/pause [**STUTTER:** [Return to beginning of track](#)]
8. Air control proximity sensor
9. Air control sensor VU meter
10. **TREBLE, MEDIUM, BASS:** 3-band equalizer
11. **BROWSER:** Browse through lists/folders/tracks [**DECK GAIN:** [Gain per deck](#)] – Press: switch from a list to the list to its right [**SHIFT+press:** [switch from a list to the list to its left](#)]
12. **LOAD A:** Load track on deck A / **FOLDER EXPAND:** Expand or collapse folder
13. **LOAD B:** Load track on deck B
14. **CUE-SELECT:** Toggle headphone monitoring on/off for corresponding deck
15. Deck volume fader and VU meter
16. **BEATS:** Track syncing VU meter
17. **VINYL:** Vinyl (Scratch) mode on/off
18. **MIC:** Microphone on/off
19. **VIEW:** Toggle between horizontal/vertical display modes [**PANEL:** [Expand the FX or Sample menus](#)]
20. **LOAD PREPARE:** Add the track to the **Prepare** group (a group of tracks being prepared) [**AREA:** [Display the Prepare group](#)]
25. **FX/LOOP MODE:** Toggle buttons in group 23 and rotary encoder (22) between loop and effect modes
26. Deck pitch fader
27. **MULTI FX:** MULTI FX on = the rotary encoder (22) modulates effects FX1, FX2, FX3 / MULTI FX off = Single FX: the rotary encoder (22) modulates the FX1 effect
28. **KEY-LOCK:** Toggle Key Lock mode on or off (maintains the same musical key when changing the pitch) / **SLIP** function⁽²⁾
29. **TRACK:** Track status⁽³⁾
30. Headphones volume
31. 1/4"/6.35 mm + 1/8"/3.5 mm headphones outputs (channels 3-4)
32. **CUE** (previewing) = listen on headphones to the track loaded on the deck selected with the **CUE-SELECT** button (14) / **MIX** = listen on headphones to the same music being played out loud for the audience
33. 1/4"/6.35 mm mono microphone input (channels 1-2) + gain control
34. Kensington® compatible lock
35. **AUX IN:** 1/8"/3.5 mm stereo auxiliary input connector
36. **BOOTH:** Dual RCA outputs for booth speakers (channels 1-2) + volume control for the booth output
37. **MASTER:** Dual RCA outputs + 1/8"/3.5 mm stereo master output (channels 1-2)
38. USB port
39. Power supply connector

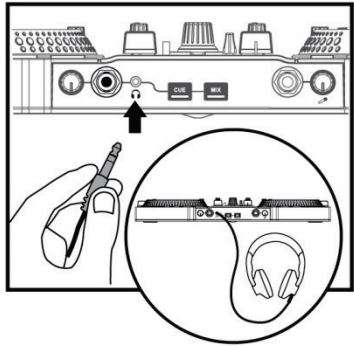
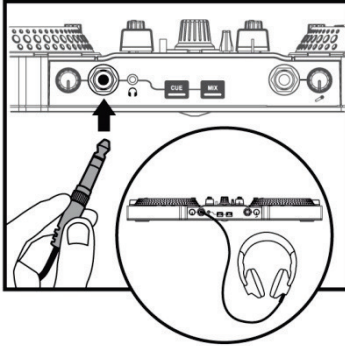
⁽¹⁾ Modes 3 (HotCue points 5-8) and 4 (sample bank) are only featured in the Serato DJ software (Serato DJ is an upgrade which can be purchased), and not in the Serato DJ Intro software (a license for which is included). In the included Serato DJ Intro software, Mode 3 replicates Mode 1 (HotCue points 1-4), and Mode 4 replicates Mode 2 (samples).

⁽²⁾ The **SLIP** function is only featured in the Serato DJ software (Serato DJ is an upgrade which can be purchased), and not in the included Serato DJ Intro software. Using the **SLIP** function, you can scratch, loop on a track etc. while this button is held down: playback of the track is suspended until you release the button, at which point playback resumes where it would have normally have been if the function had not been applied.

⁽³⁾ In Serato DJ Intro, the **TRACK** LED (29) lights up to indicate that a track is being played. In Serato DJ, the **TRACK** LED (29) shows the current position in the track: green (first half of the track), then orange, red, and finally blinking red near the end of the track.

