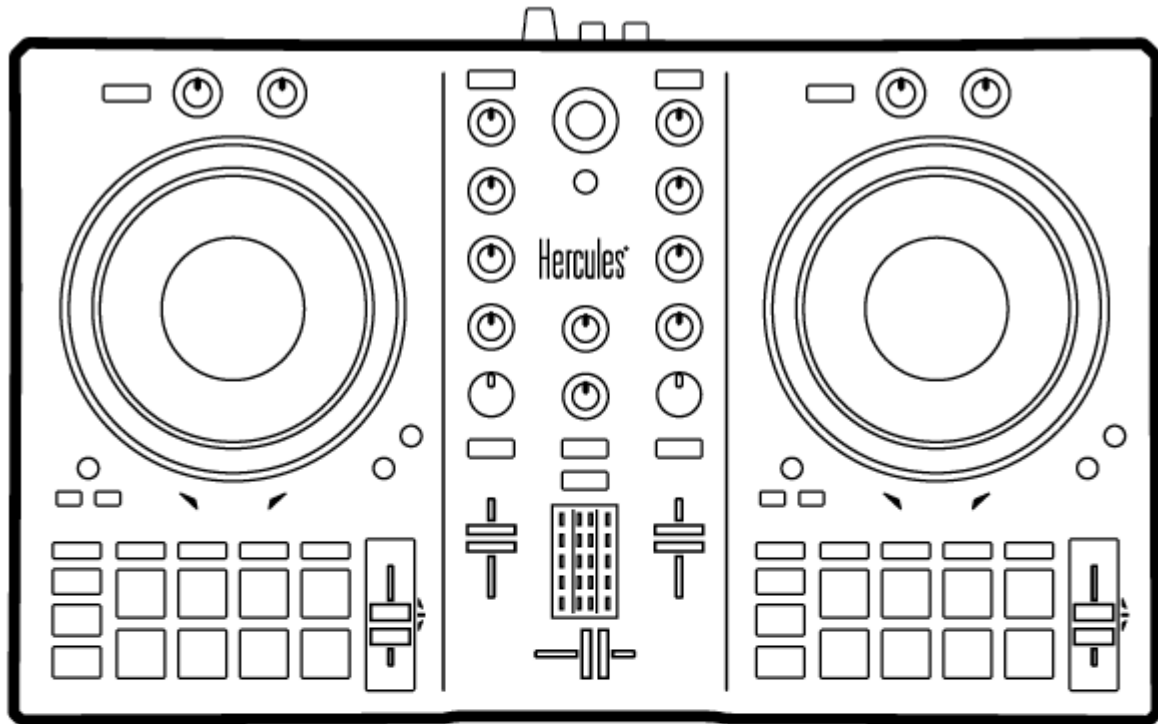


# User manual

## DJCONTROL IMPULSE 300



# 1. Overview



## **2. Box contents**

- Hercules DJControl Inpulse 300
- USB cable
- DJUCED® sticker
- Warranty flyer

## 3. Product specifications

### 3.1. *Mechanical specifications*

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- Dimensions: 18.9 x 11.3 x 2" / 48 x 28.6 x 5.2 cm
- Weight: 3.97 lb / 1.8 kg

### 3.2. *Technical specifications*

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1. USB MIDI controller, featuring:

#### DECK

- 8 transport buttons: SHIFT / PLAY / CUE / SYNC
- 2 matrices of 8 pads each and 8 associated mode buttons (HOTCUE, ROLL, SLICER, SAMPLER, TONEPLAY, FX, SLICER LOOP, BEATJUMP)
- 4 LOOP IN/OUT buttons
- 2 Vinyl buttons
- 2 touch-sensitive capacitive jog wheels
- 2 pitch faders
- Beatmatch help light guide
- 2 effects buttons with 4 associated potentiometers to modulate the effect (Fx and Dry/Wet)

#### MIXER

- 1 rotary encoder with integrated switch to navigate through folders and playlists
- 1 backlit ring and an Assistant button allowing the user to view and select the energy level of the best upcoming tracks to be mixed, suggested by the Assistant
- 2 buttons to load songs onto decks (virtual turntables)
- 2 three-band EQs with respective potentiometers (HIGH, MID, LOW)
- 2 gain potentiometers
- 2 dual filter potentiometers (low-pass/high-pass)
- 2 Master and headphones volume control potentiometers (hardware settings)
- 2 buttons to enable/disable headphone monitoring and 1 button to enable/disable monitoring of Master output
- 2 volume faders
- 1 crossfader

