

VIRTUALDJ

AUDIO & VIDEO MIXING
DJ SOFTWARE

gemini

GMIX

GMIX DRIVE



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INSTALLATION

Firmware & Drivers

Firmware

Update the firmware of the unit to the latest version, following instructions provided at:

Gemini GMX: <http://geminisound.com/product/gmx> (Downloads tab)

Gemini GMX DRIVE: <http://geminisound.com/product/gmx-drive> (Downloads tab)

Drivers

Windows: Download and install the latest ASIO drivers from:

Gemini GMX: <http://geminisound.com/product/gmx> (Downloads tab)

Gemini GMX DRIVE: <http://geminisound.com/product/gmx-drive> (Downloads tab)

Mac OSX. No drivers are necessary to install for Mac computers. The Operating system will use its own audio drivers when the unit is connected to the USB port.

Connections

Connect the Gemini GMX to a USB port of your computer. Plug a pair of amplified speakers to the rear Master Output of the unit and your Headphones to the front socket. Connect the provided AC/DC power adaptor. Power on the unit once all the connections are done.

VirtualDJ 8 Setup

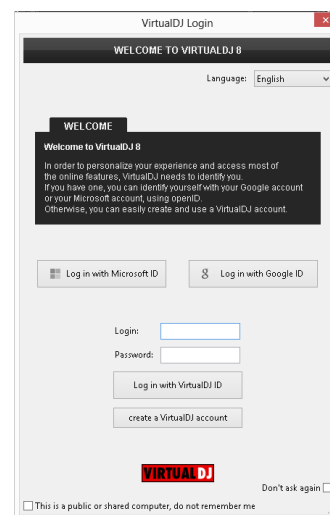
Download and install VirtualDJ 8 from <http://www.virtualdj.com/download/index.html> (in case you have not done already)

If your unit came with VirtualDJ LE, use the provided CD to install VirtualDJ (will install the custom LE skin along with the application)

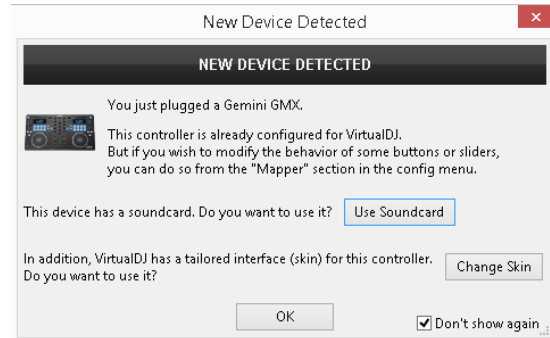
Once VirtualDJ 8 is launched, a Login Window will appear. Login with your virtualdj.com account credentials.

A **Pro Infinity**, a **PLUS**, a **Subscription License** or a **VirtualDJ LE Keycode** (serial) is required to use the Gemini GMX/GMX DRIVE. Without any of the above Licenses, the controller will operate for 10 minutes each time you restart VirtualDJ 8.

<http://www.virtualdj.com/buy/index.html>



A **detection** window will appear next asking to use or not the **pre-defined audio setup** with the built-in sound card of the Gemini GMX. You can still change that from Settings->AUDIO tab.



If your GMX came with a VirtualDJ LE Keycode, use the **Enter Keycode** button you will see in the detection window to enter it. If a Pro Infinity or Plus license is available and you have logged in the previous window, this button will not be available.

INTERFACE (Skin)

The tailored skin of the Gemini GMX, which is automatically loaded with VirtualDJ 8 LE version, is also available for download at <http://www.virtualdj.com/plugins/> for those who do not wish to install the LE version from the provided CD.

Note that in LE mode the change of the skin is not available.

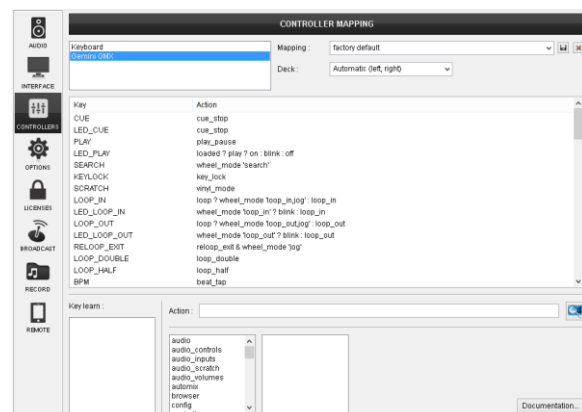
The unit is now **ready** to operate.

