Pioneer DJ DJM-S5
Quick-Start Guide

serato DJ Pro

Setup

Serato Software

The Pioneer DJ DJM-S5 is a "Serato DJ Pro hardware unlocked" device, meaning it works with Serato DJ Pro out of the box.

Please ensure you have the latest version of Serato DJ Pro installed:
Click here to download Serato DJ Pro

Driver Software

The Pioneer DJ DJM-S5 does not require manufacturer specific drivers on macOS operating systems, and is plug & play with Serato DJ Pro.
You will be prompted to install the Pioneer driver utility however, when launching Serato DJ Pro with the device connected.

On Windows, a manufacturer specific driver is required, which you will be prompted to install, when lauching Serato DJ Pro with the device connected.
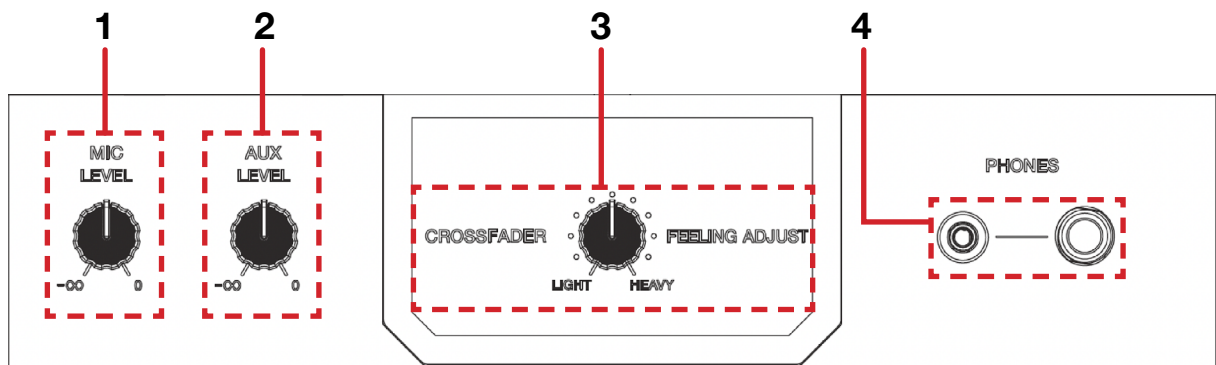
Alternatively, you can install both driver utility and driver directly from Pioneer's website, even if your device is not currently connected.
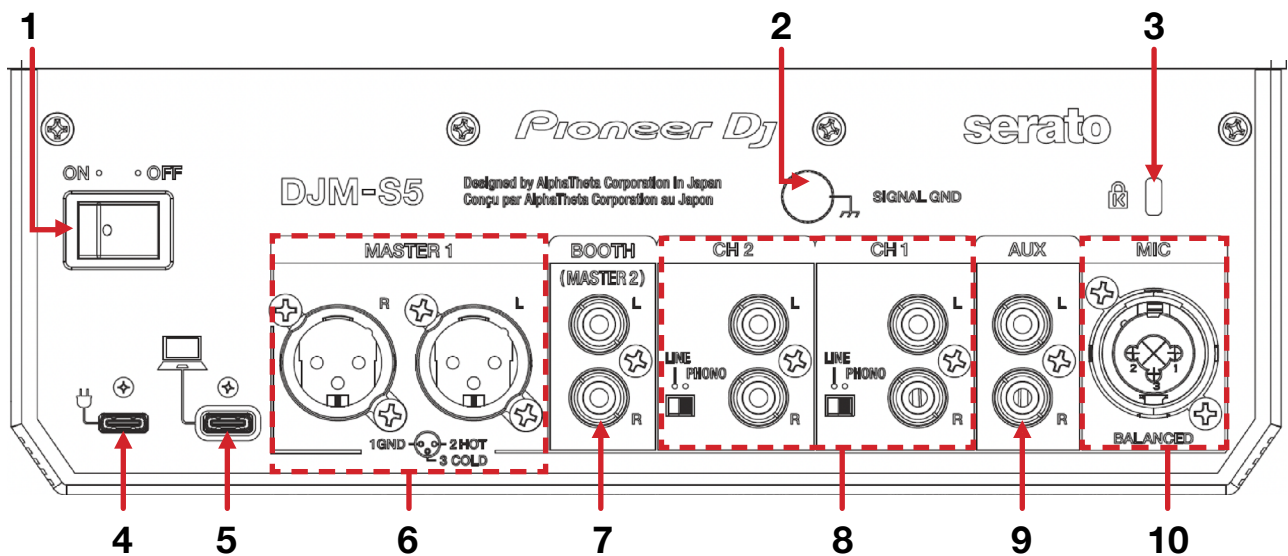
Firmware