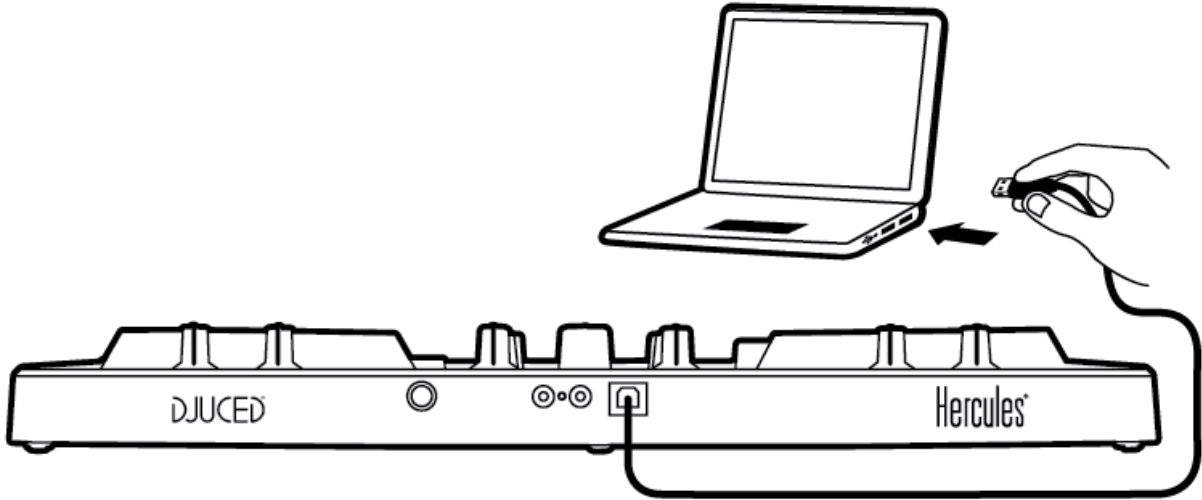
## 2. Built-in multi-channel audio interface

- Speakers output (= output 1-2) with RCA connectors
  - o Maximum power = 5 dBu into 1 k $\Omega$
  - o THD+N @ 1 kHz ~ -80 dB
  - o Resolution = 24-bit
  - o Sample rate = 44 kHz
- Headphones output (= output 3-4) with 1/8" (3.5 mm) connector
  - o Maximum power = 5 dBu into 32  $\Omega$  @1 khz
  - o THD+N @ 1 kHz ~ -75 dB
  - o Resolution = 24-bit
  - o Sample rate = 44 kHz

## 4. Installation

### 4.1. Connection to a computer (USB)

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**Note:** An LED illumination sequence, called Vegas Mode, starts up each time you connect the device to your computer. Vegas Mode takes place in four phases, allowing it to light up all of the LEDs and display the four possible colors for the multicolored backlit energy ring.



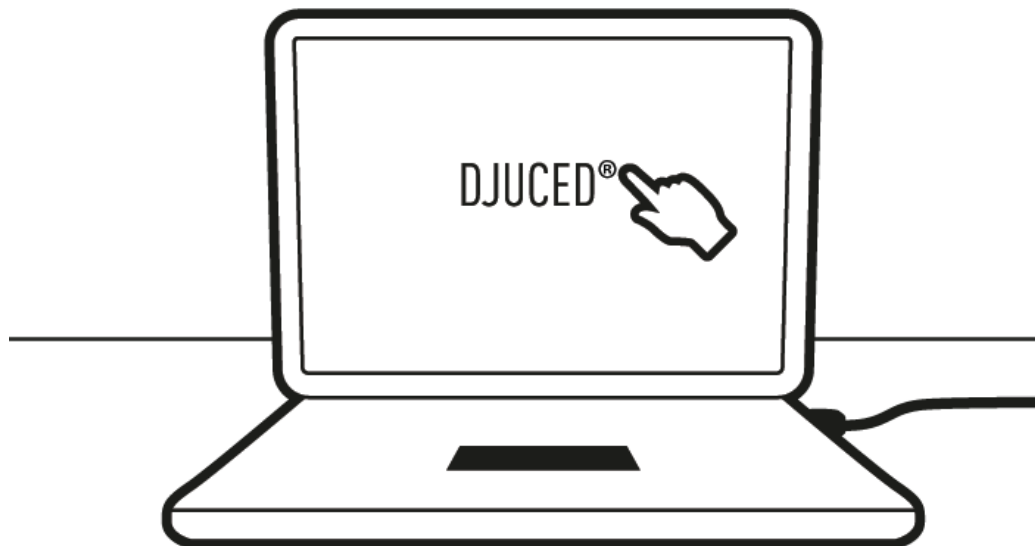
## 4.2. Downloading DJUCED®

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Go to: <https://www.djuiced.com/hercules>



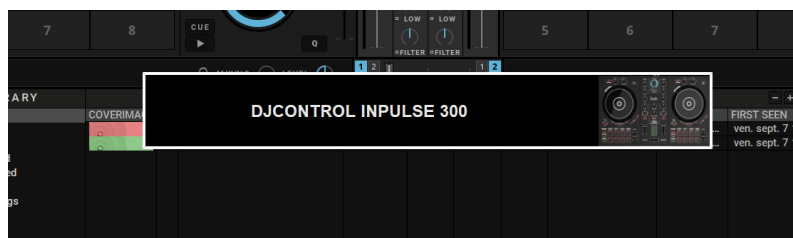
Download and install DJUCED®.



