

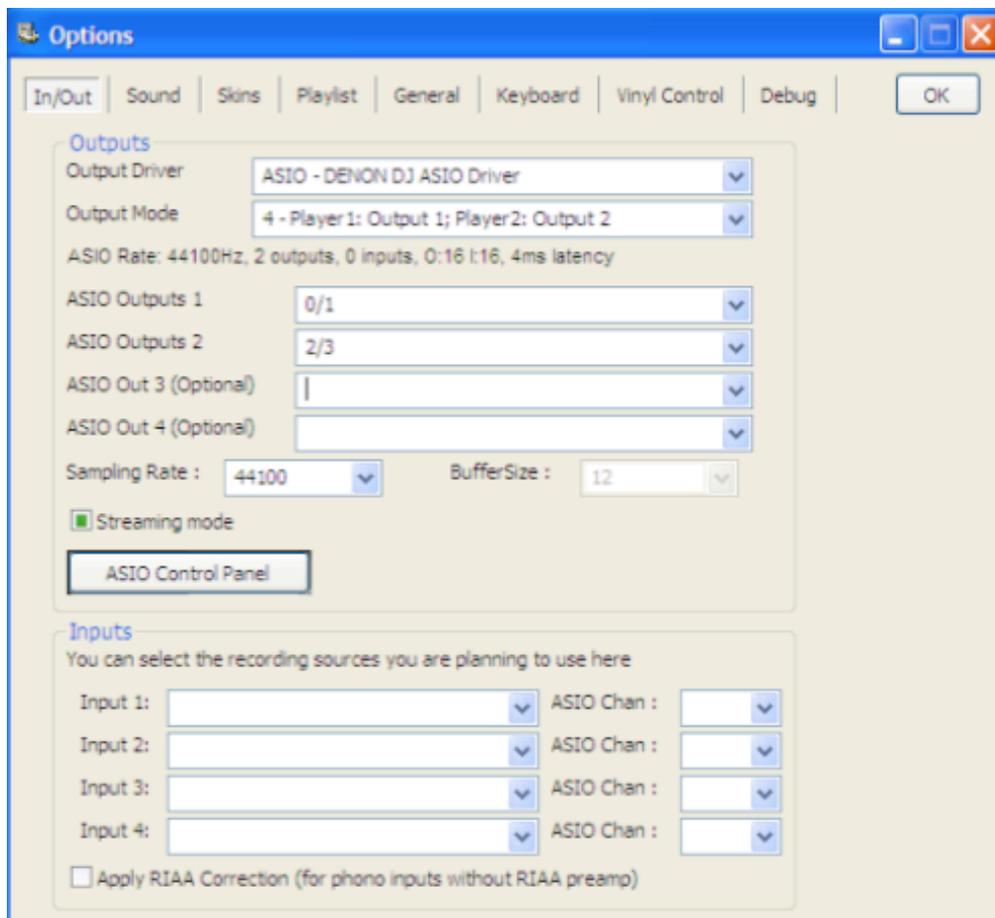


Denon DN-HC4500 & PCDJ DEX

Configuration - Controller

Sound Configuration:

You must install the Denon DJ ASIO driver that is included on a cd with the controller. Then select: options > Options> In/ Out>Output Driver > select ASIO – Denon DJ ASIO Driver. Then Select Output Mode 4 – Player 1 = Output 1; Player 2 – Output 2



To use the Denon DN-HC4500's controls, you have to activate it in the PCDJ DEX configuration.

To do this, open the options window, and select the **General** tab. There you can check the **Denon DN-HC4500** option.

-**Pitch Slider Relative mode** will switch between a relative or an absolute pitch slider. Absolute means that the center of the pitch slider will always be 0%. This means it can't be used in combination with automatic bpm matching. Relative mode is default, and it means that the pitch will increase/decrease from the current pitch as you move the pitch slider, whatever absolute position the pitch slider was on. This means that the center position on the pitch slider may not always be 0% song pitch.