Advanced Setup

MIDI Operation

The unit should be visible in the **CONTROLLERS** tab of Config and the **“factory default”** available/selected from the Mappings drop-down list.

The factory default Mapping offers the functions described in this Manual, however those can be adjusted to your needs via VDJ Script actions.

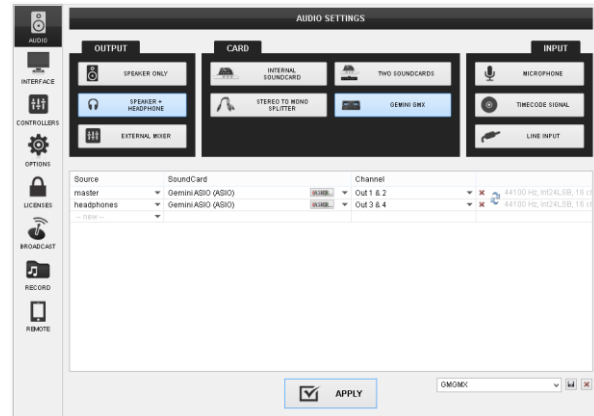


A Pro Infinity, a PLUS or a Subscription license is required to customize the mapping of the GMX (the **CONTROLLERS** tab will not be available in LE mode).

Find more details at <http://www.virtualdj.com/wiki/VDJscript.html>

AUDIO Setup

The unit has a **pre-defined** Audio setup and a **special button** in the AUDIO tab of Config to provide that. Alternative Audio setups can be applied in the same window in case a different sound card other than the built-in of the GMX needs to be used.



For further VirtualDJ settings and features please refer to the User Guides of VirtualDJ 8.
<http://www.virtualdj.com/wiki/PDFManuals.html>

LAYOUT



S. SHIFT. Hold this button down to access secondary functions of the GMX (mainly in blue lettering)

M. MODE. Use this button to select the Input Source. When lit (**MIDI MODE**) the unit will control **VirtualDJ** software or any other MIDI application. When unlit the GMX will search for

the available/connected devices. Choose from Top USB Source, Rear USB Source (or CD Drive for the GMX Drive model)

Note that the sound output of VirtualDJ will be muted when switched from MIDI to USB mode.

A. Front Side



1. **MIC INPUT.** Connect a 1/4" microphone to this input.
2. **MIC LEVEL.** Adjust the Output Volume of the Microphone Input.

Note. The offered Microphone Input of the Gemini GMX is routed directly to the Master Output and cannot be assigned or controlled by VirtualDJ. Therefore the Microphone section of the VirtualDJ GUI will be unavailable, and the Microphone Input cannot be added to the Audio Setup or recorded from the software.

3. **HEADPHONES SOCKET.** Connect your 1/4" or 1/8" headphones to this output for cueing and mix monitoring. The level of this output is controlled with the CUE VOL knob on the top panel.

B. Rear Side



4. **POWER.** Connect the supplied AC/CD Adaptor. Power on the unit when all audio connections are made.
5. **USB.** This USB connection sends and receives audio and control information from a connected computer.
6. **REAR USB SOURCE.** Connect a USB storage device (USB flash drive or Hard Drive) with your Music Media files. The device will be offered on the LCD display when the USB mode is enabled as **REAR**.
7. **MASTER OUTPUT (XLR).** Connect this low-impedance XLR output to a PA system

or powered monitors. The level of this output is controlled with the Master knob on the top panel.

8. **MASTER OUTPUT (RCA):** Use standard RCA cables to connect this output to amplified speakers or amplifier system. The level of this output is controlled by the MASTER knob on the top panel.
9. **BOOTH OUTPUT (RCA):** Use standard RCA cables to connect this output to a booth monitoring system. The level of this output is controlled by the BOOTH knob on the top panel.