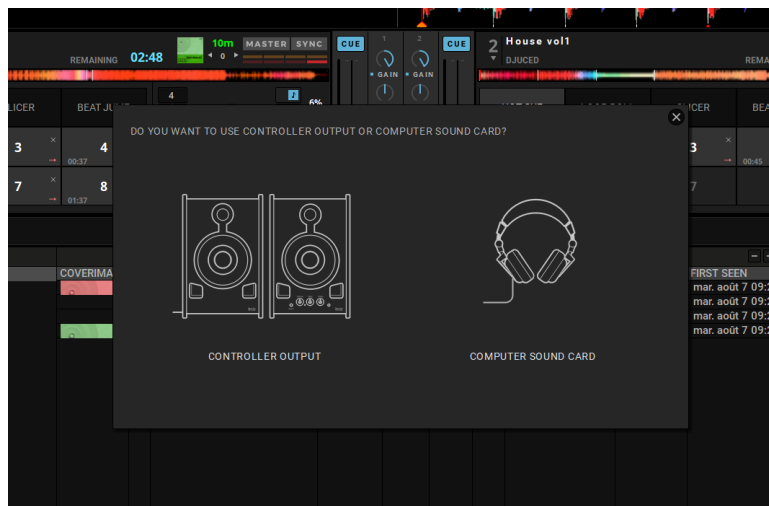
## 4.3. Starting up DJUCED®

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A window appears, indicating that your product has been successfully detected and is ready to use.

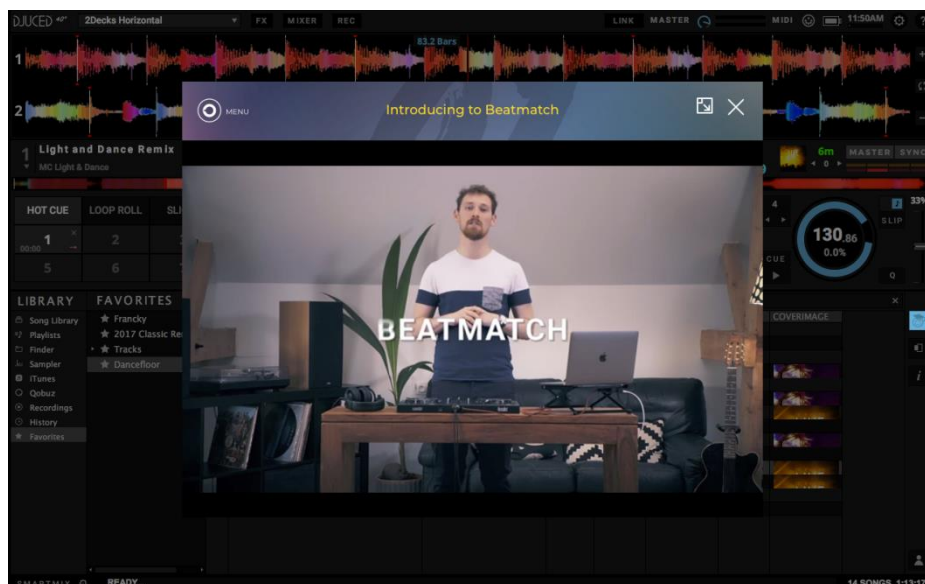


The first time that you launch the DJUCED® software, you will be guided through the process of setting up your product, and connecting different elements such as your headphones and/or your active speakers; you will also be given instructions regarding how to select your computer's built-in speakers, if you do not have headphones and/or active speakers to get started with. Follow the on-screen instructions step by step to get started.



#### 4.4. *Hercules DJ Academy*

Follow the Hercules DJ Academy tutorials integrated into DJUCED®, which you can access by clicking the  icon.