We also recommend that you have the latest firmware installed for the Pioneer DJ DJM-S5, which can be found on Pioneer's website.
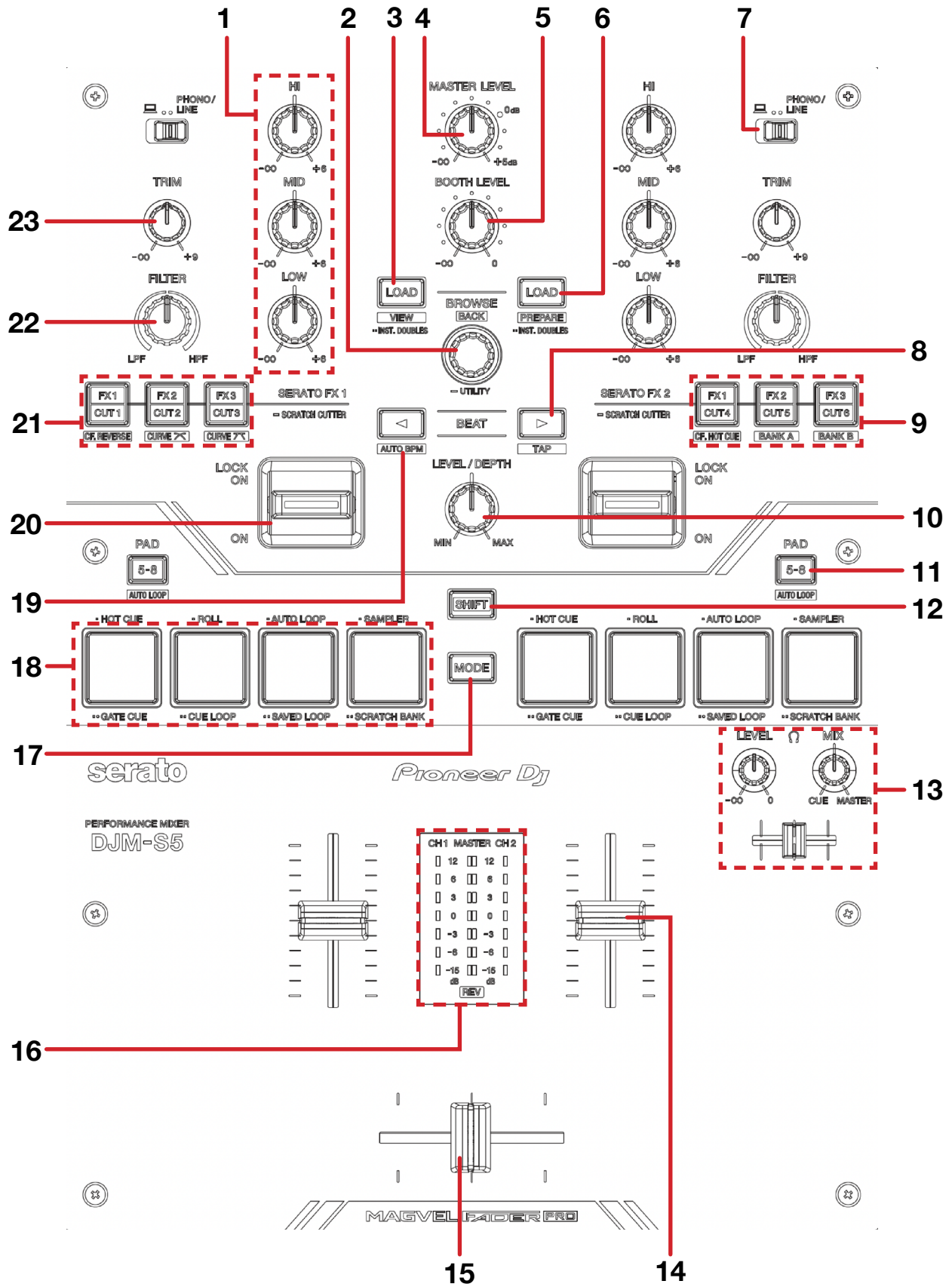
Overview