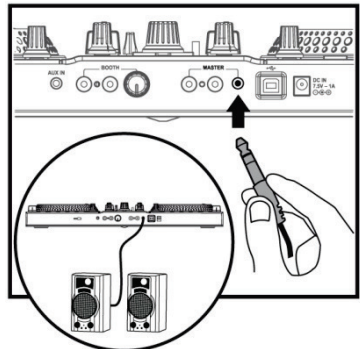
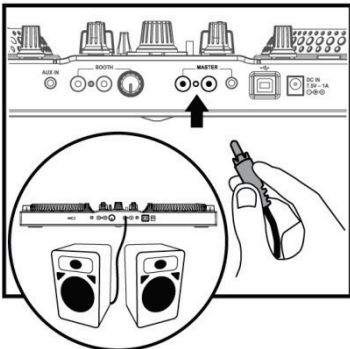
1 -CONNECTING OUTPUT DEVICES: HEADPHONES AND SPEAKERS

FRONT PANEL: HEADPHONES



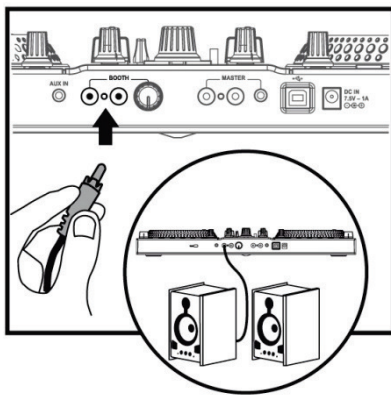
⚠ When connecting headphones, make sure that the volume level is suitable for listening with headphones: start playing a music track before putting on the headphones, and turn down the volume if it seems that the sound coming from the headphones is too loud.

REAR PANEL: MASTER SPEAKERS



You must connect your amplified speakers and your headphones to the audio outputs on DJControl Jogvision: you cannot play the mix on speakers connected to your computer's built-in audio output while monitoring tracks on headphones connected to DJControl Jogvision.

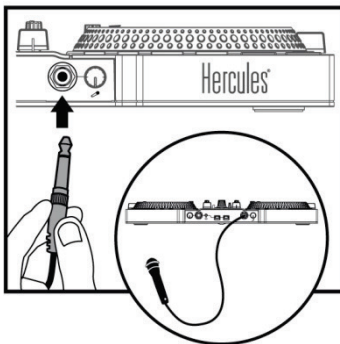
REAR PANEL: BOOTH SPEAKERS



Booth speakers are monitoring speakers used by some DJs, allowing them to hear what the audience hears. If you are mixing in a small space, or if the speakers directed towards the audience are close to you, you can perform without booth speakers. If you are far from the speakers directed towards the audience, you may need booth speakers. You can adjust the volume level for the booth speakers using the volume knob next to the dual RCA **BOOTH** speaker outputs on the rear panel of the DJControl Jogvision.

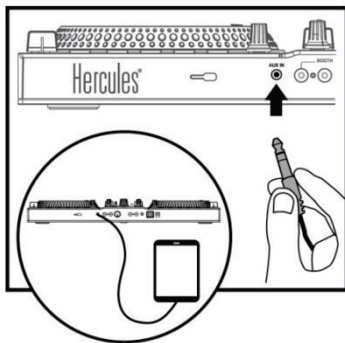
2 - CONNECTING INPUT DEVICES

FRONT PANEL: Microphone



You can connect an unbalanced microphone, with a 1/4"/6.35 mm connector.

REAR PANEL: Auxiliary input (stereo 1/8"/3.5 mm line level connector)



Use this input only if you want to stop mixing and play audio from a consumer audio source: for example, audio from a tablet or smartphone playing a streaming music service.

3 - USING THE JOG WHEELS



The jog wheels on the DJControl Jogvision controller are touch-sensitive, and can respond to even a slight touch of your fingers. Using the jog wheels, you can:

- Browse within tracks (when playback is not taking place).
- Bend the pitch of a track (during playback).
- Scratch (when Vinyl (Scratch) mode is enabled), by touching the jog wheel's top metal plate and moving the jog wheel back and forth.

In the center of each jog wheel is an in-jog display (composed of a ring of blue LEDs and a ring of white LEDs), whose animation shows the playback speed, position in the track, and (in scratch mode) the angular position of the jog wheel.

In normal playback mode:

- The ring of blue LEDs (in 32 sections) rotates at a standard playback speed of 33 $\frac{1}{3}$ RPM, and its rotation speed reflects any changes made to the track's pitch.
- The ring of white LEDs (in 16 sections) shows the current position in the track, from the first white section (= start of the track) to section 16 (= end of the track).