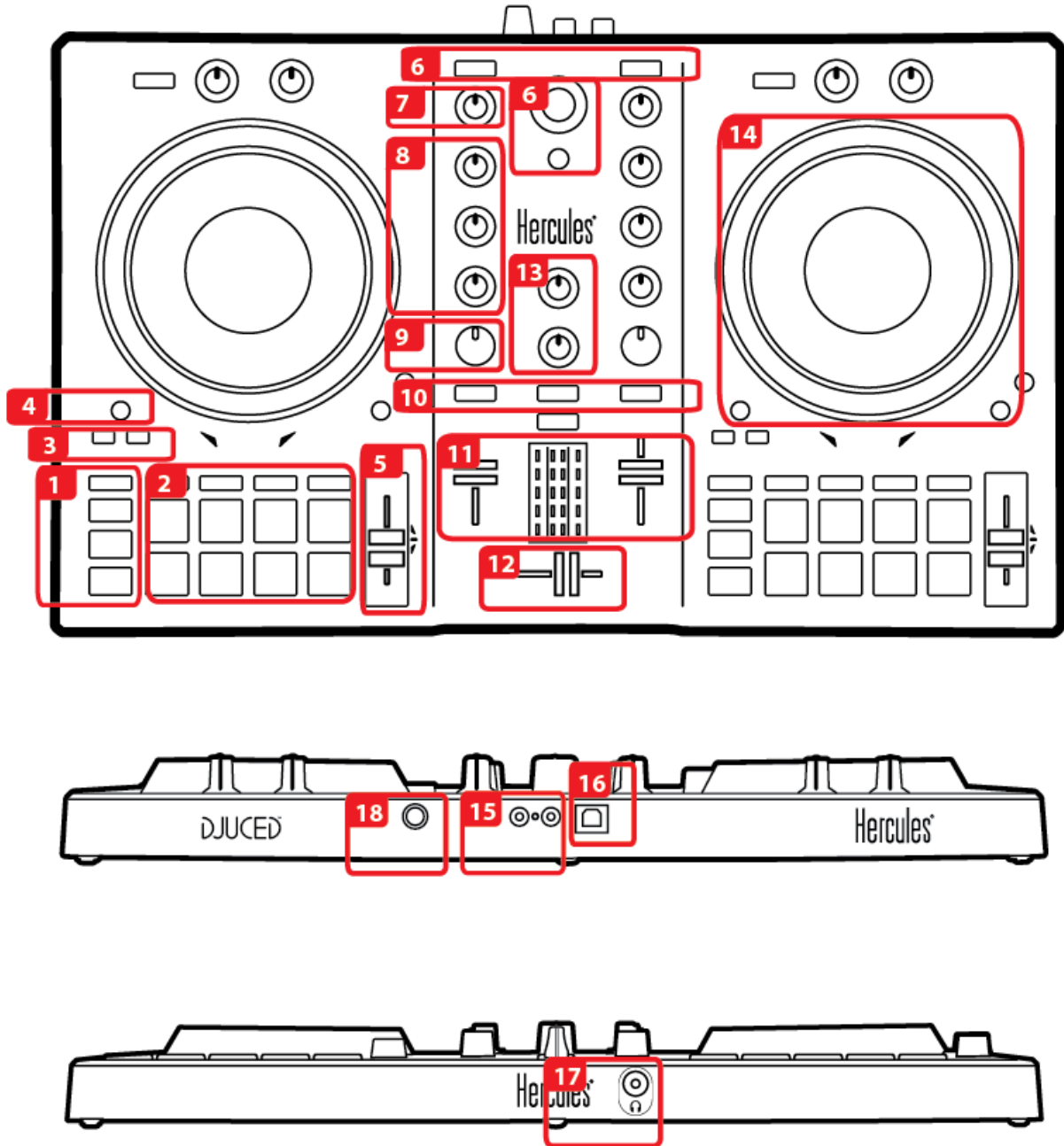




## 5. Description of features

### 5.1. Product description

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1. Transport buttons: SYNC, CUE, play/pause, SHIFT
2. Performance pads
3. Loop In/Out (start of loop/end of loop)
4. Enable/disable Vinyl (Scratch) mode
5. Tempo adjustment fader with visual beatmatching aid (red LEDs), and green central LED for returning to the original tempo
6. Browse within the library; Assistant button for help choosing the best upcoming tracks and displaying/selecting the energy level of the suggested tracks; load track on corresponding deck
7. Gain control
8. Three-band equalization (HIGH / MID / LOW)
9. Dual filters (low-pass/high-pass)
10. Monitoring on headphones of virtual decks 1 and 2, and of the Master output
11. Volume faders for virtual decks 1 and 2
12. Crossfader
13. Headphones volume and Master volume (hardware settings)
14. Deck: Scratch, Pitch bend
15. Speakers output (1-2) in RCA format for connecting active speakers
16. USB port for connection to a computer
17. Headphones output (3-4) in 1/8" (3.5 mm) mini-jack format
18. Proprietary Hercules extension port for additional accessories

### EQUALIZER (EQ)

The **ROTARY KNOB** controls the **EQ** intensity in DJUCED®. One knob is associated with each band: **HIGH / MID / LOW**.

*These knobs work the same way on decks 1 and 2.*

### GAIN

Gain adjustment potentiometer for decks 1 and 2.

Easily browse **UP/DOWN** through your music library by turning the encoder to the **LEFT/RIGHT**.

**PRESS** the encoder to **SELECT FOLDERS/FILES**.

Press **SHIFT** and press the encoder to return to the root of the explorer.

Press the **ASSISTANT** button to display the panel of suggestions for the best upcoming tracks to be mixed.


Press the **ASSISTANT** button and turn the encoder to adjust the energy level of the suggested tracks.

### LOAD BUTTONS

These buttons have two functions:

- Collapse/expand folders.
- Load the selected track on the destination deck.

### PRE-FADER LISTENING (PFL)

Enable/disable the  buttons to enable/disable the sound of each deck on your headphones, and the **MASTER** button to enable/disable the sound of the mix (being played for your audience) on your headphones. The **HEADPHONES** and **MASTER** potentiometers control the volume of your headphones and your speakers, respectively.

### VOLUME FADERS

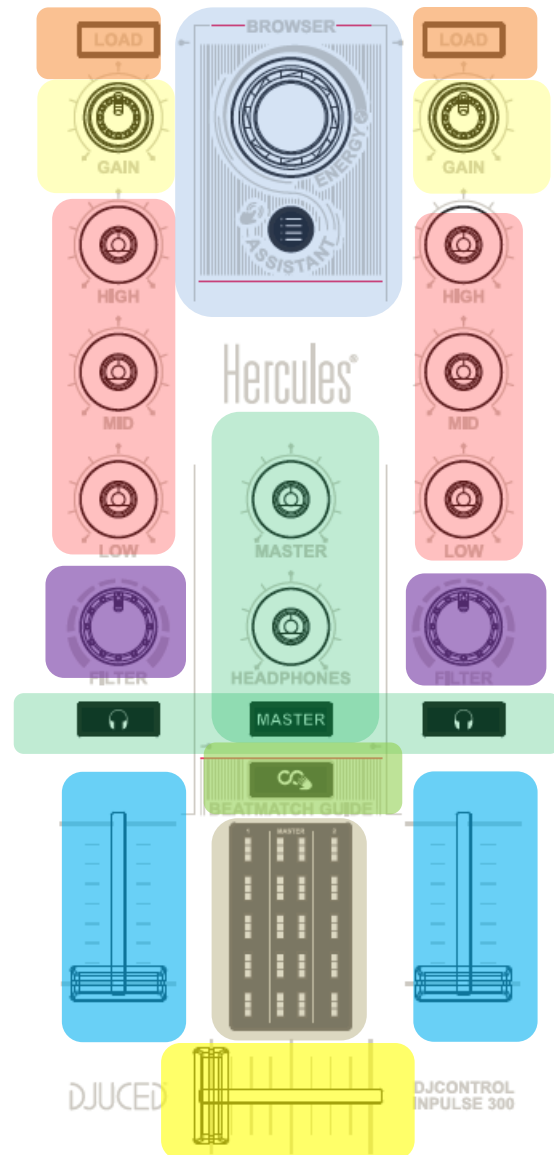
These faders (one per deck) control the volume for each deck.

