VIRTUAL DJ

AUDIO & VIDEO MIXING
DJ SOFTWARE

Hercules

DJCONSOLE
RMX2

atomix
PRODUCTIONS
SOUND TECHNOLOGY PROVIDER
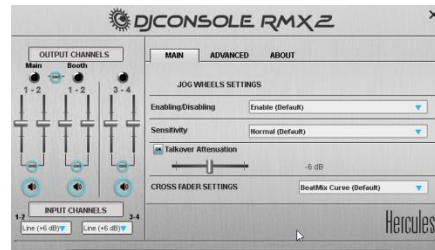
Table of Contents

A. INSTALLATION

Firmware & Drivers

(Windows & Mac) Update the drivers and the firmware of the unit to the latest version from
http://ts.hercules.com/eng/index.php?pg=view_files&gid=17&fid=62&pid=308&cid=1

Hercules Control Panel

If the drivers are properly installed the
Hercules Control panel will be available

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
account. A **Pro Infinity**, a **PLUS License** or a
LE Keycode (provided with VirtualDJ LE) is
required to use the Hercules DJ Console
RMX2. 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
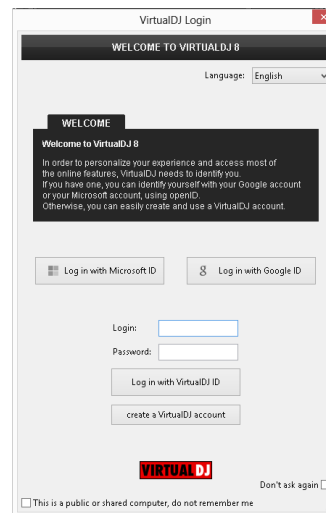
A detection window will appear next asking
to use or not the **pre-defined audio setup**
with the built-in sound card of the RMX2.
You can still change that from Settings-
>AUDIO tab.
If your RMX2 came with a VirtualDJ LE
Keycode, use the **Enter Keycode** button to
enter it. If a Pro Infinity or Plus license is
available and you have logged in the
previous window, this button will not be
available.

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

Advanced Setup

MIDI Operation (not available in LE mode).
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.

A Pro Infinity or a PLUS license is required to customize the mapping of the RMX2.

Find more details at
http://www.virtualdj.com/wiki/VDJscript.html
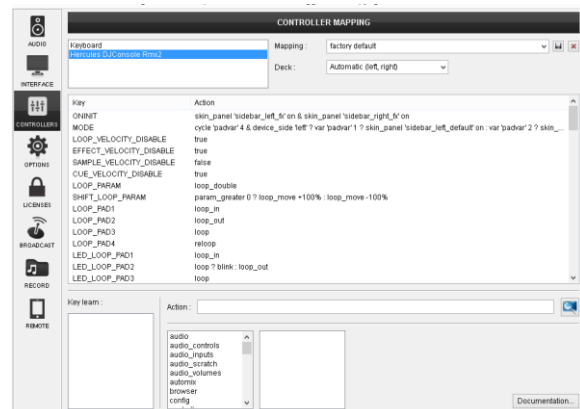
AUDIO Setup
The unit has a **pre-defined** Audio setup and a **special button** in the AUDIO tab of Config to provide that. Alternative Audio setups can be applied in the same window (see Advanced Audio Setup).

Please read the manual of the unit for further Audio capabilities-setups.
http://ts.hercules.com/eng/index.php?pg=view_files&gid=17&fid=62&pid=308&cid=6
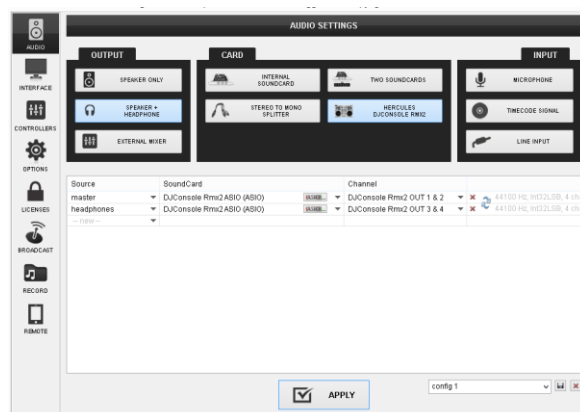
INTERFACE (Skin)
The tailored skin of the Hercules RMX2, which is automatically loaded with VirtualDJ 8 LE version, is also available for download at http://www.virtualdj.com/plugins/ for those who do not wish to install the LE version from the provided CD.
Note that in LE mode the change of the skin is not available.