-**Jog Wheel sensitivity** sets the sensitivity of the jog wheel. The default is 100, increasing it will make the pitch respond harder on small wheel movements.

-If you have 2 DN-HC4500's you can select each of them by using the drop-down controls. With the numbers after them you can assign which decks that unit will control.

General Use

The way the **Play/Pause** and **Cue** buttons work depend on the cue mode configuration in PCDJ DEX. (Menu, Options, General)

-In **CDJ Mode: Play/Pause** will start or stop playback. The cue point will not be affected. **Cue** will return the position to the current cue point when the song was playing. When the song is not playing and the song is at the current cue point, playback will start for as long as you hold the cue button. When you release the cue button, the position will return to the cue point. When the song is not at the cue point, the cue point position will be changed.

-In **PCDJ DEX mode: Play/Pause** will start or stop playback. When playback is stopped, the cue point is set to that position. **Cue** will return the position to the cue point and stop playback. When pressing cue again the position will be set to the start of the song. The **Sync** button will adjust the pitch to match the other decks' bpm. Holding the button for more than a second will reset the pitch to 0%. The **Jog Mode** button switches between scratch mode, pitch bend mode and track browsing mode for the jog wheel. The **Pitch/Key** button will toggle tempocontrol on or off. When you hold the button pressed for 1 second, the pitch range can be adjusted by turning the parameter knob. The **Fast Search** buttons can be used to seek forward or backwards in the current song. The **Pitch Bend** buttons will temporarily bend the pitch up or down. Pressing the **Time** button will switch between Elapsed and Remaining time display, and will also temporarily show the track length in the display. Press the **Cont/Single** button for 1 second to switch the display between pitch and bpm display.

Cue Points

When you first connect the device, the function keys will be set in cuepoint mode. Pressing a button will instantly load the cue point and set the position on that cue point. To store a cue point, press **Memo** and then press one of the function keys to store the current position to a cue point. Press **Memo** again to cancel storing a cue point. To access more cue points, use the parameter knob to scroll through all 20 cue points.

Loops

Press **A1** to set the loop-in point, then press **B** to set the loop-out point. The loop-out point will automatically be beat-aligned. Alternatively, when no loop is started, press and hold **B** and press one of the function keys to start a loop with a predefined length. Function key 3 will start a 4-beat loop. When a loop is started, press **Exit/Reloop** to exit the loop. **Holding A1** while a loop is started allows you to move the start of the loop using the jog wheel. Holding **B** while a loop is started allows you to change the length of the loop. You can use the jog wheel for continuous changes, press the function keys to select a predefined length, or use the parameter knob to halve or double the loop length.

Effects

Effects can be selected with the three effect buttons. Which effect is controlled by which effect button can be assigned from the config window. **Effect 1** With this button, you can select a few single-click effects. Click the button once, and the led should light up. Now use the parameter knob to select **Brake**, **Reverse** or **Backspin**. Press the parameter knob to start/stop the effect. **Effect 2** This is the **filter** effect. Press the parameter knob to enable/disable this effect. Use the jog wheel to change the frequency. Moving the jog wheel clockwise will filter frequencies from low to high. Moving the jog wheel counter-clockwise will filter frequencies from high to low.

Third and Fourth deck

Use **Flip+load** to switch from controlling deck 1 and 2 to controlling deck 3 and 4.

Playlist

Hold Jog Mode pressed for about one second to set the jog wheel to track browsing mode. You can then use the jog wheel to scroll through your tracks. Clicking up or down on the jog wheel will scroll through your folders or playlists. Clicking right on the jog wheel will open the selected folder or playlist. Clicking left on the jog wheel will switch the focus from playlist to file browser. You can also use the parameter knob to browse through your files. You can either configure this as the default action for the parameter knob, or assign it to one of the effect buttons. While using the parameter knob to browse through your files, use **FLIP+Back** to switch between playlist and browser list. Use **FLIP+Param** to browse through the folder list.