In Vinyl (Scratch) mode:

- The ring of blue LEDs displays the exact angular position, showing the jog wheel's angle of rotation without you having to look at the computer screen.
- The ring of white LEDs:
 - Either provides an accompaniment to the ring of blue LEDs (by default);
 - Or represents the scratch area in white from the start of the scratch, helping you return to the start position. The white area is not the angular displacement, but the displacement required to return to the start of the scratch.
 - You can also change this setting to show a subdivision of the angle displayed on the ring of blue LEDs.

4 - LOADING YOUR MUSIC



Use the navigation rotary browser knob to browse through folders and tracks.

Press the browser knob and **SHIFT** + the browser knob to toggle between folders/tracks:



Press the **LOAD A** or **LOAD B** buttons to enter/exit the selected folder, or load the selected file on the corresponding deck:



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

	song	artist	album	bpm	bitrate	length
• Restless Address	Massiveism	Inside A Nolsy Brain	69	192.0kbps	05:28.70	
• Contemplating A Noisier future	Massiveism	Inside A Nolsy Brain	121	192.0kbps	13:10.28	
• This Is Not forever	Pauline Maney		174	192.0kbps	03:09.91	
• Standing on the Top Of The World	Pauline Maney		114	192.0kbps	02:56.88	
• Rodeamer	Solar Flower	Moves On	95	200.7kbps	04:44.00	
• Lights Out	Solar Flower	Moves On	97	204.6kbps	04:42.93	
• Out of it	Subwall	Self Titled	128	192.0kbps	06:21.20	
• Valley Dub	Subwall	Self Titled	125	192.0kbps	06:31.76	

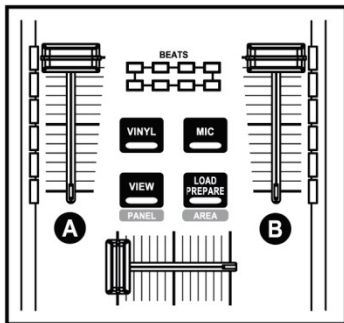
4.2 After highlighting a track, press **LOAD A** to load the track on deck A, or press **LOAD B** to load the track on deck B. Serato DJ Intro automatically analyzes the BPM (number of beats per minute) of the track you have loaded.



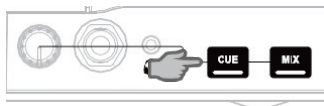
5 - MONITORING A TRACK

Monitoring lets you prepare the next track to be played (following the track that you are currently playing for your audience). You will use monitoring to beatmatch the next track to be played, or pause the track at a precise spot so that playback will start from this exact position. Or you can place a HotCue point, which will let you start playback of the track from that point (please also see section 8 - WORKING WITH HOTCUE POINTS).

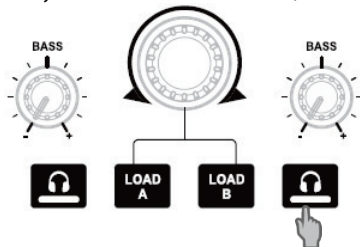
5.1 You are playing a track on **deck A**, and want to monitor the next track on **deck B**.



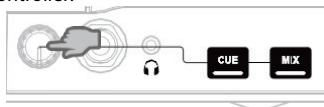
5.2 Press the **Cue** (Cue select) button on the front panel of the controller, to ensure that you will be able to hear on your headphones the deck selected with the Headphones preview button.



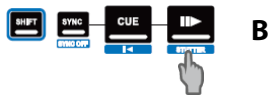
5.3 Press the **Headphones** preview button on deck B (the deck on which the track that you want to monitor is loaded).



5.4 Adjust the volume on your headphones using the headphones volume knob on the front panel of the controller.



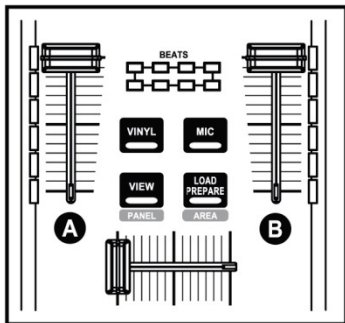
5.5 Start playing the track to be monitored on deck B. Prepare the track (beatmatch the track, place a HotCue point...).



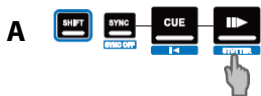
6 - MIXING TRACKS

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

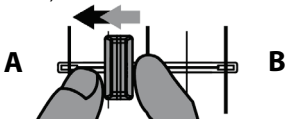
6.1 You have loaded a track onto each deck (A and B). Position the volume faders as shown below.



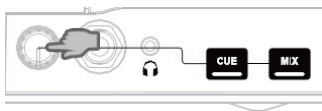
6.2 You start off by playing the track on deck A.



