

## XDJ-XZ

## Hardware Diagram for Serato DJ



UP	No.	1	IAME	FUNCTION	+SHIFT	GROU	No.	
E	СК	*All the functions ass	igned on the right deck	are the same as those on the left deck shown	below.	5,PE	RFO	ŔМ
			platter	Scratch (Vinyl On)	Search(Skip Mode)			PEF
	1	JOG	piano	Pitch bend (Vinyl Off)	contract mode )			PA
			wheel side	Pitch bend				
	2	TEMPO		Tempo control				
	3	TEMPO RESET	(	Tempo Reset			5	
			Sync On	Tempo Lock				
	4	MASTER TEMPO		Keylock On/Off				
	5	TEMPO RANGE		Tempo Range				
	6	SYNC		Sync On Sync Off				
	7	MASTER					PEF	
	8	JOG ADJUST		JOG ADJUST				
	9	JOG MODE		Vinyl On/Off				1
	10	VINYL SPEED ADJUS	т	Adjust braking speed PREV / NEXT TRACK Fast Forward/Rewind Fast Forward/Rewind		-		
	11	TRACK SEARCH					6	1
	12	SEARCH						
	13	SHIFT		Shift				1
	10		Press twice	Change decks (deck1 ↔ deck3,etc)				
	14	REVERSE		Reverse	Censor			
	15	SLIP		SLIP mode On/Off				PEF
		4/8 BEAT		4 BEAT Loop				PA
	16		long press	8 BEAT Loop				
			During loop playback	Loop Size Select (Half)				
	17	LOOP IN		Loop in / Loop in adjust			7	
	18	LOOP OUT		Loop out / Loop out adjust				
	19	RELOOP/EXIT		Reloop/Exit(Loop Active)				
		CALL NEXT / 2X		Loop slot select next				
			During loop playback	Loop Size Select (Double)				
	20	CALL PREV / 1/2X		Loop slot select previous				PEF
			During loop playback	Loop Size Select (Half)				PA
	21	DELETE						
	22	MEMORY		Loop Slot Delete Loop Slot Lock				
	23	PLAY/PAUSE		Play/Pause	Stutter Play		8	
	24	CUE		Set/call cue, Back cue				
24		JOG RING						
		LOAD		Load tracks				
	26		Press twice	INSTANT DOUBLES				
	27	NEEDLE SEARCH		NEEDLE SEARCH				PEF
FF	EC.	r						PA
1	2							
ЛIX	ER	•1						
1	1	CROSS FADER		CROSSFADER	CROSSFADER START		9	
	2	CH FADER		CHANNEL FADER	CHANNEL FADER START			
	3	CH CUE(Headphone)		Headphone monitor On/Off	Tap BPM			
_								
	1	Rotary Selector	rotate	Library Scroll	Fast Library Scroll			
		riolary outorol	press	Jump between panels (forward)	rust clotary color			PEF
			prood	Jump between panels				PA
	2	BACK						
-	2	BACK			Add track to Frepare			1
-	3	TAG TRACK/REMOVE		Add track to Prepare				1
	3 4	TAG TRACK/REMOVE TRACK FILTER					10	
	3 4 5	TAG TRACK/REMOVE TRACK FILTER DECK QUANTIZE		Quantize on/off			10	
	3 4 5 6	TAG TRACK/REMOVE TRACK FILTER DECK QUANTIZE TIME MODE / AUTO C	UE	Quantize on/off TIME MODE (REMAINING / ELAPSED TIME)			10	
-	3 4 5 6 7	TAG TRACK/REMOVE TRACK FILTER DECK QUANTIZE TIME MODE / AUTO C DECK 1/3 (SHORT CL	:UE IT)	Quantize on/off TIME MODE (REMAINING / ELAPSED TIME) Change from Deck 1 to/from Deck 3			10	
-	3 4 5 6	TAG TRACK/REMOVE TRACK FILTER DECK QUANTIZE TIME MODE / AUTO C	:UE IT)	Quantize on/off TIME MODE (REMAINING / ELAPSED TIME)	]		10	
E	3 4 5 6 7 8	TAG TRACK/REMOVE TRACK FILTER DECK QUANTIZE TIME MODE / AUTO O DECK 1/3 (SHORT CL DECK 2/4 (SHORT CL	:UE IT)	Quantize on/off TIME MODE (REMAINING / ELAPSED TIME) Change from Deck 1 to/from Deck 3 Change from Deck 2 to/from Deck 4	RAVEDEUP		10	DE
E	3 4 5 6 7 8 8	TAG TRACK/REMOVE TRACK FILTER DECK QUANTIZE TIME MODE / AUTO C DECK 1/3 (SHORT CL DECK 2/4 (SHORT CL HOT CUE	:UE IT)	Quantize on/off TIME MODE (REMAINING / ELAPSED TIME) Change from Deck 1 to/from Deck 3 Change from Deck 2 to/from Deck 4 HOT CUE	SAVED FLIP		10	PEF
	3 4 5 6 7 8 8 1 2	TAG TRACK/REMOVE TRACK FILTER DECK QUANTIZE TIME MODE / AUTO C DECK 1/3 (SHORT CL DECK 2/4 (SHORT CL HOT CUE BEAT LOOP	:UE IT)	Quantize on/off TIME MODE (REMAINING / ELAPSED TIME) Change from Deck 1 toffrom Deck 3 Change from Deck 2 toffrom Deck 4 HOT CUE AUTO LODE / BEAT JUMP	SLICER		10	PEF
	3 4 5 6 7 8 8	TAG TRACK/REMOVE TRACK FILTER DECK QUANTIZE TIME MODE / AUTO C DECK 1/3 (SHORT CL DECK 2/4 (SHORT CL HOT CUE	:UE IT)	Quantize on/off TIME MODE (REMAINING / ELAPSED TIME) Change from Deck 1 to/from Deck 3 Change from Deck 2 to/from Deck 4 HOT CUE			10	PEF