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

B. MIXER

1. **CROSSFADER**. Blends audio and video between the left and right decks.

2. **VOLUME**. Adjust the Volume of left/right decks.

3. **PFL**. Press these buttons to send the output of left or/and right deck to the Headphones Output channel.

4. **BASS (EQ).** Adjust the Low frequencies for each deck.

5. **MEDIUM (EQ).** Adjust the Mid frequencies for each deck.

6. **TREBLE (EQ).** Adjust the High frequencies for each deck.

7. **KILL BASS (EQ).** Cut the Low frequencies for each deck.

8. **KILL MEDIUM (EQ).** Cut the Mid frequencies for each deck.

9. **KILL TREBLE (EQ).** Cut the High frequencies for each deck.

10. **SOURCE.** Route the RMX2 Input Channels (1-2) and (3-4) to left and right deck respectively. Line In and/or Microphone need to be added to the Audio configuration for those to work.(see [Advanced Audio Setup](#))

11. **GAIN.** Adjust the Gain of each deck.

12. **MASTER VOLUME**. Adjust the level of the Master Output. Hardware operation, movement not visible on the VirtualDJ GUI

13. **SCRATCH**. Set both decks to SCRATCH (VINYL) or BEND (CD) mode

14. **UP/DOWN.** Scrolls through files or folders. Press and hold down the buttons for repeated scrolling. Hold SHIFT and then press these buttons to move focus 10 tracks up/down (fast scrolling)

15. **LEFT.** Set focus to the Folders list of Browser. If focus is on the Folder list, opens/closes subfolders.

16. **RIGHT.** Set focus to the Songs list of Browser.

17. **LOAD.** Load the selected track from Browser to the left or right deck. Hold the same button for more than 1 sec to unload the left or right deck. Press SHIFT and then any of the LOAD buttons to add the selected track from the Songs list to the Automix List. (Automix is not available in LE mode)

18. **MIC VOLUME**. Adjust the Volume of the Microphone Input. Hardware operation, movement not visible on the VirtualDJ GUI (See [Advanced Audio Setup](#)).

19. **MIC ON/OFF**. Turn Microphone Input On/Off. Hardware operation, not visible on the VirtualDJ GUI (See [Advanced Audio Setup](#)).

20. **PFL CUE/MIX.** Adjust how the Channels and the Master Output blend at the Headphones Channel. When the knob is at minimum position, only the selected decks (depending on the PFL buttons) will be routed to the Headphones Channel. When the knob is at the maximum position, only the Master Output will be routed to the Headphones Channel. In all other positions, decks and Master will be blend.

21. **PFL VOL**. Adjust the Volume of the Headphones Channel. Hardware operation, not visible on the VirtualDJ GUI.

