DDJ-XP2
Hardware Diagram for Serato DJ Pro
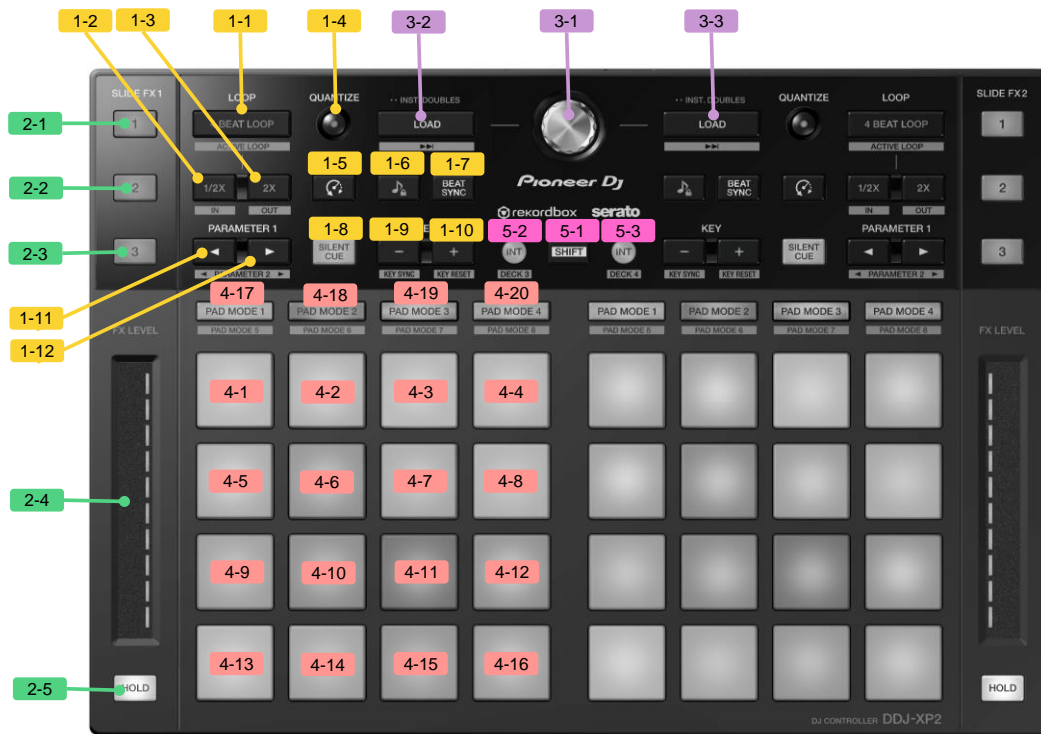
Group	No.	Name		Operation	Function	+SHIFT
1,DECK		*All the functions assigned on the right deck are the same as those on the left deck shown below.				
	1-1	4 BEAT LOOP		press	Turn on 4-beat Auto Beat Loop / Cancel loop playback	Switch active/inactive status of the loop. (Loop Active)
	1-2	1/2X		press	Halve loop playback length	Set Loop In point
	1-3	2X		press	Double loop playback length	Start loop playback after setting Loop Out point
	1-4	QUANTIZE		press	Turn on/off the Quantize function	-
	1-5	(CENSOR)		press	Play backward while the button is pressed *1	-
	1-6	(KEY LOCK)		press	Turn on/off the Key Lock function	-
	1-7	BEAT SYNC		press	Turn on the Sync function	Turn off the Sync function
	1-8	SILENT CUE		press	Turn on/off the Silent Cue function *2	-
	1-9	KEY -		press	Lower the key of the playing track by semitone *3	Turn on/off the Key Sync function
	1-10	KEY +		press	Raise the key of the playing track by semitone *3	Reset the key back to the original key (Key Reset)
	1-11	PARAMETER ◁	Hot Cue and Sampler mode	press	Flip Record (*Available only when Serato Flip is activated)	Flip Loop (*Available only when Serato Flip is activated)
			Auto Loop mode		Halve Loop Size	Loop Shift (REV)
			Slicer and Sampler mode		Decrease Quantize Size	Decrease Domain Size
			Saved Loop and Manual Loop mode		'Halve Loop Size	Loop Shift (REV)
			Pitch Play mode *3		Key Range Down	Key Shift Down
			Roll mode		Halve Loop Size	Loop Shift (REV)
			Slicer Loop and Sampler mode		Decrease Quantize Size	Decrease Domain Size
			Transport and Beatgrid Edit mode		Set Beat Marker	-
			User mode		(User mappable)	(User mappable)