C. Mixer

10. **CROSSFADER.** Blends audio between the left and right channels/decks.
11. **VOLUME.** Use these faders to control the Output volume of the left and right channels/decks
12. **VU METERS.** When the CUE/MSTR switcher is at **CUE** position, the VU Meters will indicate the Pre-fader Output Volume of the left and right channel/deck respectively. When in **MSTR** position, the VU Meters will indicate the Output level of the Master Output.
13. **PFL.** Press these buttons to send left or/and right channel's pre-fader signal to the Headphones Channel for monitoring. When engaged, the button will be lit.
14. **FILTER.** Use this knob to apply a resonance **Filter** on the left or/and right channel/deck.
15. **EQ LOW.** Adjusts the low (bass) frequencies of the left/right channel/deck.
16. **EQ MID.** Adjusts the middle (mid) frequencies of the left/right channel/deck
17. **EQ HI.** Adjusts the high (treble) frequencies of the left/right channel/deck
18. **GAIN.** Adjust the Gain (Trim) of the left/right channel/deck. Try to keep lower than the 12 o'clock position to avoid distortion.



- 19. **TOP USB SOURCE.** Use this USB input to connect a USB storage device (USB flash drive or Hard Drive) with your Music Media files. The device will be offered on the LCD display when the USB mode is enabled as **TOP**
- 20. **MASTER:** Adjusts the Volume of the Master Output Channel.
- 21. **BOOTH.** Adjusts the Volume of the secondary Booth Output Channel
- 22. **CUE VOL.** Adjusts the volume level of the Headphones Channel
- 23. **CUE MIX:** Turn to mix between CUE and Master (PGM) in the Headphone channel. When all the way to the left, only channels routed to Cue (via the PFL buttons) will be heard. When all the way to the right, only the Master Output will be heard

D. Transport Controls

- 24. **PLAY.** Plays / Pauses the track.
- 25. **CUE.** When the Deck is paused, you can set a Cue Point by moving the Platter to place the Audio Pointer at the desired location and then pressing the Cue Button.

During playback, you can press the Cue Button to return the track to this Cue Point. (If you did not set a Cue Point, then it will return to the beginning of the track.).



- If the Deck is paused, you can press and hold the Cue Button to play the track from the Temporary Cue Point. Releasing the Cue Button will return the track to the temporary Cue Point and pause it.
- 26. **JOG.** Touch sensitive jogwheel. Use the jogwheel to scratch or bend (depending on the Vinyl/Scratch mode selection) or fast seek through the track if the Search mode is enabled.
The Jogwheel also offers Loop In and Loop Out point adjustment (see Loop Controls)
- 27. **REVERSE.** Use this button to toggle between normal and reversed playback. When the reversed mode is selected, the button will be lit.
- 28. **SCRATCH.** Press this button to set the Jogwheel to **Vinyl** (Scratch) or **CD** (Bend) **mode**. In Vinyl mode, use the outer part of the Jogwheel to bend (temporary speed up – slow down the tempo of the track).

- 29. SEARCH.** Press this button to set the Jogwheel to **Search mode** and use the Jogwheel to fast seek through the track Press again to return the Jogwheel to Jog (Scratch or Bend) mode.
The Gemini GMX custom skin will display an indication when the Search mode is selected.

E. Tempo Controls

- 30. PITCH.** Adjust the track's playback speed (tempo). The pitch value in % and the current tempo value (BPM) are displayed on the LCD screen

Note. The actual pitch fader will not alter the pitch of the track if the actual pitch and the software pitch value do not match (software soft-takeover, ghost fader visible on the GUI). In most cases this may happen if SYNC is prior pressed or switching decks and the other deck is having a different pitch software value.



- 31. KEYLOCK.** Press this button to "**lock**" the track's pitch to its original **key**. The track's tempo will remain at the speed designated by the Pitch Fader Hold **SHIFT** down and then use this button to select the next available **range** for the Pitch.
The selected pitch range value is displayed on the LCD screen.

- 32. BPM TAP/LOCK.** Tap this button (for at least 4 times) based on the rhythm of the track to manually adjust the tempo of the track (if incorrectly calculated by the software). When track is paused, tap this button once to move the Beatgrid anchor to the current position.
Hold **SHIFT** down and then use this button to automatically **match** the corresponding Deck's tempo with the opposite Deck's **tempo and phase**.

F. LCD Info

- 33. TIME/TEXT.** Use this button to cycle between the **Remain and Elapsed Time** Display on the LCD screen.
Hold **SHIFT** down and then use this button to cycle the **Track's Info** on the LCD screen (Title, Artist, Album and Genre)
- 34. AUTOCUE.** Use this button to cycle through the 3 available modes for the AutoCue.



When the indicator on the LCD screen is off, the tracks when loaded will start from the **beginning** of the track. On 2nd press, the tracks when loaded will start from the **First Beat** (skipping silence). On 3rd press, the tracks when loaded will start from the first assigned **HotCue**.