C. DECKS
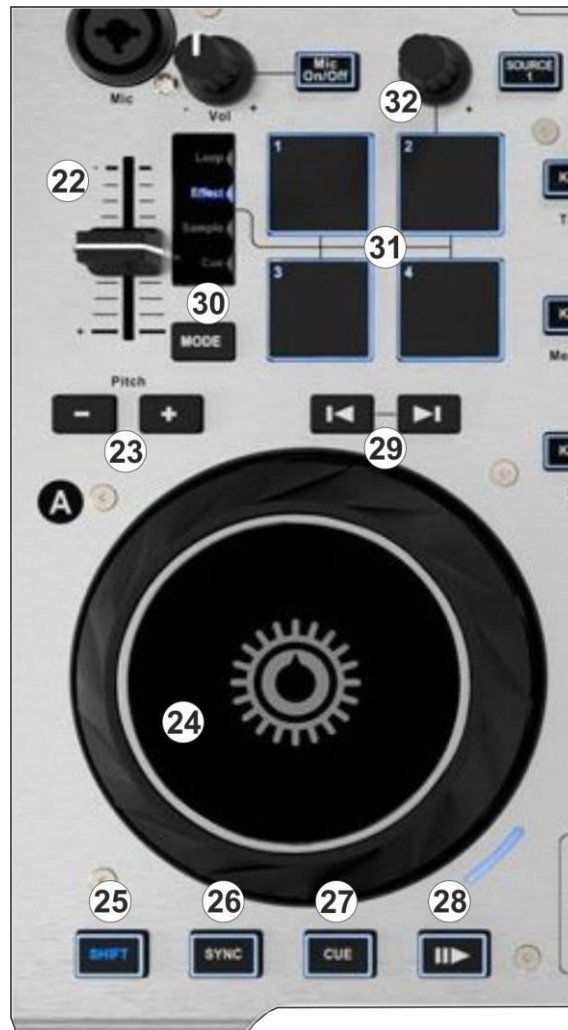
22. **PITCH**. Controls the track's playback tempo.

23. **PITCH BEND**. Press these buttons to temporary slowdown/speed up the tempo of the track.
    Hold SHIFT and press these buttons to select the previous/next pitch range.

24. **JOGWHEEL**. Press sensitive platter for scratching (vinyl mode) or bending (CD Mode) depending on the SCRATCH mode button (13). In Vinyl mode bending can be performed using the outer side of the platter.

25. **SHIFT**. Press and hold this button to access secondary functions of other controls on the RMX2

26. **SYNC.** Press this button to automatically match the tempo of the track with the opposite deck.

Hold SHIFT and then press this button to manually tap the tempo of the track

27. **CUE.** When the 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 4 Pads in HotCue mode.

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.

Hold SHIFT and then press the CUE button to stop the track to the last cue point and cycle through the available stored cue points.

28. **PLAY/PAUSE**. Play/Pause the track.
Hold Shift down and then press this button to "stutter-play" the track from the last set Cue Point.

29. **SEEK.** Press and hold these buttons down to navigate backwards/forward through the track (4 beats step). Hold SHIFT and then use the same buttons to navigate in greater steps (16 beats)

30. **MODE.** Scrolls and selects through the available 4 Pads Modes (Effects, Samples, HotCues and Loops). See PADS.

31. **PADS**. Depending on the selected Mode, the 4 pads offer different functions. See PADS.

32. **PARAM**. Depending on the selected Pads Mode, the encoder offers different functions. See PADS.

D. PADS

The 4 Pads (**31**) offer 4 different modes, depending on the selected MODE (**30**). The Pads offer velocity in all 4 modes. By default the velocity is enabled only in the Sampler Mode. This can be changed through the Controllers tab of VirtualDJ Config, however, a Pro Infinity or Plus Controller license is required for this change.
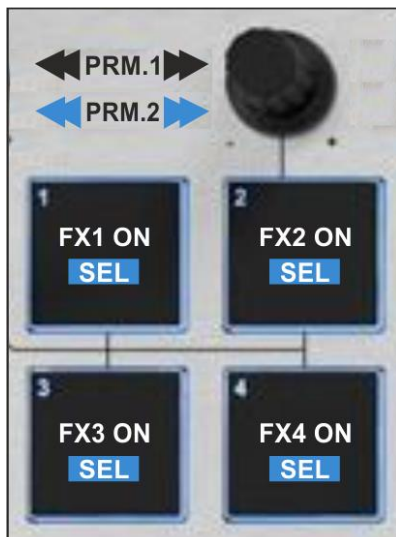
Effects mode

Press the MODE button (30) until the Led indicator shows the Effects mode.

Each one of the 4 Pads **triggers** the selected **effect of Slot 1 to 4.** All the effect from the 4 slots can be triggered at the same time (chain effect).
Hold **SHIFT** down and then press any of the Pads to **select the next effect** for the relative Effect slot.

Use the **PRM** encoder to adjust the **1st parameter of the selected effect.** The encoder will control the parameter of the 4rth, 3rd, 2nd and 1st effect slots (with that order) if an effect is triggered and the 1st parameter of the 1st effect slot if none is triggered.
Hold **SHIFT** and then use the same encoder to adjust the **2nd parameter of the selected effect**. The order is kept as above.

If the tailored skin of Hercules RMX2 is used the left and right side panels will be switched to the **Extended Effects view**

Sampler mode

Press the MODE button (30) until the Led indicator shows the Sampler mode.

Each one of the 4 pads triggers a sample from the selected Sampler Bank of VirtualDJ. If a bank has less than 5 samples, both sides of the RMX2 will control the same samples. If a bank has more than 4 samples, the left side of the RMX2 will control samples 1 to 4 and the right side samples 5 to 8.

In Sampler mode the **velocity is enabled.** The **volume** of the triggered sample **depends on the pressure when triggered** (first press).

