

DJM-S9

Hardware Diagram for Serato Pitch 'n Time DJ



No.	操作子	機能	SHIFT 機能		
1	SAMPLER	SAMPLER MODE/PITCH PLAY MODE	SAMPLER ROLL MODE	*1 *2	
2	PERFORMANCE PAD 1	モード PITCH PLAY	PLAY Cue Point over pitch range	Set/Select Hot Cue Point 1	*1
3	PERFORMANCE PAD 2	モード PITCH PLAY	PLAY Cue Point over pitch range	Set/Select Hot Cue Point 2	*1
4	PERFORMANCE PAD 3	モード PITCH PLAY	PLAY Cue Point over pitch range	Set/Select Hot Cue Point 3	*1
5	PERFORMANCE PAD 4	モード PITCH PLAY	PLAY Cue Point over pitch range	Set/Select Hot Cue Point 4	*1
6	PERFORMANCE PAD 5	モード PITCH PLAY	PLAY Cue Point over pitch range	Set/Select Hot Cue Point5	*1
7	PERFORMANCE PAD 6	モード PITCH PLAY	PLAY Cue Point over pitch range	Set/Select Hot Cue Point 6	*1
8	PERFORMANCE PAD 7	モード PITCH PLAY	PLAY Cue Point over pitch range	Set/Select Hot Cue Point 7	*1
9	PERFORMANCE PAD 8	モード PITCH PLAY	PLAY Cue Point over pitch range	Set/Select Hot Cue Point 8	*1
10	PARAMETER (◀)	モード PITCH PLAY	Key range select	Shift down key	*1
11	PARAMETER (▶)	モード PITCH PLAY	Key range select	Shift up key	*1

*1: Available only when Pitch 'n Time DJ is activated and enabled in the [SETUP] menu.

If you do not restart Serato DJ after activating Pitch 'n Time DJ for the first time, some buttons may not respond.

Please make sure to restart Serato DJ once you activate Pitch 'n Time DJ.

*2: When pressing the [SAMPLER] button during SAMPLER mode, PITCH PLAY mode is enabled.

When PITCH PLAY mode is enabled, the [SAMPLER] button lights in green.