#	DJM-S5 CONTROL	FUNCTION
1	MIC LEVEL	Adjust microphone input level
2	AUX LEVEL	Adjust auxilliary input level
3	CROSSFADER FEELING ADJUST	Adjust crossfader feeling adjust between light & heavy
4	HEADPHONES	Connect headphones to 3.5mm and 1/4" outputs

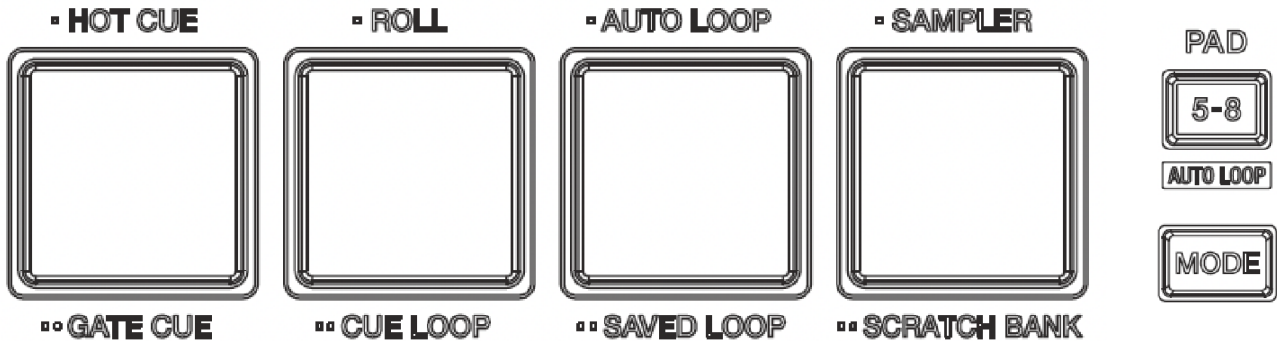| #	DJM-S5 CONTROL	FUNCTION
1	POWER SWITCH	Turn on Seventy
2	SIGNAL GND	Connect grounding cable from phono turntable connected to channel 1 or 2
3	KENSINGTON LOCK	Secure device
4	USB C POWER	Connect included USB cable / adapter to power supply
5	USB C DATA	Connect USB cable from PC
6	MASTER 1	Connect main speakers via XLR
7	BOOTH (MASTER 2)	Connect booth or secondary master output via RCA
8	LINE/PHONO - CH2 LINE/PHONO - CH1	Connect line or phono media player or turntables to channel 1 or 2 and toggle between line/phono per channel
9	AUX	Connect auxilliary input via RCA
10	MIC	Connect microphone via XLR or 1/4" input