If **SHIFT** is pressed then the **Volume** of the Sampler will be **constantly adjusted** depending on the repeated pressure.
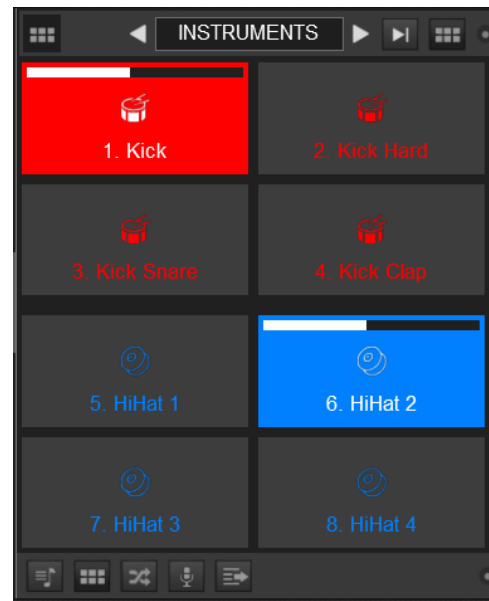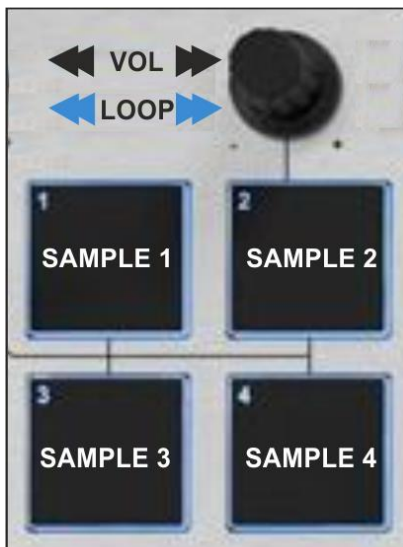
Use the **PRM** encoder to adjust the Volume of the triggered/selected sample. Hold SHIFT down and use the same encoder to half/double the size of the Looped Sample. Note that the Sampler Loop functionality will be available only if the Sample is in Loop mode and its playing at that time.

HotCues mode

Press the MODE button (30) until the Led indicator shows the HotCues mode.

Each one of the 4 pad assigns a Hot Cue Point or returns the track 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 **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point. The Leds will blink if a HotCue point exists.

Use the PRM encoder to jump to the previous/next assigned HotCue.
Hold SHIFT down and then use the same encoder to adjust/move the CBG of the track (Beatgrid)

If the tailored skin of Hercules RMX2 is used the left and right side panels will be switched to the **Extended HotCues view**

.

Loops mode

Press the MODE button (30) until the Led indicator shows the Loops mode.

Press the 1st pad to set a **Loop In** point and the 2nd pad to set the **Loop Out** (Exit) point for manual looping.
Use the 3rd pad to trigger an **Auto Loop**. The **length** can be adjusted from the **PRM** encoder.
Press the 4th pad to **trigger the last enabled loop** (reloop).

Hold **SHIFT** down and then use the **PRM** encoder to **move** the triggered loop **backwards/forward**. The step of the movement depends on the size of the triggered loop.

Hold **SHIFT** and then press one of the Pads to **trigger a momentary Loop Roll** of a different pre-selected size. Once the Pad is released, the track will return to the position it would have been if the loop was never triggered.
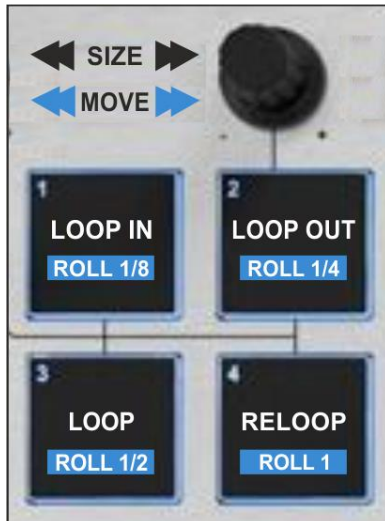
If the tailored skin of Hercules RMX2 is used the left and right side panels will be switched to the **Extended Loop view**

E. Advanced Audio Setup

Sample rate

The audio interface of the Hercules RMX2 offers the ability to set the **sample rate up to 96 KHz** and depending on your media source to enjoy a high quality sound.

