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>
        <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 calles `<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** **C**o**M**man**D**, defines what Serato app will to when the control message passes

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

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

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