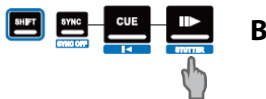
6.3 Set the crossfader to the side of the deck on which the track is playing (here, to the left).



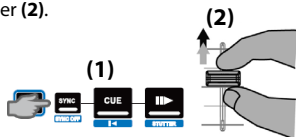
6.4 Adjust the volume on your headphones using the headphones volume knob on the front panel of the controller.



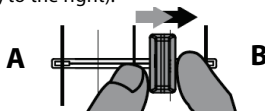
6.5 Before the end of the track being played, start playing the track loaded on deck B.



6.6 To ensure a transition at the same tempo, synchronize the BPM (number of beats per minute) of the track that you are getting ready to play. Here, press the **Sync** button on deck B (1), so that the BPM value of this track will match the BPM of the track that is about to finish (on deck A). Or set the same BPM as on Deck A using the pitch fader (2).

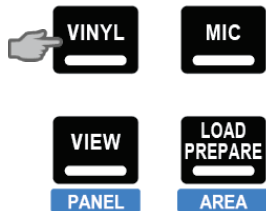


6.7 To make the transition, progressively move the crossfader toward the deck on which the new track is being played (here, to the right).

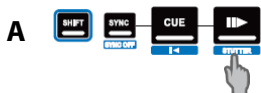


7 - SCRATCHING ON A TRACK

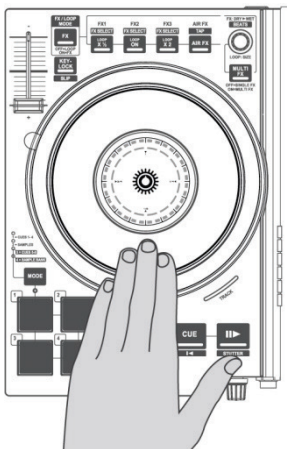
7.1 Make sure that the **Vinyl** button is lit up, so that you are in Scratch mode.



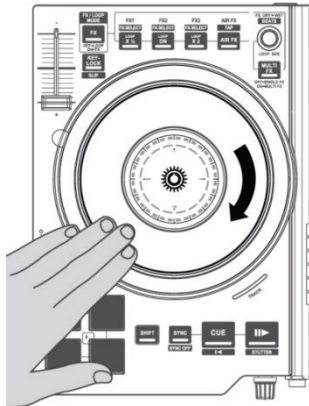
7.2 Start playing a track loaded on deck A, for example.



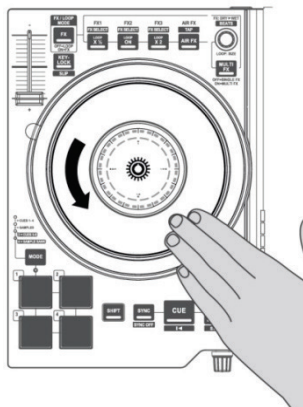
7.3 At the point where you want to start scratching in the track, place your hand on the jog wheel on deck A.



7.4 ... and turn the jog wheel to the right and to the left until you hear the sound of the end of the scratch, then return to the starting point.



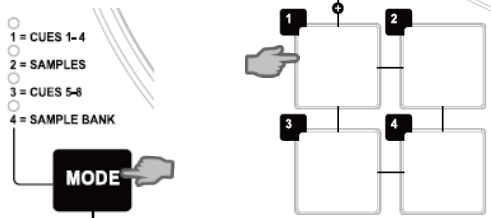
You can repeat this scratch several times in succession, to create a rhythm.



8 - WORKING WITH HOTCUE POINTS

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

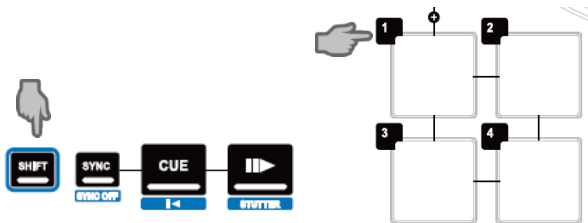
8.1 Press the MODE button + pad 1 to select **CUES 1-4** mode.



8.2 You can place up to 4 markers, known as HotCue points: press pad 1 to place HotCue 1, pad 2 to place HotCue 2, etc. Once this is done, when you are in **CUES 1-4** mode simply press one of pads 1 to 4 to access the corresponding marker in the track.

When you press the Cue button, playback starts from the last HotCue point you have placed in the track.