	1-12	PARAMETER ▷	Hot Cue and Sampler mode	press	Flip Start (*Available only when Serato Flip is activated)	Flip On/Off (*Available only when Serato Flip is activated)
			Auto Loop mode		Double Loop Size	Loop Shift (FWD)
			Slicer and Sampler mode		Increase Quantize Size	Increase Domain Size
			Saved Loop and Manual Loop mode		Double Loop Size	Loop Shift (FWD)
			Pitch Play mode *3		Key Range Up	Key Shift Up
			Roll mode		Double Loop Size	Loop Shift (FWD)
			Slicer Loop and Sampler mode		Increase Quantize Size	Increase Domain Size
			Transport and Beatgrid Edit mode		Clear Beat Marker	-
			User mode		(User mappable)	(User mappable)

2.EFFECT

	2-1	1		press	Enable/disable FX assigned to the [1] button	Select the type of FX assigned to the [1] button
	2-2	2		press	Enable/disable FX assigned to the [2] button	Select the type of FX assigned to the [2] button
	2-3	3		press	Enable/disable FX assigned to the [3] button	Select the type of FX assigned to the [3] button
	2-4	TOUCH STRIP		touch	Turn on enabled FX Change level/depth depending on the position	
				release	Turn off enabled FX	
				slide	Change level/depth depending on the position	
	2-5	HOLD		press	Turn on/off HOLD function of SLIDE FX *4	

3.BROWSE

	3-1	Rotary selector		rotate	Move cursor upward/downward	Move cursor upward/downward fast
				press	Toggles focus between Library and Crate list	-
	3-2	LOAD	Deck 1	press	Load a track to DECK 1	Load the track next to the loaded track in the library to DECK 1
			Deck 3		Load a track to DECK 3	Load the track next to the loaded track in the library to DECK 3
			Deck 1	press twice	Load a track on the right side active deck into DECK 1 (instant doubles) *5	-
			Deck 3		Load a track on the right side active deck into DECK 3 (instant doubles) *5	-
	3-3	LOAD	Deck 2	press	Load a track to DECK 2	Load the track next to the loaded track in the library to DECK 2
			Deck 4		Load a track to DECK 4	Load the track next to the loaded track in the library to DECK 4
			Deck 2	press twice	Load a track on the right side active deck into DECK 2 (instant doubles) *5	-
			Deck 4		Load a track on the right side active deck into DECK 4 (instant doubles) *5	-

4.PERFORMANCE PAD*6

	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16	PAD 1〜16	Hot Cue and Sampler mode	press	PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot	PAD 1 to 8 : Delete Hot Cue point PAD 9 to 16 : Stop / Load Sample Slot
			Auto Loop mode		PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 :Beat Jump / Selects the range of beat jump	-
			Slicer and Sampler mode		PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot	PAD 1 to 8 : - PAD 9 to 16 : Stop / Load Sample Slot
			Saved Loop and Manual Loop mode		PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit	PAD 1 to 8 : Delete Saved Loop PAD 9 to 16 : -
			Pitch Play mode *3		With the pitch set on the pressed pad, playback starts from the selected Hot Cue point	PAD 1 to 8 : Select Cue Point PAD 9 to 16 : -
			Roll mode		PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump	-
			Slicer Loop and Sampler mode		PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot	PAD 1 to 8 : - PAD 9 to 16 : Stop / Load Sample Slot
			Transport and Beatgrid Edit mode		PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit	PAD 3, 4 and 6 to 8 : Control DJ tracks PAD 1, 2, 5 and 9 to 16 : -
			User mode		(User mappable)	(User mappable)
	4-17	PAD MODE 1		press	Hot Cue and Sampler mode	Pitch Play mode *3
				press twice	User mode 1	-
	4-18	PAD MODE 2		press	Auto Loop mode	Roll mode
				press twice	User mode 2	-
	4-19	PAD MODE 3		press	Slicer and Sampler mode	Slicer Loop and Sampler mode
				press twice	User mode 3	-
	4-20	PAD MODE 4		press	Saved Loop and Manual Loop mode	Transport and Beatgrid Edit mode
				press twice	User mode 4	-