By default the audio interface is set to 44.1 KHz, however this **can be changed** either from the OPTIONS tab of Config (Pro Infinity or Plus License is required) or from the **AUDIO** tab by **clicking** on the **Sample rate value**.
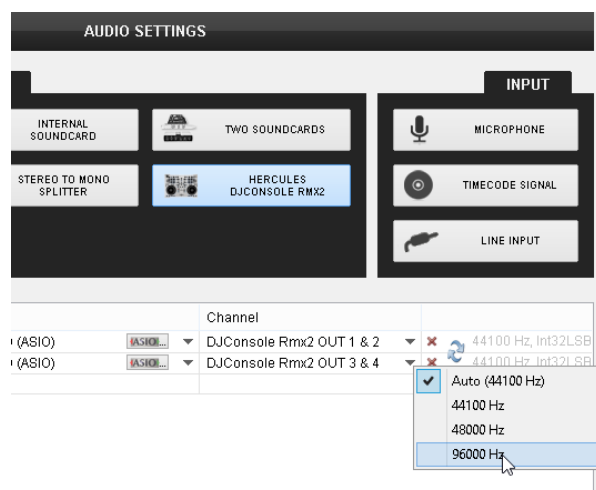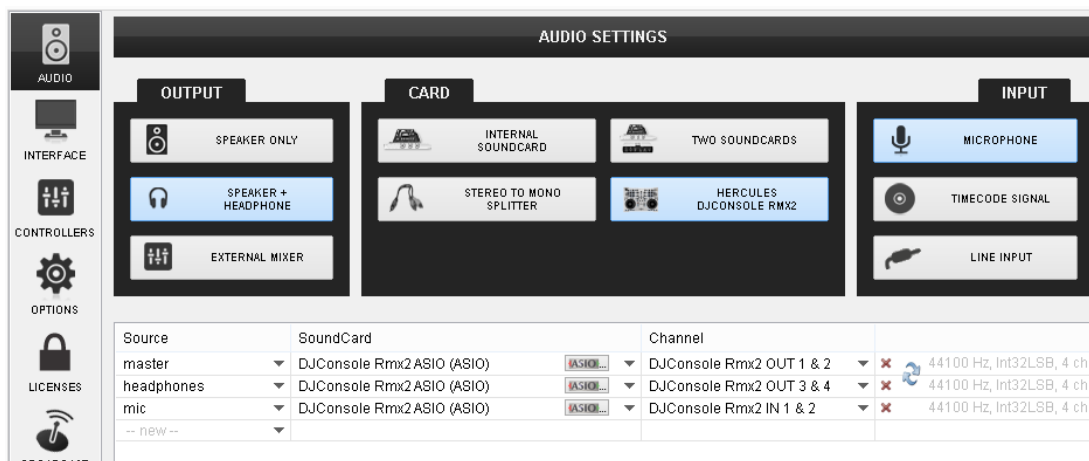
Microphone

Connect a Microphone to the **Mic** socket at the top-left side of the unit. Use the **Mic On/Off** button (**18**) to route the Microphone Input through the Master Output of the unit. Enable the **Talkover Attenuation** from the Hercules Control Panel to apply an attenuation of -3 dB, -6 dB or -9 dB to the Master Output while the Mic On/off is enabled.
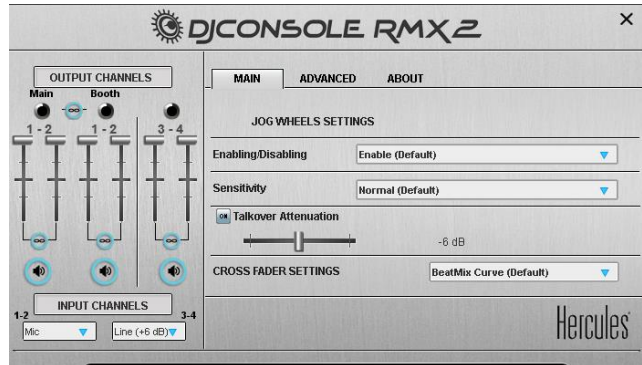
Recording the Microphone Input

With the default Audio configuration of VirtualDJ for the Hercules RMX2, the Microphone Input will not be routed through the software. In case you need **to record and/or broadcast the Microphone Input with VirtualDJ,** you will need to:

- Select **Mic** from the **INPUT CHANNELS 1-2** drop down list in the Hercules Control Panel.
- **Add a Mic line** to the Audio setup as per the image below (click on the **MICROPHONE** button in the INPUT tab)


Recording Microphone Audio Setup

When the Microphone is enabled, the input will be then routed though the Master Output of VirtualDJ as well.