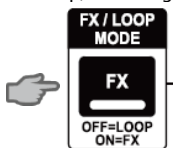
8.3 Press **SHIFT**+Pad to delete the HotCue point associated with the pad in question.



9 - WORKING WITH EFFECTS

Applying an effect on a track that has been loaded and is being played:

9.1 Make sure that the **FX** button is lit up, indicating that you are in Effects mode.



9.2 Press button(s) **FX1**, **FX2** and/or **FX3** to toggle the corresponding effect(s) on or off. Press the **MULTI FX** button to control multiple effects with the rotary encoder.

Rotate the encoder knob above the **MULTI FX** button to modulate the amount of effect(s) applied. If **MULTI FX** is off, the encoder only modulates FX1.

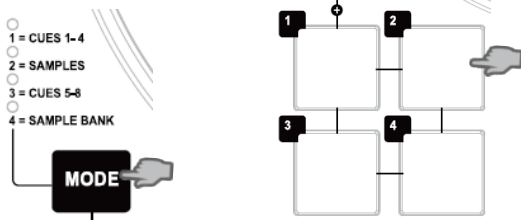
9.3 Press **SHIFT+VIEW** to display the DJ-FX menu.

9.4 Press **SHIFT+FX** button to load another effect on this button.

10 - WORKING WITH SAMPLES

Playing a sample on a track that has been loaded and is being played:

10.1 Press the **MODE** button + pad 2 to select **SAMPLES** mode.



10.2 Press **SHIFT+VIEW** to display the Samples menu.

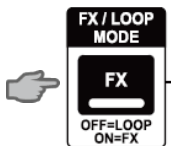
10.3 Tap on one or more pads to trigger the samples (a short snippet of music or sound) that have been assigned in the Serato DJ Intro software. **When a sample is triggered on a pad, the pad stays lit up the same amount of time as the sample length: perhaps one second, for a short sound like a drum hit; a few seconds, for a sample of music (for example).**

10.4 Press **SHIFT+Pad** to stop playback of the sample controlled by the pad.

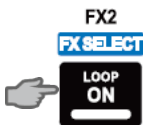
11 - WORKING WITH LOOPS

11.1 Creating a loop

Make sure that the **FX** button is not lit up, indicating that you are in Loop mode.



Press the **LOOP ON** button to enable looping.



Serato DJ Intro plays a part of the track as a loop.

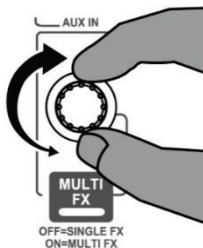
Press the **LOOP ON** button again to disable looping.

11.2 Increasing or decreasing the length of the loop

Press the **LOOP X ½** or **LOOP X2** buttons to divide the length of the loop by half, or double the loop's length, respectively (from 1 to 8 beats in Serato DJ Intro).

You can also rotate the **LOOP SIZE** encoder knob to change the length of the loop:

- Counterclockwise = decrease the length of the loop (down to 1 beat).
- Clockwise = increase the length of the loop (up to 8 beats).

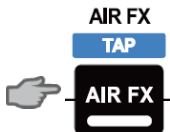


12 - USING THE AIR CONTROL

12.1 In the DJControl Jogvision software control panel, make sure that the proximity sensor (air control) is enabled.

12.2 Make sure that the **AIR FX** button for the corresponding deck is lit up. Move your hand above the proximity sensor to modulate the low-pass filter effect.

12.3 Press the **AIR FX** button to turn off the light, and disable the air control function for the corresponding deck.



SAFETY INSTRUCTIONS

- Place your device on a flat surface, to avoid the risk of the device falling.
- Never open up your device, as you risk damaging its internal components.
- This device is intended for use in a temperate environment.
- To prevent the risk of fire or electrical discharge, keep your device away from:
 - rain or humidity, as well as all fluids (water, chemical products or any other liquids),
 - sources of heat such as heaters, stoves or any other heat-producing devices (including amplifiers),
 - direct sunlight.
- Do not expose the device to drips or splashes of water.
- Never place any object filled with liquid (a glass, vase...) on your device.
- No naked flame sources, such as lighted candles, should be placed on the device.
- Power off the device before cleaning. Use a damp cloth and avoid using aerosol cleaners.
- Markings are located on the underside of the device.
- Replace the device's accessories respecting the specifications of the manufacturer or its authorized representative.
- This device contains no internal pieces which can be repaired by the user. Maintenance must be carried out by the manufacturer or its authorized representative.
- Only use a power adapter of the type stipulated in this manual, with the following design features: regulated, input: 100/240 VAC, 50/60 Hz; output: 7.5 VDC, 1 A.