5. その他

	5-1	SHIFT		press	Shift	-
	5-2	INT	deck 1 (REL)	press	Switch DECK 1 mode to INT	Switch to DECK 3
			deck 1 (INT)		Switch DECK 1 mode to REL	
			deck 3 (REL)		Switch DECK 3 mode to INT	Switch to DECK 1
			deck 3 (INT)		Switch DECK 3 mode to REL	
	5-3	INT	deck 2 (REL)	press	Switch DECK 2 mode to INT	Switch to DECK 4
			deck 2 (INT)		Switch DECK 2 mode to REL	
			deck 4 (REL)		Switch DECK 4 mode to INT	Switch to DECK 2
			deck 4 (INT)		Switch DECK 4 mode to REL	

*1 Normal playback continues in the background while playing backward, and when the button is released, normal playback resumes from the position reached in the background.
*2 When Silent Cue is enabled, the playing track is muted. If INT or REL mode is selected, mute is canceled by calling a Hot Cue, and playback starts from the Hot Cue point.
*3 KEY - / KEY + and Pitch Play mode are functions of Pitch 'n Time DJ. In order to use Pitch 'n Time DJ with Serato DJ Pro, you will need to purchase a seperate license.
   For more details, please visit: serato.com
*4 When the HOLD function is enabled, FX continues to be applied even if your finger is released from the touch strip.
*5 During playback, the track will be played from the same position.
*6 The assignment of PADs is shown as follows.

PAD MODE 1 (Hot Cue and Sampler Mode)

Hot Cue 1	Hot Cue 2	Hot Cue 3	Hot Cue 4
Hot Cue 5	Hot Cue 6	Hot Cue 7	Hot Cue 8
Slot 1	Slot 2	Slot 3	Slot 4
Slot 5	Slot 6	Slot 7	Slot 8

PAD MODE 2 (Auto Loop Mode)

Auto Loop 1/32 beat	Auto Loop 1/16 beat	Auto Loop 1/8 beat	Auto Loop 1/4 beat
Auto Loop 1/2 beat	Auto Loop 1 beat	Auto Loop 2 beats	Auto Loop 4 beats
Auto Loop 8 beats	Auto Loop 16 beats	Auto Loop 32 beats	Auto Loop 1/3 beat
Beat Jump (left)	Halve Jump Size	Double Jump Size	Beat Jump (right)

PAD MODE 3 (Slicer and Sampler Mode)

Slice 1	Slice 2	Slice 3	Slice 4
Slice 5	Slice 6	Slice 7	Slice 8
Slot 1	Slot 2	Slot 3	Slot 4
Slot 5	Slot 6	Slot 7	Slot 8

PAD MODE 4 (Saved Loop and Manual Loop Mode)

Slot 1	Slot 2	Slot 3	Slot 4
Slot 5	Slot 6	Slot 7	Slot 8
Loop In	Loop Out	Loop On/Off	Reloop
Beat Jump (left)	Halve Jump Size	Double Jump Size	Beat Jump (right)

PAD MODE 5 (Pitch Play mode *3) : To select the pitch range to Up range, Middle range or Down range, press the PARAMETER button.

Up range

+8	+9	+10	+11
+4	+5	+6	+7
0	+1	+2	+3
-4	-3	-2	-1

Middle range

+4	+5	+6	+7
0	+1	+2	+3
-4	-3	-2	-1
-8	-7	-6	-5

Down range

+1	+2	+3	+4
-3	-2	-1	0
-7	-6	-5	-4
-11	-10	-9	-8

PAD MODE 6 (Roll mode)

1/32	1/16	1/8	1/4
1/2	1	2	4
8	16	32	1/3
Beat Jump (left)	Halve Jump Size	Double Jump Size	Beat Jump (right)

PAD MODE 7 (Slicer Loop and Sampler Mode)

Slice 1	Slice 2	Slice 3	Slice 4
Slice 5	Slice 6	Slice 7	Slice 8
Slot 1	Slot 2	Slot 3	Slot 4
Slot 5	Slot 6	Slot 7	Slot 8

PAD MODE 8 (Transport and Beatgrid Edit Mode)

Pitch Bend -	Pitch Bend +	Pitch Nudge -	Pitch Nudge +
Key Lock	Sync	Temp Cue	Play / Pause
Grid Adjust <<	Grid Adjust <	Grid Adjust >	Grid Adjust >>
Grid Slip <<	Grid Slip <	Grid Slip >	Grid Slip >>