GROUP	No.	N	IAME	FUNCTION	+SHIFT
5.PER	REOF	RMANCE PAD	S		I
· · · ·		PERFORMANCE PAD A	mode		
		PAD A	HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
	5		SAMPLER	Sampler slot play	Sampler slot stop/load
			SAVED FLIP	Start Flip/Retrigger Flip	Flip on/off
			SLICER	Slicer section play	
			SLISER LOOP	Slicer section play	
		PERFORMANCE	PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
		PAD B	mode HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	Delete HOT COE
			LOOP ROLL	Trigger Loop Roll	
	6		SAMPLER	Sampler slot play	Sampler slot stop/load
			SAVED FLIP	Start Flip/Retrigger Flip	Flip on/off
			SLICER	Slicer section play	. sp or on
			SLISER LOOP	Slicer section play	
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
		PERFORMANCE	mode		
		PADC	HOT CUE	Set/call Hot Cue	Delete HOT CUE
	7		AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
			SAMPLER	Sampler slot play	Sampler slot stop/load
			SAVED FLIP	Start Flip/Retrigger Flip	Flip on/off
			SLICER	Slicer section play	
			SLISER LOOP	Slicer section play	
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
		PERFORMANCE PAD D	mode		
		PADD	HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP	Trigger Auto Loop	
			LOOP ROLL	Trigger Loop Roll	
	8		SAMPLER	Sampler slot play	Sampler slot stop/load
			SAVED FLIP SLICER	Start Flip/Retrigger Flip Slicer section play	Flip on/off
			SLICER SLISER LOOP	Slicer section play Slicer section play	
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
		PERFORMANCE	mode	riay due roma over variable pitch hanges	delect not due points
		PADE	HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP / BEAT JUMP	Trigger Auto Loop / Beat Jump Rev	Distortor
			LOOP ROLL / BEAT JUMP	Trigger Loop Roll / Beat Jump Rev	
	9		SAMPLER	Sampler slot play	Sampler slot stop/load
			SAVED FLIP	Start Flip/Retrigger Flip	Flip on/off
			SLICER	Slicer section play	
			SLISER LOOP	Slicer section play	
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
		PERFORMANCE	mode		
		PAD F	HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP / BEAT JUMP	Trigger Auto Loop / Beat Jump Size Select	
			LOOP ROLL / BEAT JUMP	Trigger Loop Roll / Beat Jump Size Select	
	10		SAMPLER	Sampler slot play	Sampler slot stop/load
			SAVED FLIP	Start Flip/Retrigger Flip	Flip on/off
			SLICER	Slicer section play	
			SLISER LOOP	Slicer section play	
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
		PERFORMANCE PAD G	mode		
		1 10 0	HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP / BEAT JUMP	Trigger Auto Loop / Beat Jump Size Select	
	11		LOOP ROLL / BEAT JUMP	Trigger Loop Roll / Beat Jump Size Select	<b>A</b>
	11		SAMPLER SAVED FLIP	Sampler slot play Start Flip/Retrigger Flip	Sampler slot stop/load Flip on/off
			SAVED FLIP	Start Filp/Retrigger Filp Slicer section play	Pilp on/off
			SLICER SLISER LOOP	Slicer section play Slicer section play	
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points
		PERFORMANCE	mode	indy over onite over variable piton ranges	enter not oue punts
		PADH	HOT CUE	Set/call Hot Cue	Delete HOT CUE
			AUTO LOOP / BEAT JUMP	Trigger Auto Loop / Beat Jump Fwd	
			LOOP ROLL / BEAT JUMP	Trigger Loop Roll / Beat Jump Fwd	
	12		SAMPLER	Sampler slot play	Sampler slot stop/load
			SAVED FLIP	Start Flip/Retrigger Flip	Flip on/off
			SLICER	Slicer section play	
			SLISER LOOP	Slicer section play	
			PITCH PLAY	Play Cue Points over variable pitch ranges	Select Hot Cue points

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