### CROSSFADER

This fader lets you mix the sound of the different decks.

### FILTER

**FILTER** potentiometer allowing you to adjust the frequency of the dual filters (low-pass/high-pass).



### BEATMATCH GUIDE

Button allowing you to enable/disable the beatmatch guides (**TEMPO** and **BEAT ALIGN**).

### VU (VOLUME UNIT) METERS

VU meter for decks 1 and 2 (mono).  
VU meter for Master output (stereo).

## VINYL

This button lets you enable/disable SCRATCH mode (to be used in conjunction with the jog wheels).

## MODE

In conjunction with the pads, these buttons let you select the pads' mode (HOTCUE/ROLL/SLICER/SAMPLER), independently on each deck.

The secondary modes (TONEPLAY/FX/SLICER LOOP/BEATJUMP) can be accessed with a long press of ½ second (0.5 seconds) on the corresponding button: the button will flash to indicate that the secondary mode is enabled.

## PLAY/PAUSE BUTTON

Play or pause the track on the corresponding deck (deck 1 or 2).

## CUE BUTTON

- If a track is **NOT** being played, insert a Cue point at the current position of the **PLAYHEAD**.
- If a track **IS** being played, the **playhead** goes to the **last Cue point** used and **stops playback** of the track.
- **Press and hold down** the **CUE** button to start playback of the track; when you **release** the button, the track **returns to the Cue point**.
- Press the **CUE** button and the **PLAY/PAUSE** button to do a **CUE-PLAY (CUP)**.
- **SHIFT + CUE** = return to the **start of the track**.

## SYNC BUTTON

- Press the **SYNC** button to **synchronize the deck's BPM** with the Master Tempo.
- Press **SHIFT + SYNC** to force the current deck as the Master Tempo.

## LOOP

- Enable/disable a loop by selecting the in point (**IN**) and the out point (**OUT**) for the loop. If you press and hold the **LOOP IN** button for ½ second, an automatic loop (4 beats long) is launched.

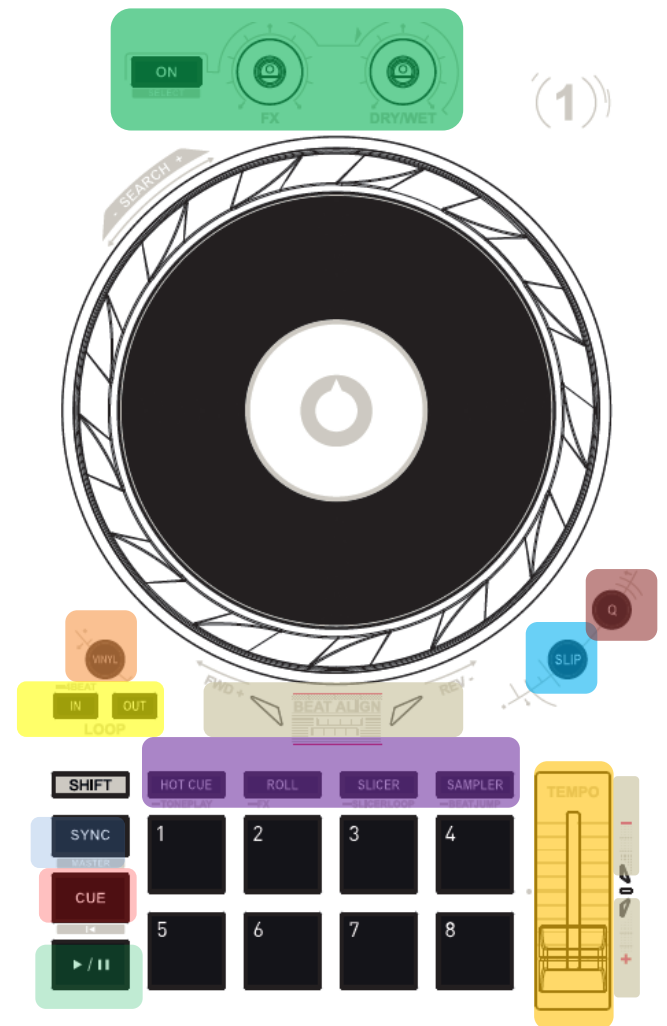
At any time, you can divide by 2 or multiply by 2 the length of the active loop by simultaneously pressing **SHIFT + LOOP IN** (divide by 2) or **SHIFT + LOOP OUT** (multiply by 2).

## SLIP

Enable/disable Slip mode. Allows you to play the track in the background in order to maintain its phrasing during a scratching phase, for example.