- 35. **REPEAT**. Use this button to enable the **repeat mode**. When enabled (indication as R1 on the LCD screen) the track will continue playing from the beginning (or other point depending on the AutoCue mode) when this reaches its end.
- 36. **LCD**. LCD screen which displays Track's Info (Title, Artist, Album and Genre), Remain or Elapsed Time, BPM, Pitch and Pitch range values and a song progress bar.
Note that the waveform view is not currently available on MIDI mode.

G. Hotcues & Loop Controls

37. **PADS**. The 8 Pads offer HotCues Loop and Loop functions depending on the selected mode (38). See Hot Cues and Auto Loops.



38. **PADS MODE**. Use this button to toggle between the Hot Cues and Auto Loops mode for the 8 Pads (37).

39. **LOOP IN**. Use this button to set a **Loop In** (Entry) point of a **manual loop**.
If a Loop is enabled press this button to **set the Jogwheel to Loop In mode** and then use the jogwheel to fine adjust the Entry point of the triggered Loop. The Led will blink to indicate the selected mode. Press again to return the Jogwheel to Jog mode.

Hold **SHIFT** down and then use this button to **half the size** of the triggered loop in beats.

40. **LOOP OUT**. Use this button to set a **Loop Out** (Exit) point of a **manual loop**.
If a Loop is enabled press this button to **set the Jogwheel to Loop Out mode** and then use the jogwheel to fine adjust the Exit point of the triggered Loop. The Led will blink to indicate the selected mode. Press again to return the Jogwheel to Jog mode.
Hold **SHIFT** down and then use this button to **double the size** of the triggered loop in beats.

41. **RELOOP/EXIT**. Use this button to **exit a Loop** or enable (and jump to the position) the last triggered one (**reloop**)

Hot Cues

When the HOTCUE/AUTOLOOP mode button (38) is unlit, the 8 Pads offer HotCue functions.

Each one of the 8 PADs (37) **assigns a Hot Cue Point (1 to 8) or returns the track to that Hot Cue Point.**

When a Hot Cue Button is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track. Once it is assigned, the Hot Cue Button will light. To return to that Hot Cue Point, simply press it.

Hold **SHIFT** down and then press a PAD to delete its assigned HotCue.

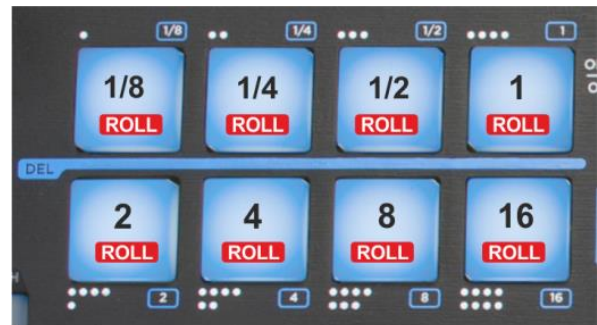


Loops

When the HOTCUE/AUTOLOOP mode button (38) is lit, the 8 Pads offer Auto Loop and Loop Roll functions.

Each one of the 8 Pads (37) triggers a **Loop** of a different size in beats (1/8 to 16) as per the image.

Hold **SHIFT** down and then use the same Pads to trigger a **momentary Loop Roll** (while pressed) of the same size in beats as per the image. When the PAD is released the track will resume from the position it would have been if the Loop was never triggered.



H. Browser Controls

- 42. BROWSE/SELECT.** Use this encoder to scroll through files or folders (depending on the focused Browser window)

If focus is on the Songs list, push the encoder to load the selected track from the Browser to the left or right deck. If focus is on the Folders list, push the encoder to set focus to the Songs list.



- 43. BACK.** Press this button to set focus to the Folders list. If focus is on the folders list, use this button to expand/collapse subfolders.

Useful links

VirtualDJ web-page: <http://www.virtualdj.com>

VirtualDJ Support Center: <http://www.virtualdj.com/contact/index.html>

VirtualDJ 8 Operation Guides: <http://www.virtualdj.com/wiki/PDFManuals.html>

Gemini web-page: <http://geminisound.com/support>

Gemini Support Center: <http://geminisound.com/support>

Gemini GMX product page: <http://geminisound.com/product/gmx>

Gemini GMX DRIVE product page <http://geminisound.com/product/gmx-drive>

Hardware Integration Department



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