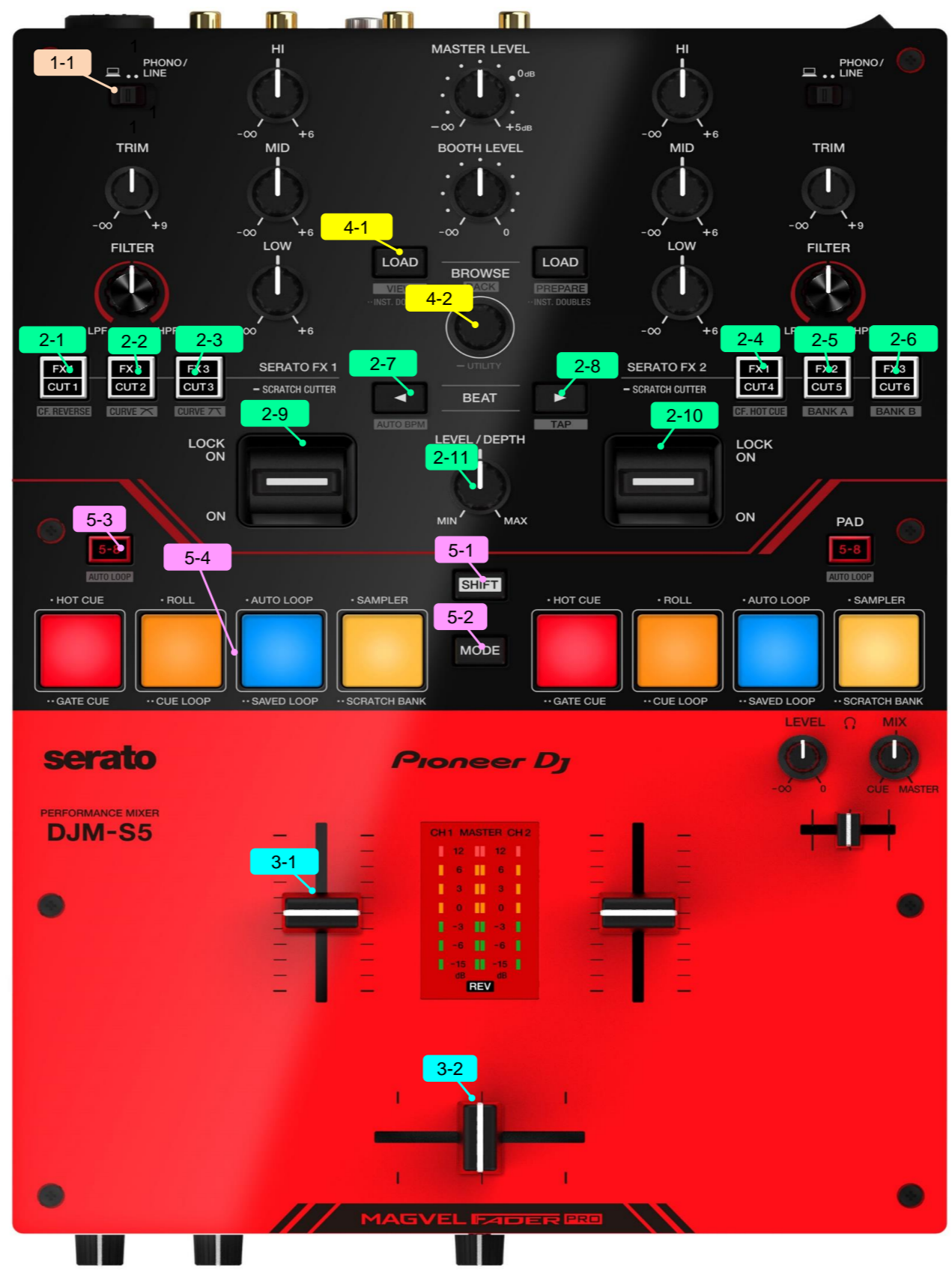


DJM-S5

Hardware Diagram



Group	No.	Name	Function	+SHIFT
1 DECK				
	1	INPUT SELECTOR	Select PC or PHONO/LINE	-
2 EFFECT				
	2-1 ~ 2-6	FX1/CUT1 ~ FX1/CUT6	<i>long press</i> Select Serato FX mode or Scratch Cutter mode	-
	1	FX1/CUT1	<i>SERATO FX mode</i> Select Serato DJ Pro FX1-1 effect*1 <i>SCRATCH CUTTER mode</i> Select cutting pattern 1	Turns the crossfader reverse on and off.
	2	FX2/CUT2	<i>SERATO FX mode</i> Select Serato DJ Pro FX1-2 effect*1 <i>SCRATCH CUTTER mode</i> Select cutting pattern 2	Selects the crossfader curve set in the Utility settings
	3	FX3/CUT3	<i>SERATO FX mode</i> Select Serato DJ Pro FX1-3 effect*1 <i>SCRATCH CUTTER mode</i> Select cutting pattern 3	Selects the steeply rising crossfader curve.
	4	FX1/CUT4	<i>SERATO FX mode</i> Select Serato DJ Pro FX2-1 effect*1 <i>SCRATCH CUTTER mode</i> Select cutting pattern 4	Turns Crossfader Hot Cue on and off.
	5	FX2/CUT5	<i>SERATO FX mode</i> Select Serato DJ Pro FX2-2 effect*1 <i>SCRATCH CUTTER mode</i> Select cutting pattern 5	Calls up Bank A of Serato DJ Pro.
	6	FX3/CUT6	<i>SERATO FX mode</i> Select Serato DJ Pro FX2-3 effect*1 <i>SCRATCH CUTTER mode</i> Select cutting pattern 6	Calls up Bank B of Serato DJ Pro.
	7	BEAT(◀)	<i>SERATO FX mode</i> FX beat down <i>SCRATCH CUTTER mode</i> Cutting pattern beat down	Auto BPM
	8	BEAT(▶)	<i>SERATO FX mode</i> FX beat up <i>SCRATCH CUTTER mode</i> Cutting pattern beat up	TAP
	9	CH1 FX LEVER	<i>SERATO FX mode</i> Selected Serato FX on <i>SCRATCH CUTTER mode</i> Selected cutting pattern on	-
	10	CH2 FX LEVER	<i>SERATO FX mode</i> Selected Serato FX on <i>SCRATCH CUTTER mode</i> Selected cutting pattern on	-
	11	LEVEL/DEPTH	<i>SERATO FX mode</i> Adjust FX parameters	-
3 MIXER				
	1	CH FADER	Channel fader (Hardware control)	Channel fader start *2
	2	CROSS FADER	Crossfader (Hardware control)	Crossfader start *2
4 BROWSER				
	1	BROWSE	<i>rotate</i> Library scroll <i>push</i> Toggles between Library and Crate list	Fast scroll -
	2	LOAD	Load Track/Instant doubles	Left: Toggle through Serato DJ Pro screen layout Right: Add a track in the prepare panel

*1 When the unit is in Serato FX mode, you can change the effect assigned to the button by turning the Browse knob while holding down the button.