## QUANTIZE

Enable/disable Quantize mode. Allows you to start actions on the next beat (play, Cue point).



## TEMPO

A TEMPO fader lets you manually adjust the playback speed of a track (BPM), in order to synchronize two different tracks. The green LED to the right of the fader indicates that the track is being played at its original tempo (TEMPO fader in the center).

## BEATMATCH GUIDES (4 red arrows per deck)

**TEMPO visual guides:** indicate that you need to either slow down or speed up the track (i.e. raise or lower the TEMPO fader).

**BEAT ALIGN visual guides:** indicate in which direction you need to turn the jog wheel in order to align the beatgrids of both tracks.

## EFFECTS RACK CONTROL

Enable/disable effect 1. Modulate the effect using the dedicated FX potentiometer, and adjust the amount of the effect using the Dry/Wet potentiometer. You can select the effect via **SHIFT + ON**.



### In HOTCUE mode

ADD a HotCue at the current playhead position by pressing a pad.

The pad lights up in red when a HotCue is defined.

Press a pad to position the playhead at the corresponding HotCue.

To delete a HotCue, press SHIFT + a pad.

**ADD** or **DELETE** up to 8 **HOTCUES** on the fly.

### In ROLL mode

Pad 1 enables a temporary loop of 1/16 of a beat.

Pad 2 enables a temporary loop of 1/8 of a beat.

Pad 3 enables a temporary loop of 1/4 of a beat.

Pad 4 enables a temporary loop of 1/2 of a beat.

Pad 5 enables a temporary loop of 1 beat.

Pad 6 enables a temporary loop of 2 beats.

Pad 7 enables a temporary loop of 4 beats.

Pad 8 enables a temporary loop of 8 beats.

The track continues to play in the background and when you exit the loop/let go of the pad, you continue the playback of the track without having lost the rhythm and the phrasing.

### In SLICER mode

Enabling SLICER mode cuts the active loop into 8 slices, and each pad (from 1 to 8) lets you play a loop of these 8 slices on the fly. The active loop moves throughout the track.

### In SAMPLER mode

The pads let you play the 8 samples found on the first 2 lines of the multilayer sampler in DJUCED®.

**Pad not lit up** = no sample is being played.

**Pad lit up** = the sample is being played.

**SHIFT + pad** = stop the sample being played.

### In \_TONEPLAY mode (long press)

This mode lets you play a Cue point at different note pitches. The Cue point can be selected in HOTCUE mode beforehand.

### In \_FX mode (long press)

Pad 1 enables an automatic transition with the FadeToGrey effect.

Pad 2 enables an automatic transition with the Wash Out effect.

Pad 3 enables an automatic transition with the Transdelay effect.

Pad 4 enables an automatic transition with the Dub Delay effect.

Pad 5 enables the Flanger effect.

Pad 6 enables the PhonoVox effect.

Pad 7 simulates a Baby Scratch at Cue point 1.

Pad 8 simulates a Baby Scratch at the current location in the track.

### In \_SLICER LOOP mode (long press)

Enabling SLICER LOOP mode cuts the active loop into 8 slices, and each pad (from 1 to 8) lets you play a loop of these 8 slices on the fly. The active loop remains looping in this mode.

### In \_BEATJUMP mode (long press)

Pad 1 jumps back 1 beat in the track.

Pad 2 jumps ahead 1 beat in the track.

Pad 3 jumps back 2 beats in the track.

Pad 4 jumps ahead 2 beats in the track.

Pad 5 jumps back 4 beats in the track.

Pad 6 jumps ahead 4 beats in the track.

Pad 7 jumps back 8 beats in the track.

Pad 8 jumps ahead 8 beats in the track.

## JOG WHEEL

The jog wheels are touch-sensitive and capacitive, and can react to the lightest touches of your fingers. With the jog wheels, you can:

- move within tracks (when playback is stopped).
- control the pitch bend of a track (during playback).
- scratch (when Vinyl (Scratch) mode is enabled), by touching the upper part of the jog wheel and turning the jog wheel to the right and to the left.

In conjunction with the **SHIFT** button, you can access the **SEARCH** function to quickly move within a track.