Overview

Overview

#	DJM-S5 CONTROL	FUNCTION	SHIFT FUNCTION
1	HI / MID / LOW	Adjust three-band EQ per channel	-
2	BROWSE	Turn to scroll library, press in to toggle between crate & song list	Fast library scroll
3	LOAD (1)	Load selected track to deck 1. Double press to instant double	Toggle view modes
4	MASTER LEVEL	Adjust Master output volume	-
5	BOOTH LEVEL	Adjust Booth output volume	-
6	LOAD (2)	Load selected track to deck 2. Double press to instant double	Open Prepare panel
7	INPUT SELECTOR	Toggle between USB / PHONO / LINE inputs per channel	-
8	BEAT (RIGHT)	Increase Beats multiplier value	Tap to approximate FX tempo
9	FX1/CUT4 - FX2/CUT5 - FX3/CUT6	ARM Serato FX 2 controls or parameters, or long press to enter and select a respective Scratch Cutter mode pattern. Long press again to disable Scratch Cutter mode. SEE SCRATCH CUTTER SECTION FOR MORE INFORMATION	Enter Crossfader Hot Cue mode / Select FX Bank A / Select FX Bank B SEE CROSSFADER HOT CUE SECTION FOR MORE INFORMATION
10	LEVEL / DEPTH	Adjust Serato FX depth	-
11	PAD 5-8	Toggle Pads 5-8 (or again for 1-4) in the performance pad area	Toggle Autoloop on/off per deck
12	SHIFT	Used with other controls that have SHIFT modifier functions	-
13	CUE (SECTION)	Adjust Cue level, Cux mix, or move slider to change headphone channel cue	-
14	CHANNEL FADER	Adjust channel volume	Channel fader start
15	CROSSFADER	Crossfade audio between channel 1-2	Crossfader start
16	CH1 / MASTER / CH2	Observe per channel or master audio metering	-
17	MODE	Hold when pressing a performance pad to change selected Pad mode	-
18	PERFORMANCE PAD SECTION	SEE PERFORMANCE PADS SECTION FOR MORE INFORMATION	-
19	BEAT (LEFT)	Decrease Beats multiplier value	Set Auto FX tempo
20	LOCK ON - ON	Pull FX paddle down to momentarily turn on Serato FX unit per channel, or push FX paddle up to keep FX unit on	-
21	FX1/CUT1 - FX2/CUT2 - FX3/CUT3	ARM Serato FX 1 controls or parameters, or long press to enter and select a respective Scratch Cutter mode pattern. Long press again to disable Scratch Cutter mode.	Toggle Reverse Crossfader / Select Crossfader Curve 1 / Select Crossfader Curve 2
22	FILTER	Combination Low pass & High pass filter per channel	-
23	TRIM	Adjust channel gain	-

Performance Pads

The Pioneer DJ DJM-S5 comes with 4 Performance Pads per deck, with a secondary layer for pads 5-8, all which can be used across several different pad modes, and 4 further user-mappable pad modes.

The first 4 pad modes can be accessed by holding the **MODE** button, and pressing the respective pad mode button once, and are as follows:

- **HOT CUE mode**: Press Pads 1-8 trigger Serato DJ Pro Cue points, and if no Cue point is present on that slot/pad, will set a Cue point. Holding **SHIFT** while pressing a pad will clear the Cue point from that pad/slot.
- **ROLL mode**: Hold Pads 1-8 to trigger a loop roll of varying sizes. Release the pad to exit the loop roll.
- **AUTO LOOP mode**: Press Pads 1-8 to trigger Autoloops of varying sizes, or press them again to disable the Autoloop.
- **SAMPLER mode**: Press pads 1-8 to trigger samples loaded into the Serato DJ Pro Sampler. Hold **SHIFT** while pressing a pad to stop the sample playback once triggered, or load a sample to the respective Sampler slot if no sample is loaded.
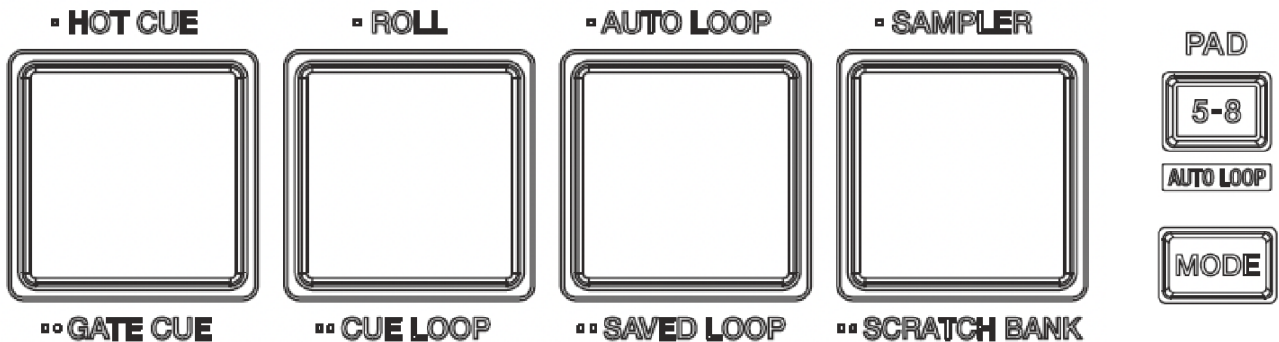
The next 4 pad modes can be accessed by holding the **MODE** button, and pressing the respective pad mode button twice, and are as follows:

- **GATE CUE mode (MODE + HOT CUE)**: Press Pads 1-8 trigger Serato DJ Pro Cue points for the duration the pad is held down. Once the pad is released, the deck is muted until the next Cue point is held. Holding **SHIFT** while pressing a pad triggers the Cue point normally.
- **CUE LOOP mode (MODE + ROLL)**: Press Pads 1-8 to trigger a Cue point, and activate a loop simultaneously. Holding **SHIFT** while pressing pads 1-8 will reloop.
- **SAVED LOOP mode (MODE + AUTO LOOP)**: Pressing pads 1-8 triggers Saved Loops, or saves the current loop to the respective loop slot. Hold **SHIFT** while pressing pads 1-8 reloop the Saved Loop in that slot.
- **SRATCH BANK mode (MODE + SAMPLER**: Scratch Bank Mode allows you at assign files in your Serato DJ Pro library to a pad. When a pad is triggered, the file corresponding file will be loaded to deck. The left set of pads will load to deck 1 where as the right will load to deck 2.
Click the Scratch Bank button [image] in the top tool bar of Serato DJ Pro to reveal the Scratch Bank Panel. In this panel you can load and eject files from the Scratch Banks, as well as chose the preferences you wish to load to the deck upon triggering the pad. These preference include the start point of the file, Key Lock on/off and Repeat on/off. Clicking the [image] button in the top left corner of the panel will change between Advanced and Simple View. Holding **SHIFT** and pressing any Scratch Bank pad will unload the currently loaded Scratch Bank file and re-load the last track to be loaded to that deck.

Performance Pads

The last 4 preconfigured modes can be accessed by holding the **MODE + SHIFT** buttons, and pressing the respective pad mode button, and are as follows:

- **PITCH PLAY mode (MODE + SHIFT + HOT CUE)**: In this mode, pads 1-8 play Cue points over variable pitch ranges. See the 'Pitch Play' section for more information.
- **SLICER LOOP mode (MODE + SHIFT + ROLL)**: In this mode a loop or domain is divided into eight equal sections, and these eight sliced sections are assigned to the Pads 1-8, which can then be triggered.
- **SAVED FLIP mode (MODE + SHIFT + AUTOLOOP)**: In this mode, pads 1-8 trigger Saved Flips. Holding **SHIFT** while pressing pads 1-8 will toggle the respective Saved Flip on or off. **NOTE**: Serato Flip is required for this mode.
- **TRANSPORT mode (MODE + SHIFT + SAMPLER)**: In this mode you can control virtual deck transport operation. Pad 1 & 2 control Pitch Bend down & up, Pad 3 & 4 control Pitch Nudge down & up, while holding **SHIFT** and pressing pad 3 or 4 will reset pitch to zero. Pad 5 toggles Keylock (or Pitch 'n Time DJ if enabled), and holding **SHIFT** while pressing pad 5 toggles between INT and REL or ABS playback modes. Press pad 6 turns on SYNC, and holding **SHIFT** while pressing pad 6 disables SYNC. Pad 7 triggers the TEMP CUE, or sets one if none is present on the loaded track. Holding **SHIFT** while pressing pad 7 will return to the start of the track, and pressing it quickly again will load the previous track. Finally, pressing pad 8 toggles between play and paused states, and pressing it while holding **SHIFT** toggles Stutter Play.