*2 To activate the fader start function, enable the setting in the Setting utility.

*3 You can switch beat loop / auto beat loop function in the Setting utility.

*4 Available only when Serato Flip is activated and enabled in the [SETUP] menu.

Note: Be sure to restart Serato DJ Pro once you activate Serato Flip. Otherwise some buttons may not respond.

*5 When the unit is in Scratch Cutter mode, you can change the Serato FX by pressing the FX1/CUT1, FX2/CUT2, or FX3/CUT6 button while holding down the Mode button.

Group	No.	Name	Function	+SHIFT
5 PERFORMANCE PADS				
	1	SHIFT	Shift	-
	2	MODE	Change Pad mode or select Serato FX*5	-
	3	5-8	Select PAD 5-8	Auto Loop/Beat Loop*3
	5-4	Select mode		
		PAD1+MODE	<i>press</i> Hot Cue mode <i>press twice</i> Gate Cue mode	Pitch Play mode User Mode1
		PAD2+MODE	<i>press</i> Roll mode <i>press twice</i> Cue Loop mode	Slicer Loop mode User Mode2
		PAD3+MODE	<i>press</i> Auto Loop mode <i>press twice</i> Saved Loop mode	Saved Flip mode User Mode3
		PAD4+MODE	<i>press</i> Sampler mode <i>press twice</i> Scratch Bank mode	Transport mode User Mode4
		PERFORMANCE PADS	<i>mode</i>	
			<i>HOT CUE</i> Set Hot Cue/Start playback from the Hot Cue Point	Delete Hot Cue
			<i>ROLL</i> Change loop roll size	-
			<i>AUTO LOOP</i> Start Loop playback	-
			<i>SAMPLER</i> Start slot playback	Stop slot playback
			<i>PITCH PLAY</i> Playback starts from the Hot Cue point according to the pitch assigned to the Pad.	Select Hot Cue
			<i>SLICER LOOP</i> Loop playback with a slicer section	-
			<i>SAVED FLIP</i> Call up/Play Flip *4	Flip on/off *4
			<i>TRANSPORT</i> Control a track	PAD 5,7 and 8 : Control tracks
			<i>GATE CUE</i> Playback start from Hot Cue continues while pressing	Playback start from Hot Cue continues
			<i>CUE LOOP</i> Set/call up Hot Cue, and start/stop loop playback	Set/call up Hot Cue, and start loop playback
			<i>SAVED LOOP</i> Save Loop to the slot and start/stop loop playback	Start loop playback from the loop-in point
			<i>SCRATCH BANK</i> Load scratch sample to a deck	Reload the last loaded track
			<i>USER MODE</i> (User mapping available)	(User mapping available)