About the Orbit and GrandVJ:

The Orbit wireless MIDI controller from Numark also works great for VJ's to control visuals with our GrandVJ software! So we thought we should make a basic GrandVJ / Orbit mapping for you to begin with.

If you don't have GrandVJ you can download it from http://vj-dj.arkaos.net/grandvj/download
The demo mode comes with all features enabled, so you can fully test it and have some fun with your Orbit controller.

Then if you want to remove the "DEMO" banner on the output you can get a GrandVJ license from https://www.arkaos.net/products/vjdj

ArKaos GrandVJ in Mixer Mode

Installing the mapping templates:

To setup the Orbit and GrandVJ so that they work together, you have to load a mapping template file in each. These are the .json file and the .vjt file which you can find in the same folder as this document.

Setting up the Orbit:
- Plug in and power on your **Numark Orbit**
- Launch the **Numark Orbit Editor** software
- Click **Load**
- Browse to the **Numark Orbit GrandVJ.json** file from the .zip you just downloaded
- Click **Send**. You should see the message **"Mapping sent Successfully"**
- Close the **Numark Orbit Editor** software, the controller is ready

Setting up GrandVJ:
- Launch **GrandVJ** with a blank template
- Go to **File > Load Mapping Template**
- Click **Import**
- Browse to the **Numark Orbit – GrandVJ.vjt** file from the .zip you just downloaded
- Click **Open**
- Choose the **Numark Orbit - GrandVJ.vjt** template from the list
- Press **Ok** to open it
- Click **Yes** at the warning prompt

About the mapping templates:

You can easily edit the .json file with the Orbit Editor software and and the .vjt file with GrandVJ (when in MIDI learn mode – CTRL+M or CMD+Shift+M), so feel free to modify it and adapt it to your needs!

Now let's explain how this mapping works.

The Pads:

The 16 pads from the Orbit are mapped on a 4x4 cells matrix which is common to all the banks, making it easy for performing. The four PAD BANK buttons on the bottom of the controller let you change the assignments of the K buttons. This was made so that you can change your parameters while keeping the pads on a common patch and continue to play with them.
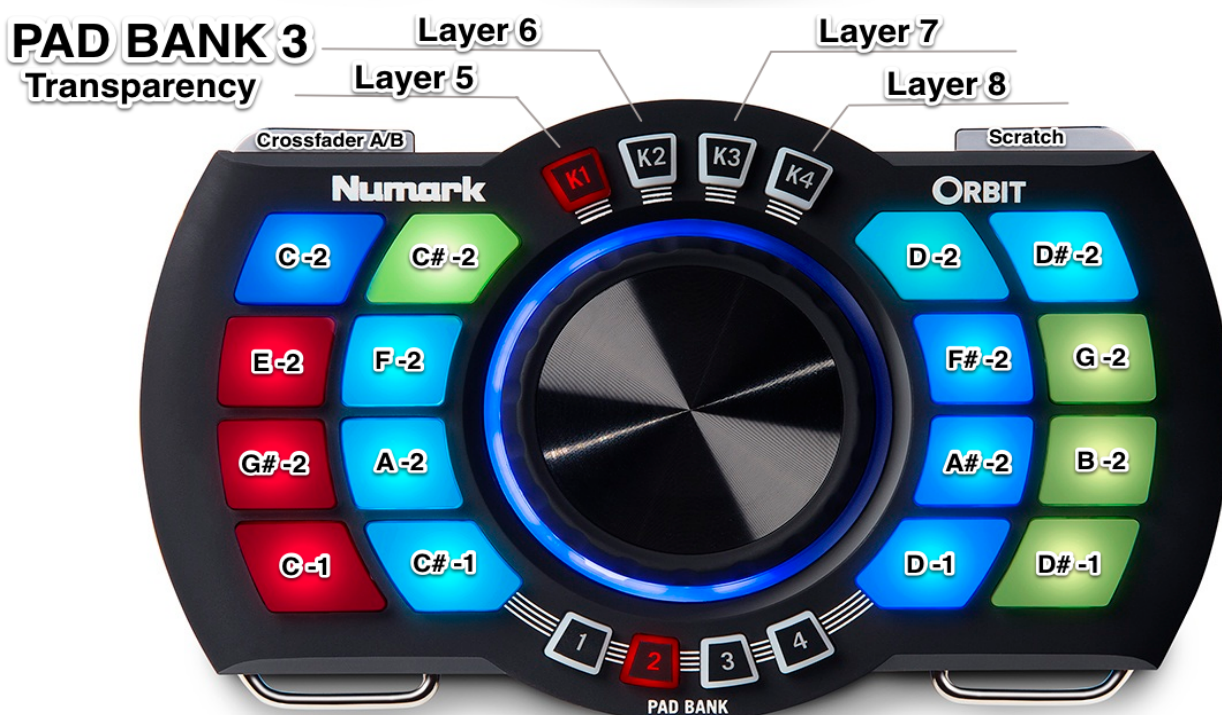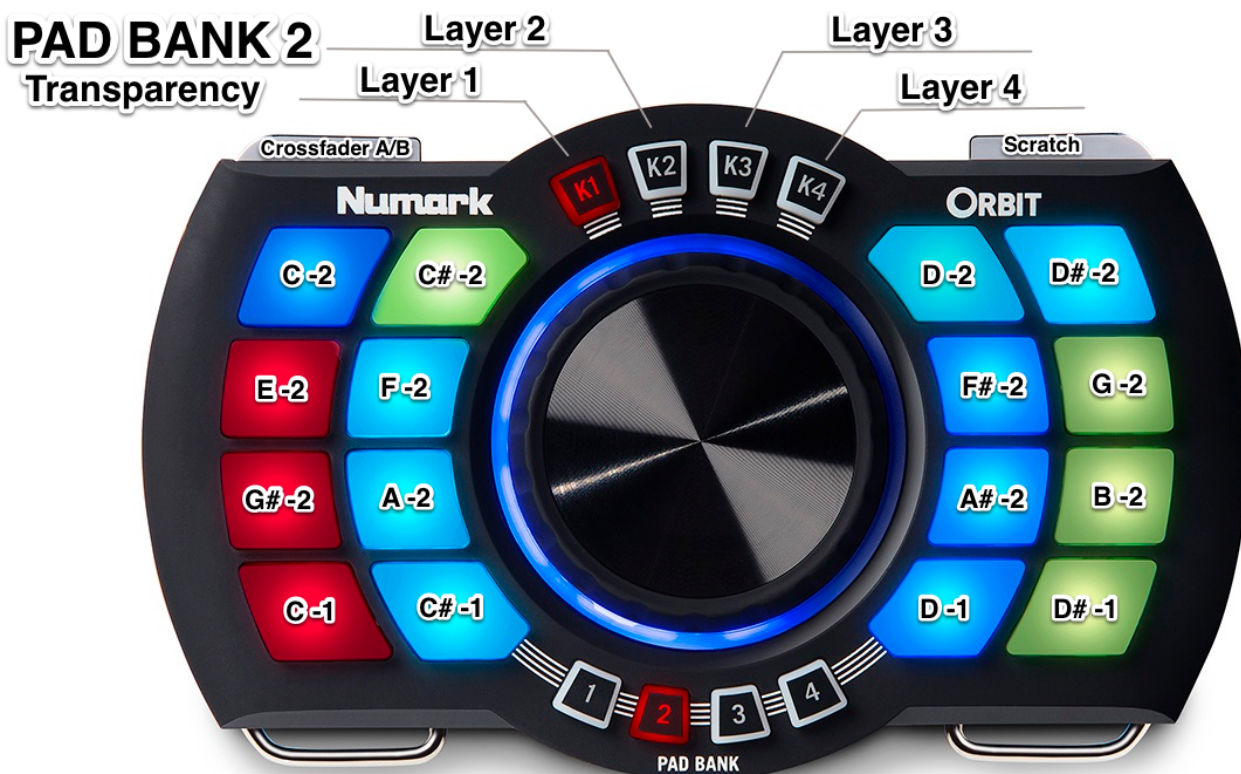
The Banks:

The first bank is for the effects; the K1 K2 K3 and K4 from this first bank are mapped to the 4 effects parameters. These are common to all the layers but you can choose which layer is affected by using the K4 of the bank 4 (see further below). The layer affected is the one highlighted in blue in GrandVJ.
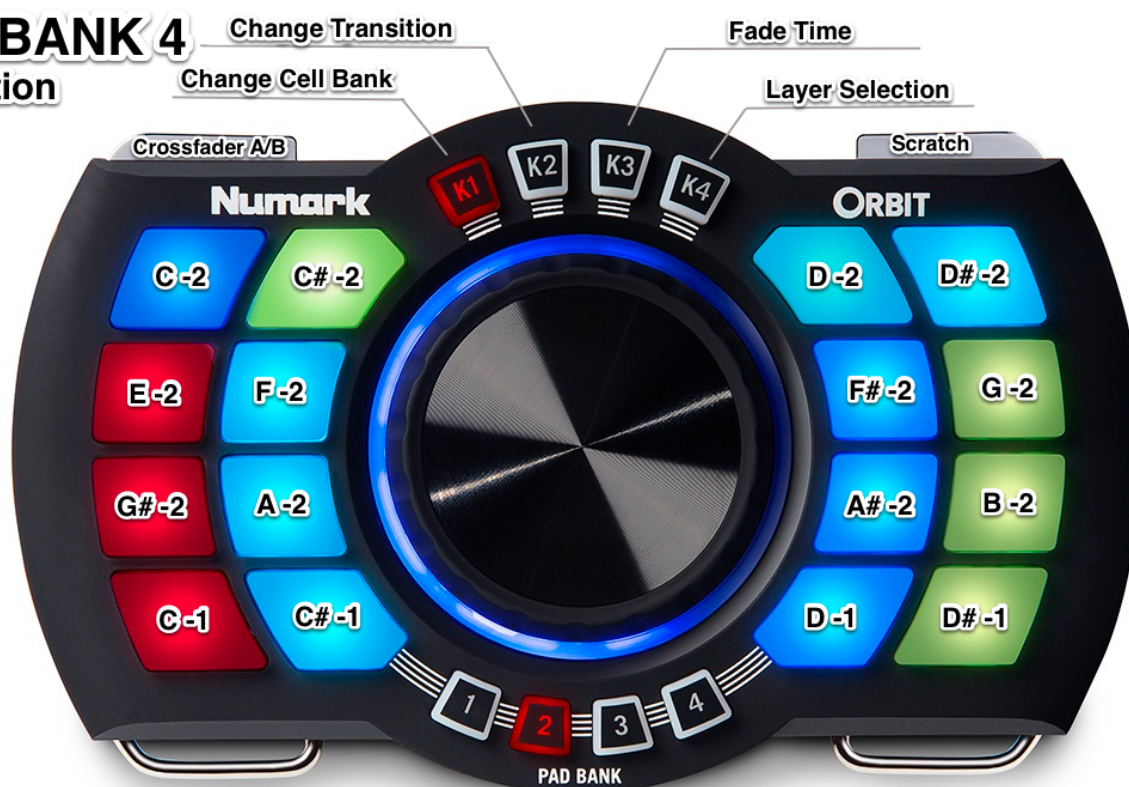
The second and third banks are related to the layers transparency, respectively for layer 1 to 4 and for layer 5 to 8. Since you control all your layers with this, you can keep some of them at 0% transparency and bring them in the mix at the right moment with the wheel to fade from black.

The fourth bank is used for the navigation. K1 changes the banks of the matrix in GrandVJ. This makes sense when you have only 16 cells per bank. So, now you have 16 cells and 32 banks, which makes 512 visuals in one set!

