

# Djing

- Serato

# Serato

## Keyboard Shortcuts

See also <https://serato.com/latest/blog/17257/pro-tips-serato-dj-keyboard-shortcuts>

### Deck 1 / LEFT

Basically first row of letters plus half of the numeric keys.

KEY	Action	+ alt
Left		
Q	Reverse	Prev Track
W	Play/Pause	Next Track
E / R	Pitch Adjust	RWD / FF
T / Y	Pitch Bend	
U	Censor	
I	TEMP-CUE	
O	LOOP-IN	Prev Loop
P	LOOP-OUT	Next Loop
[	LOOP-ON/OFF	Reloop
1	CUE 1	Auto Loop
2	CUE 2	Auto Loop
3	CUE 3	Auto Loop
4	CUE 4	Auto Loop
5	CUE 5	

### Deck 2 / RIGHT

Second row of letters plus second half of the numeric keys.

KEY	Action	+ alt
Right		
A	Reverse	Prev Track
S	Play/Pause	Next Track
D / F	Pitch Adjust	RWD / FF
G / H	Pitch Bend	
J	Censor	
K	TEMP-CUE	
L	LOOP-IN	Prev Loop
;	LOOP-OUT	Next Loop
'	LOOP-ON/OFF	Reloop
6	CUE 1	Auto Loop
7	CUE 2	Auto Loop
8	CUE 3	Auto Loop
9	CUE 4	Auto
0	CUE 5	

## Sampler

Third row of letters.

KEY	Action
Z	Sample 1
X	Sample 2
C	Sample 3
V	Sample 4
B	Sample 5
N	Sample 6
M	Sample 7
,	Sample 8

Add **alt** modifier to stop a Sample. Add **alt + cmd** modifiers to load a Sample from Library.

## Others

KEY	Action
alt + Up/Down	(While editing BPM) Double/Halve PBM
alt + Spacebar	Beatgrid Edit Mode
/	Swap Tracks
cmd + shift + Left/Right	Instant Double TODO: check that
cmd + Backspace	Remove Track from Library
cmd + shift + Backspace	Remove It Also from Disk
cmd + Z	Undo Track Load
cmd + P	Add track(s) to prepare panel
cmd + L	Locate last loaded track (press again for other deck)
cmd + R	Reveal track in Explorer (PC) or Finder (Mac)

# MIDI Mapping

Example mapping play button on both decks

```
<midi app=" 1.9.10.5170">
  <control channel="1" event_type="Note On" control="28">
    <userio event="click">
      <play deck_set="Default" deck_id="1" slot_id="0">
        <translation action_on="press" behaviour="toggle"/>
      </play>
    </userio>
  <userio event="output">
    <play deck_set="Default" deck_id="1" slot_id="0">
      <translation action_on="any">
        <alias name="on" value="127"/>
        <alias name="off" value="0"/>
      </translation>
    </play>
  </userio>
</control>
<control channel="1" event_type="Note On" control="26">
  <userio event="click">
    <play deck_set="Default" deck_id="0" slot_id="0">
      <translation action_on="press" behaviour="toggle"/>
    </play>
  </userio>
</control>
```

```

    </play>
  </userio>
  <userio event="output">
    <play deck_set="Default" deck_id="0" slot_id="0">
      <translation action_on="any">
        <alias name="on" value="127"/>
        <alias name="off" value="0"/>
      </translation>
    </play>
  </userio>
</control>
</midi>

```

There is a top tag called `<midi>`. Inside we define our mappings using the `<control>` tags.

## Control Tag

Tag parameters define the MIDI message, like the channel, note or control change.

- `channel`
  - **Integer**, starting from 1
- `event_type`
  - "Note On"
  - "Control Change"
  - "Pitch Wheel"
- `data_type` :
  - "Relative Binary Offset"
  - "Relative 2's Complement"
    - I could pseudo control trim gain knob with a quneo's rotary/jog, jog direction was doing + and - operations on the knob, no control on the knob position
  - "Absolute 7"
    - I could control trim gain knob with a quneo's vertical slider, including absolute position by pressing somewhere. No LED feedback.
- `reversed`
  - set it to `"true"` if needed, omit otherwise

One message has an incoming action and/or outgoing reaction or feedback. This is defined by the inner tag `<userio>`, which has a parameter called `event` that takes 2 values: `click` for the action and `output` for the reaction or feedback.

## Control.Userio Tag

# Control.Userio.**SDJCMD** Tag

**SDJCMD** = **S**erato **DJ** **CoM**mand, defines what Serato app will do when the control message passes

## Control.Userio.**SDJCMD**.Translation Tag

## Control.Userio.**SDJCMD**.Translation.Alias Tag