The last 4 modes are user mappable pad mode layers, which can be accessed by holding the **SHIFT + MODE** buttons and pressing the respective pad mode button twice. Refer to the MIDI Mapping with Serato DJ Pro article, for more information on how to map MIDI functions.

- **USER mode 1 (MODE + SHIFT + HOT CUE [TWICE])**
- **USER mode 2 (MODE + SHIFT + ROLL [TWICE])**
- **USER mode 3 (MODE + SHIFT + AUTOLOOP [TWICE])**
- **USER mode 4 (MODE + SHIFT + SAMPLER [TWICE])**

Pitch Play

Holding **SHIFT + MODE** and pressing the **HOT CUE** performance pad button on the Pioneer DJ DJM-S5 will enable Pitch Play mode. In this mode you an play Cue Points over variable pitch ranges.

There are 3 key ranges to choose from. The following tables show pitched key ranges (in Semitones) while using the 8 performance pads in Pitch Play mode. To toggle beteen key ranges press the Parameter left & right buttons.

The root key pad (0) is always lit white, which will play the cue point at it's regular pitch.

Pressing Parameter left & right while holding **SHIFT** will shift up or down a single semitone. In Pitch Play mode, pressing a pad will pitch the currently selected cue point up or down the following ranges:

Up Range: (Up 7 Semitones)

+4	+5	+6	+7
0	+1	+2	+3

Middle Range: (Up 3/Down 4 Semitones

0	+1	+2	+3
-4	-3	-2	-1

Down Range: (Down 7 Semitones)

-3	-2	-1	0
-7	-6	-5	-4

When Pitch Play mode is first enabled, the middle range is selected. If a new track is loaded, key mode will default to middle range.

PITCH PLAY can only pitch one Cue point at a time. To change the selected Cue, hold the **SHIFT** button and press a performance pad where the cue point you want to select would be (as shown in the CUES performance pad mode). While holding SHIFT, press the corosponding performance pad for:

Cue 1	Cue 2	Cue 3	Cue 4
Cue 5	Cue 6	Cue 7	Cue 8

The selected cue point defaults to Cue Point 1 on track load, even if instant doubled. If a pad with no cue point is selected, then a new cue point will be created. Deleting a cue point however, is not possible in PITCH PLAY mode. Range is remembered if user goes to another pad mode, then back to key mode. If a new track is loaded, key mode will default to middle range.

NOTE: Pitch Play mode is available once the Pitch 'n Time DJ Expansion Pack has been activated in the Expansions window, under the My Account drop-down. Make sure "Enable Pitch 'n Time DJ" is checked in the Expansion Pack tab of the **SETUP** screen.
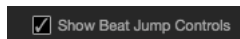
DVS

The Pioneer DJ DJM-S5 is a Serato DVS hardware unlocked, meaning it activates the Serato DVS expansion pack when connected to your computer, thus allowing you to use turntables or CD players to control Serato DJ Pro using NoiseMap™ Control Tone records or CDs.

Beat Jump

To activate Beat Jump, open the Setup screen and under the DJ preferences tab turn on "Show Beat Jump Controls".

☑ Show Beat Jump Controls

When you close the Setup screen you will see Beat Jump controls underneath the existing Auto Loop values on each deck. Checking this box will turn on Beat Jump features in the deck area and let you control Beat Jump from on your supported Serato DJ Pro hardware.

‹ 2 4 8 16 › ⇤ ⇥

When the Beat Jump option is enabled, perfomance pad modes AUTO LOOP or ROLL mode will use the alternate row of 4 pads (pads 5-8) as Beat Jump controls.

Scratch Cutter

Scratch Cutter is a firmware-based feature that automatically applies crossfader cuts using predetermined, user-selectable patterns, that sync with the BPM of the playing track. This allow the user to focus on manipulating & practicing the vinyl or jog wheel movements, without worrying about the crossfader.