K2 is assigned to the 8 transitions presets and K3 is set for the fade time, so you can control your transitions on the fly. And finally, K4 lets you select the layer you want to tweak; the layer which will be affected by the first bank.
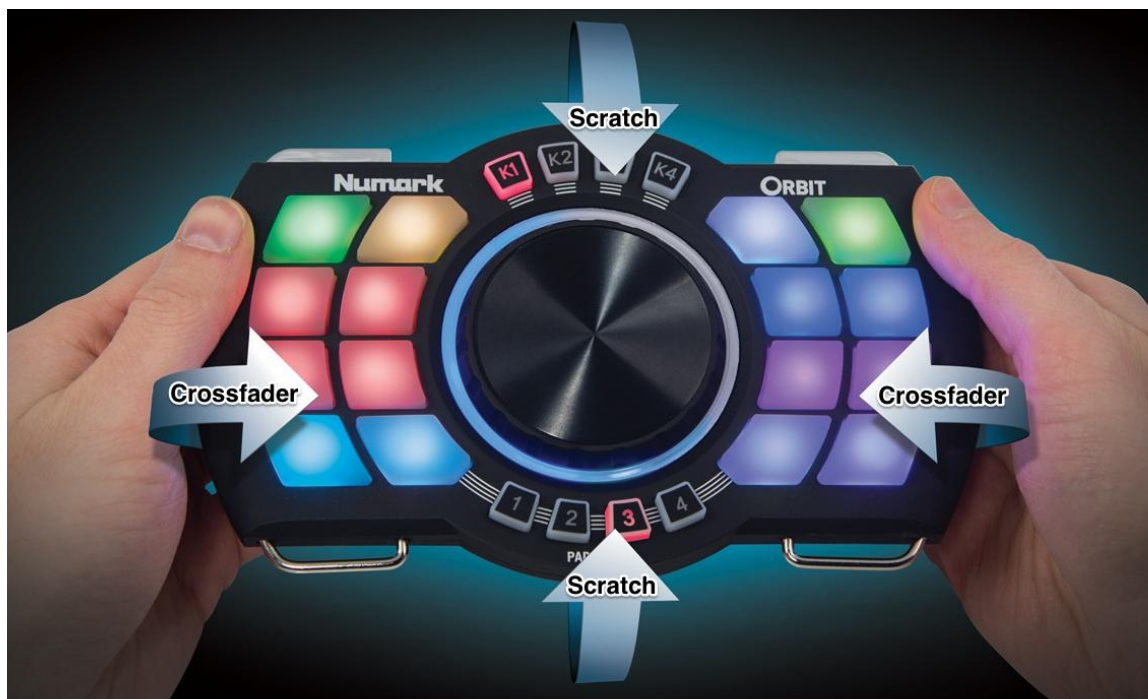
The Accelerometer:

The X axis controls the crossfader. At first glance it seems tricky, but once you got it, it's a bit like driving with each end on 90° to the left for A and 90° to the right for B. Makes sense, no?

The Y axis controls the scratch.

Summary:

Bank 1: EFFECTS PARAMETERS K1: PARAMETER 1 K2: PARAMETER 2 K3: PARAMETER 3 K4: PARAMETER 4	Bank 2: LAYER TRANSPARENCY K1: LAYER 1 K2: LAYER 2 K3: LAYER 3 K4: LAYER 4
Bank 3: LAYER TRANSPARENCY K1: LAYER 5 K2: LAYER 6 K3: LAYER 7 K4: LAYER 8	Bank 4: K1: CHANGE CELL BANK K2: CHANGE TRANSITION K3: FADE TIME K4: LAYER SELECTION
Accelerometer X: CROSSFADER A (90°) to B (270°)	Accelerometer Y: SCRATCH

After testing many template configurations, we figured out that these were the most practical settings for a good start with GrandVJ and the Orbit. We hope that it will suit your needs.

We are open to feedback and suggestions: http://www.arkaos.net/forum/