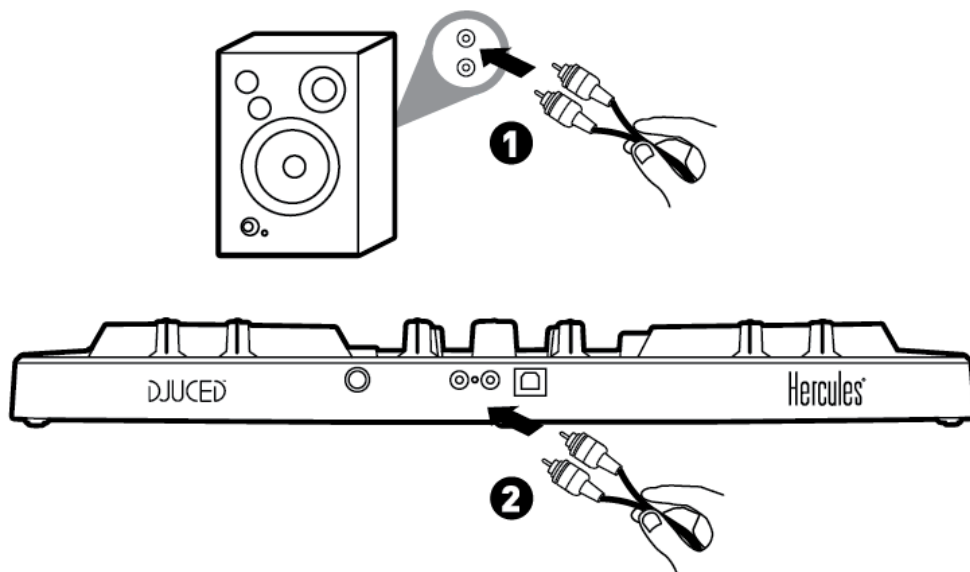
## 5.2. Multi-channel sound card

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The product includes a built-in multi-channel sound card, allowing you to play your mix on speakers for the audience (speakers output) and monitor the next track that you're preparing on your headphones (headphones output).

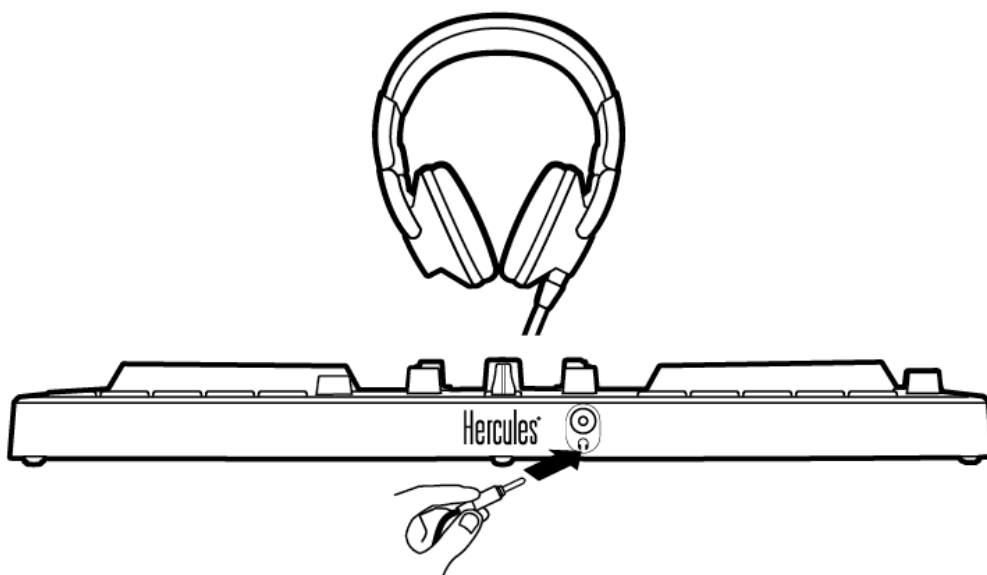
### 1. Speakers output (= output 1-2)

Your speakers should be connected to the speakers output located at the back of your product.



### 2. Headphones output (= output 3-4)

Your headphones should be connected to the headphones output located at the front of your product.



By default, each time your product is connected, the headphones output is assigned to output 3-4 so that it can work with all DJing software available on the market — including DJUCED®, in particular.

However, if you wish to use your product's headphones output to listen to music on your computer using iTunes, for example, you must route output 1-2 to the headphones output. To do this, press the Master button.

### **5.3. Compatibility**

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#### **1. USB Audio / USB MIDI**

This product is plug and play and can work without drivers on any PC or Mac, as it complies with the USB Audio and USB MIDI standards.

#### **2. ASIO**

ASIO drivers are available from the product page on the Hercules support website, if required by a software application or if you wish to benefit from lower latency on your PC. The Hercules ASIO drivers include a control panel accessible via the corresponding icon in the taskbar on a PC, or in the application\Hercules\DJControl Inpulse 300 directory on a Mac.

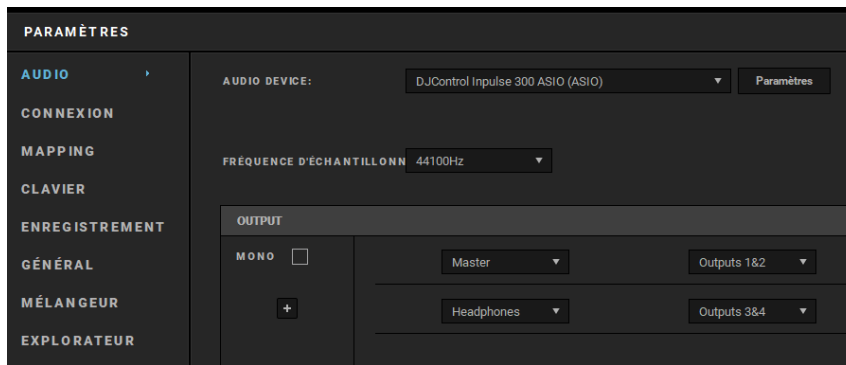
This control panel allows you to configure the different ASIO settings such as the buffer sizes and latency.



The procedure for configuring the ASIO settings is as follows:

- Set the USB buffer size to "Standard (4 ms)".
- Set the ASIO buffer size to 512 to begin with.
- Start your application (e.g.: DJUCED®) and select the DJControl Inpulse 300 ASIO driver:





Once the software begins using the ASIO driver, the ASIO settings can no longer be modified in the control panel. This is perfectly normal, and indicates that the ASIO driver is in use.