Note that the Mic Volume knob of the Hercules RMX2 will not control the Volume of the Microphone Input of VirtualDJ. The Volume knob of the RMX2 will affect the Mic level on both Master Output of RMX2 and VirtualDJ, however the internal Mic Volume of VirtualDJ will only control what is recorded/broadcasted.
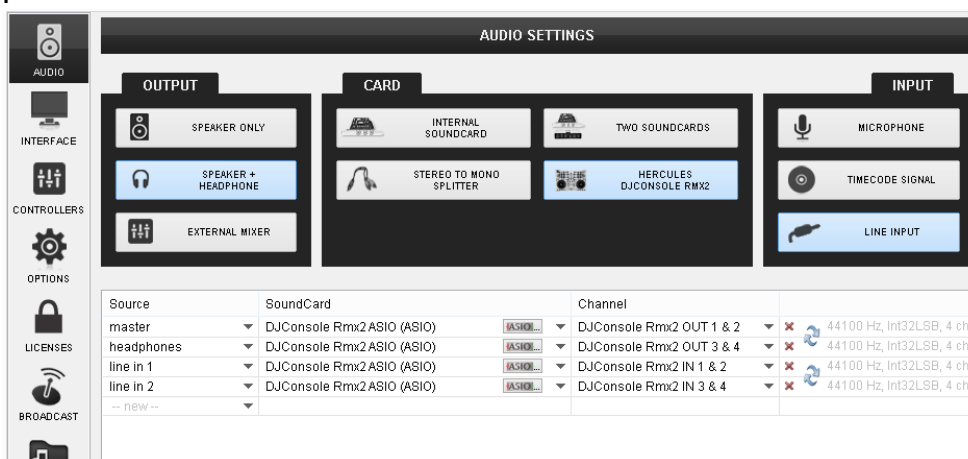
Line Inputs

Connect any analogue source (CD player, Turntable etc) to the Input Channels 1-2 and/or 3-4 at the rear side of the RMX2. Depending on the connected source choose Line (dB) or Line (+6 dB) from the INPUT CHANNELS drop down list of the Hercules Control Panel.
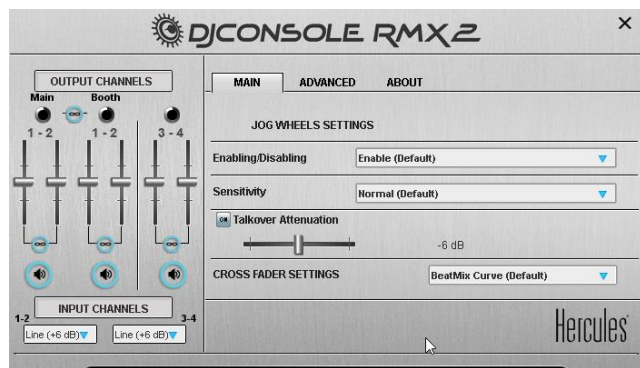
Routing Analogue Sources to VirtualDJ

To route the analogue sources connected to the Input Channels of the RMX2 to VirtualDJ, **Line In 1** and/or **Line In 2** lines need to be manually added to the default audio configuration of VirtualDJ as per the image below (click on the **LINE INPUT** button at the INPUT tab to automatically create them).

.

Line Inputs Audio Setup   *AUX panels*

Once the above audio configuration is applied, the **AUX panels** will be available for each deck.

Use the **SOURCE (10)** buttons to route the Inputs to either the left of right deck of VirtualDJ.

Timecodes

The Input Channels of the Hercules RMX2 can be used with **Timecode** CDs or Vinyls (DVS). This feature is only available with a Pro Infinity License.

Simply click on the **TIMECODE SIGNAL** button at the INPUT tab of the Audio Setup to automatically create the additional lines. Leave the Master/Headphones Output configuration if you still need to control sound and prelisten from the Hercules RMX2, or choose the EXTERNAL MIXER button at the OUTPUT tab if you wish to control sound and prelisten using a different analogue dj mixer.

Timecode Audio Setup

Hardware Integration Department
VIRTUAL**DJ**
2014 - ATOMIX PRODUCTIONS