Follow the steps below to use Scratch Cutter:

1. Long press one of the 6 **FX** buttons on the DJM-S5. This both enters Scratch Cutter mode and selects the respective, corresponding CUT pattern (1-6).
   NOTE: *Once in this mode, you may also select other CUT patterns by quickly pressing their respective FX button.*

2. Load a Scratch Sample to one of your decks, and a instrumental or backing track to the other.

3. Engage the FX paddle on the deck you wish to apply Scratch Cutter to, by pulling it up, to the **LOCK ON** position (or hold it down, to the **LOCK** position).

4. Check your crossfader is not set all the way to the left or right, and start moving your turntable or jog wheel forwards & backwards.

- Use the **Beat (Left)** & **Beat (Right)** buttons to change the speed of the CUT patterns.

- Long press any of the 6 **FX** buttons on the DJM-S5 to exit Scratch Cutter mode.

- Available patterns & speeds are as follows:

FX Button	Pattern	Default Speed (Beat Value)	Adjustable Speed
FX1/CUT1	Forward Scratch	2	No
FX2/CUT2	March Scratch	2	No
FX3/CUT3	Original Scratch 2	1	Yes
FX1/CUT4	Transformer Scratch (3-Click)	2	Yes
FX2/CUT5	1-Click Flare	2	Yes
FX3/CUT6	2-Click Flare	2	Yes

Crossfader Hot Cue

Crossfader Hot Cue is another firmware-based feature that automatically triggers Hot Cues when the crossfader is moved slower than a set threshold. This allows users to focus on manipulating & practicing crossfader cuts, without worrying about the vinyl or jog wheel.

Follow the steps below to use Crossfader Hot Cue:

1. Hold **SHIFT** and press the FX Unit 2 **FX1** button to enter Crossfader Hot Cue mode.

2. Load a track to either deck, and ensure it's playing.

3. Move the crossfader from either the far right or far left, to the opposite direction, ensuring the crossfader movement speed threshold is not exceeded.

- The default threshold is 1/4 beat, which is influenced by the BPM of the playing deck. None, 1/2 beat, and 1 beat options can also be selected using the mixer's **UTILITY** menu, which you can find our more about, in the Pioneer user manual for the DJM-S5.

MIDI

The MIDI feature in Serato DJ Pro provides the ability to remap Serato DJ Pro software functions to your primary Serato controller, interface or mixer. You can also assign controls to a secondary MIDI controller to further enhance your performance.

[For more information on MIDI mapping with Serato DJ Pro click here](#)

To remap your supported Serato device, open the **SETUP** screen and click the **MIDI** tab. If your Serato device supports hardware remapping, it will show up in the MIDI Devices list at the top.

Select your connected device from the MIDI Devices list and make sure the "Allow Serato Hardware Remapping" option is checked.

☑ Allow Serato Hardware Remapping

Once checked, the MIDI assign button at the top of the screen will become available for you to start remapping.

You can save, edit or delete MIDI presets in the MIDI tab of the SETUP screen. Clicking 'Restore Defaults' will erase any custom mappings for all connected devices and revert their functions back to default.

Help

Show Tooltips

Click on the Help ▾ button in the upper right-hand corner of Serato DJ Pro, then ⓘ Show tooltips to enable tooltips. Tool tips provide a handy way to learn the various features of Serato DJ Pro.

Move the mouse over a section of the screen to bring up a context sensitive tool tip.

Watch Tutorials

Click on the Help ▾ button in the upper right-hand corner of Serato DJ Pro, then Watch tutorials to launch your default internet browser and watch tutorials, to help you get familiar with Serato DJ Pro.

Get Support

Click on the Help ▾ button in the upper right-hand corner of Serato DJ Pro, then Get support to launch your default internet browser and navigate to the Serato DJ Pro knowledge base, where you can find helpful articles and guides on Serato DJ Pro. Alternatively, type in the Search help Go box, with keywords, to search the Serato DJ Pro knowledge base for specific, related topics.