- Use your software and listen out for any artifacts, audio glitches (clicks, pops) and latency problems: should any of these issues arise, you will need to adjust the buffer sizes accordingly.
- Close your software and adjust your ASIO buffer by one value at a time:
  - *Reduce the buffer size to reduce latency.*
  - *Increase the buffer size if you notice glitches or artifacts in the audio.*

You will need to repeat this procedure until you find the optimal buffer size for your system.

The drivers are available here: <https://support.hercules.com>

### 3. Firmware update

Your product features an automatic firmware update mode. This requires installing the Hercules drivers and following the on-screen instructions. The firmware update will occur automatically.

The drivers are available here: <https://support.hercules.com>

The control panel also allows you to access this information and display the driver versions installed on your computer in the ABOUT tab. Have this information ready if you need to contact Hercules' technical support.

## **6. Demo Mode**

This mode is available when you connect your product to a USB power supply, and is used in-store, in particular. In this case, the product is not operational but is in demo mode: a demo sequence keeps repeating itself.

## 7. FAQs

### ***a. No sound is coming out of my headphones.***

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Make sure that you have connected your headphones at the front of the product, as your product is equipped with a multi-channel sound card preconfigured to work with DJUCED®.

By default, the 2 monitoring buttons are enabled when the software is first launched. You can then select either deck that you want to listen to on your headphones, or use the Master button to listen to the results of your mix.

### ***b. No sound is coming out of my speakers.***

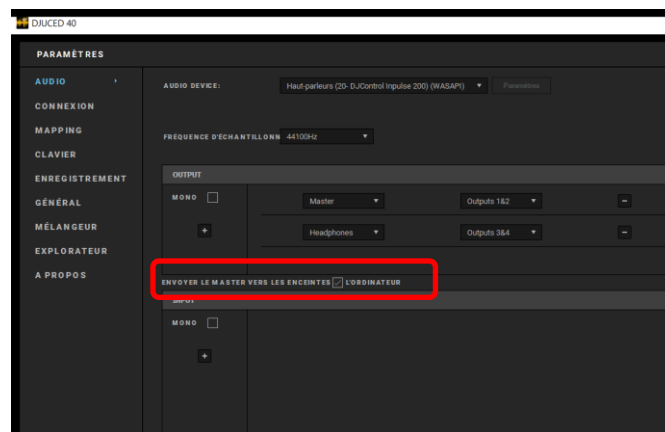
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Make sure that you have connected your speakers to the RCA connectors at the back of the product, as your product is equipped with a multi-channel sound card preconfigured to work with DJUCED®.

### ***c. No sound is coming out of my laptop computer speakers.***

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Your product is equipped with a multi-channel sound card preconfigured to work with DJUCED®. If you want to use your laptop computer's built-in speakers, tick the **"SEND THE MASTER TO THE SPEAKERS"** option in DJUCED®'s settings.

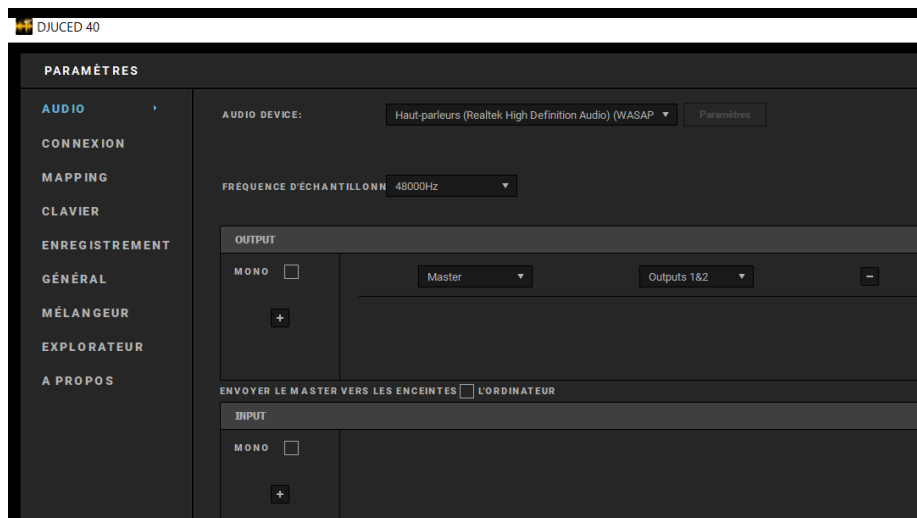


### ***d. No sound is coming out of my headphones, or my laptop computer speakers.***

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If you have changed the default sound card in DJUCED® or ticked the **"SEND THE MASTER TO THE SPEAKERS"** option and selected your laptop's sound card by default, you must also connect your headphones to your computer. This is because DJUCED® operates on only one sound card

for the speakers and headphones outputs. If your built-in sound card only has one output (1-2) as in the example below, you will not be able to use your headphones for monitoring.



In that case, connect your headphones and speakers directly to the product.

***e. I can't connect my multimedia speakers to my DJControl Inpulse 300.***

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If your speakers' connectors differ from the connectors on the DJControl Inpulse 300, you can use a dual RCA to 1/8" (3.5 mm) mini-jack adapter (not included) or any other adapter format corresponding to your speakers.

You can also connect your speakers to the headphones output and route output 1-2 to output 3-4 by pressing the MASTER button.

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