XDJ-AZ
Hardware Diagram for Serato DJ Pro

Left table

GROUP	No.	NAME		FUNCTION	+SHIFT
1, DECK					
	1	JOG	platter	Scratch (Vinyl On) / Pitch bend (Vinyl Off)	Search(Skip Mode)
			wheel side	Pitch bend	Search(Skip Mode)
	2	TEMPO		Tempo control	
	3	TEMPO RESET		Tempo Reset	
			Sync On	Tempo Lock	
	4	MASTER TEMPO		Master Tempo On/Off	
	5	TEMPO RANGE		Tempo Range(±6%、±10%、±16%、±WIDE)	
	6	KEY SYNC		Key Sync On/Off	
	7	SYNC		Sync On	Sync Off
		MASTER			No Mapping
	a	JOG ADJUST (Hardware Control)			
	8	JOG MODE		Vinyl On/Off	
	9	DECK SELECT		Select a deck	
	10	VINYL SPEED ADJUST ON/OFF		Vinyl speed adjust On/Off	
		VINYL SL SPEED ADJUST (GUI / SHORT CUT)		Adjust braking speed	
	11	SEARCH		Fast Forward/Rewind	
	12	TRACK SEARCH		Prev/ Next Track	
	13	SHIFT		Shift	
	14	SLIP REVERSE		Censor	Reverse
	15	SLIP		SLIP mode On/Off	
	16	BEAT JUMP		Beat Jump Fwd/Back	Beat Jump Value select
	17	4 BEAT		4 Beat Autoloop Enable	
			during loop	Loop Size Select (Half)	
		8 BEAT		8 Beat Autoloop Enable	
			during loop	Loop Size Select (Double)	
	18	LOOP IN		Loop in / Loop in adjust	
		LOOP OUT		Loop out / Loop out adjust	
	19	RELOOP/EXIT		Reloop/Exit	
	20	CALL NEXT / 2X		Loop slot select next	
		CALL PREV / 1/2X		Loop slot select previous	
	21	DELETE		Loop Slot Delete	
	22	MEMORY		Loop Slot Save	
	23	PLAY/PAUSE		Play/Pause	Stutter Play
	24	CUE		Set/call cue, Back cue	
	b	JOG Ring (Hardware Control)			
	25	DECK QUANTIZE		Quantize on/off	
	26	LOAD		Load tracks	
			Press twice	INSTANT DOUBLES	
	27	NEEDLE SEARCH		NEEDLE SEARCH	
	28	TIME MODE (GUI / Time display)		TIME MODE (REMAINING / ELAPSED TIME)	
2. EFFECT					
3. MIXER					
	1	CROSS FADER		CROSSFADER	CROSSFADER START
	2	CH FADER		CHANNEL FADER	CHANNEL FADER START
	3	CH CUE(Headphone)		Headphone monitor On/Off	Tap BPM
4, BROWSER					
	1	Rotary Selector	rotate	Library Scroll	Fast Library Scroll
			press	Jump between panels (forward)	No Mapping
	2	BACK		Jump between panels	No Mapping
	3	TAG TRACK/REMOVE		Add track to Prepare	No Mapping
	4	TRACK FILTER			No Mapping
5,PERFORMANCE PADS					
	1	HOT CUE		HOT CUE	GATE CUE MODE
	2	BEAT LOOP		AUTO LOOP	STEMS MODE
	3	SLIP LOOP		LOOP ROLL	PITCH PLAY
	4	BEAT JUMP		BEAT JUMP	SAMPLER

Right table

GROUP	No.	NAME		FUNCTION	+SHIFT
5,PERFORMANCE PADS					
	5	PERFORMANCE PAD A	*mode*		
			HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
			BEAT JUMP	Beat Jump Left	No Mapping
			GATE CUE MODE	Set/call Hot Cue (Gated playback)	Set/call Hot Cue (normal playback)
			STEMS MODE	Stem ON/OFF	No Mapping
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Cue points
			SAMPLER	Sampler slot play	Sampler slot stop/load
	6	PERFORMANCE PAD B	*mode*		
			HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
			BEAT JUMP	Halve Beat Jump Size	No Mapping
			GATE CUE MODE	Set/call Hot Cue (Gated playback)	Set/call Hot Cue (normal playback)
			STEMS MODE	Stem ON/OFF	No Mapping
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
			SAMPLER	Sampler slot play	Sampler slot stop/load
	7	PERFORMANCE PAD C	*mode*		
			HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
			BEAT JUMP	Double Beat Jump Size	No Mapping
			GATE CUE MODE	Set/call Hot Cue (Gated playback)	Set/call Hot Cue (normal playback)
			STEMS MODE	Stem ON/OFF	No Mapping
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
			SAMPLER	Sampler slot play	Sampler slot stop/load
	8	PERFORMANCE PAD D	*mode*		
			HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
			BEAT JUMP	Double Beat Jump Size	No Mapping
			GATE CUE MODE	Set/call Hot Cue (Gated playback)	Set/call Hot Cue (normal playback)
			STEMS MODE	Stem ON/OFF	No Mapping
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
			SAMPLER	Sampler slot play	Sampler slot stop/load
	9	PERFORMANCE PAD E	*mode*		
			HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
			BEAT JUMP	Previous Track	No Mapping
			GATE CUE MODE	Set/call Hot Cue (Gated playback)	Set/call Hot Cue (normal playback)
			STEMS MODE	Stem FX	No Mapping
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
			SAMPLER	Sampler slot play	Sampler slot stop/load
	10	PERFORMANCE PAD F	*mode*		
			HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
			BEAT JUMP	Rewind	No Mapping
			GATE CUE MODE	Set/call Hot Cue (Gated playback)	Set/call Hot Cue (normal playback)
			STEMS MODE	Stem FX	No Mapping
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
			SAMPLER	Sampler slot play	Sampler slot stop/load
	11	PERFORMANCE PAD G	*mode*		
			HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
			BEAT JUMP	Fast Forward	No Mapping
			GATE CUE MODE	Set/call Hot Cue (Gated playback)	Set/call Hot Cue (normal playback)
			STEMS MODE	Stem FX	No Mapping
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
			SAMPLER	Sampler slot play	Sampler slot stop/load
	12	PERFORMANCE PAD H	*mode*		
			HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
			BEAT JUMP	Censor	Reverse
			GATE CUE MODE	Set/call Hot Cue (Gated playback)	Set/call Hot Cue (normal playback)
			STEMS MODE	Stem FX	No Mapping
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
			SAMPLER	Sampler slot play	Sampler slot stop/load