# Numark

# ORBIT
## Editor

**User Guide**

**Guía del usuario**

**Guide d'utilisation**

**Guida per l'uso**

**Benutzerhandbuch**

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## Introduction

**Orbit Editor** is a free software application that lets you change the MIDI messages sent from your Numark Orbit to your music software. This editor lets you set each pad, virtual knob, and button (across four banks) to send a unique command to your software, giving you deep, dynamic, and powerful control over your performance.

Please read this manual to get a better understanding of the Orbit Editor.

## System Requirements and Product Support

For complete system requirements, compatibility information, and product registration, visit the Numark website: **numark.com**.

For technical support, please contact us through the **Support** page of our website: **numark.com/support**.
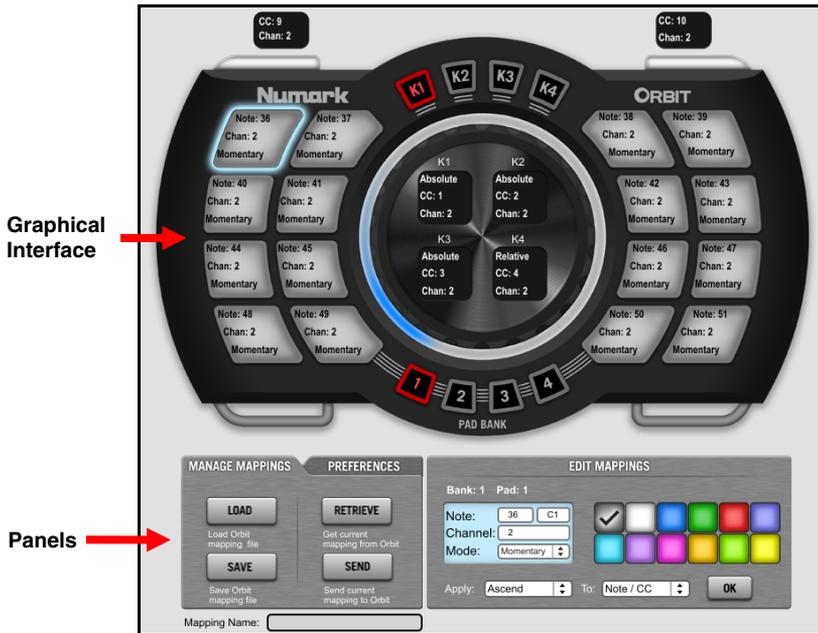
## Installation

### Windows®

1. Double-click the **.exe** file you unzipped to open the installer.
2. Follow the on-screen instructions to install the software.

### Mac® OS X®

1. Double-click the **.pkg** file you unzipped to open the installer.
2. Follow the on-screen instructions to install the software.

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## Overview



**Graphical Interface**

**Panels**

Orbit Editor's graphical interface looks just like your Numark Orbit but with some extra information about the MIDI messages it sends. All of this information is considered a "mapping," which determines how your Orbit will command your software. The three panels below it—**Manage Mappings**, **Preferences**, and **Edit Mappings**—let you adjust, save, load, reset, etc. your mappings.

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## Graphical Interface

Orbit's has three types of hardware controls whose MIDI messages you can edit. This section explains how to adjust the MIDI message sent by each type of hardware control.

**Important:** Remember that there are **four** banks of controls. When editing your mappings, make sure you are on the bank you want. Click the desired **Pad Bank** button in the graphical interface to select the bank. The bank number will display in the **Edit Mappings** panel, and the values on the graphical interface will reflect those of the current bank only.

**Tip:** If you want to set a MIDI note number, MIDI CC number, or MIDI channel number to all pads, all virtual knobs, or both accelerometers, see the *Apply* section below. This feature lets you "copy" a single value or set ascending values across all similar controls.
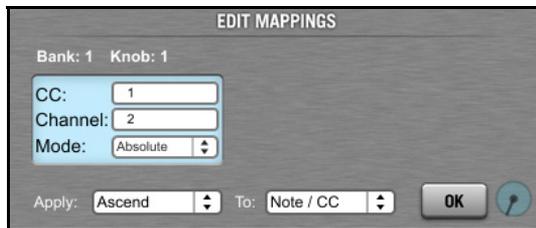
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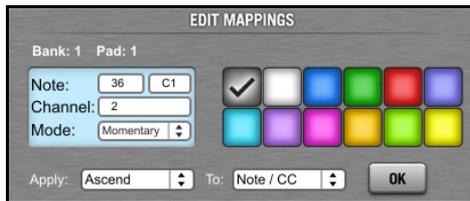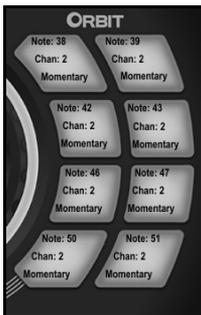
**To adjust the pads' MIDI messages:**

1. Select a pad by clicking it on the graphical interface. Its values will appear in the **Edit Mappings** panel below.

2. Set the pad's MIDI note number by clicking the **Note** field and dragging up or down. Alternatively, you can manually enter a value by typing it in.

3. Set the pad's MIDI channel by clicking the **Channel** field and select the channel number.

4. Set the pad's mode by clicking the **Mode** drop-down menu and selecting the mode:

   - **Momentary:** The pad will send its MIDI message for as long as you press and hold it down. It will stop when you release it.

   - **Toggle:** The pad will send its MIDI message continuously after you press it once. It will stop when you press it again.

5. Set the pad's light color by clicking one from the palette on the right.

6. Repeat Steps 1-5, if desired.

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## Virtual Knobs (K1 – K4)



**To adjust the Virtual Knobs' MIDI messages:**

1. Select a virtual knob (K1, K2, K3, or K4) by clicking it on the graphical interface. Its values will appear in the **Edit Mappings** panel below.

2. Set the virtual knob's CC (Control Change) number by clicking the **CC** field and dragging up or down. Alternatively, you can manually enter a value by typing it in.

3. Set the virtual knob's MIDI channel by clicking the **Channel** field and select the channel number.

4. Set the virtual knob's mode by clicking the **Mode** drop-down menu and selecting the mode:

   - **Absolute:** The virtual knob will act as a 270º knob. It will send a value between 0 and 127, depending on its position (indicated by the ring of LEDs around it).

   - **Relative:** The virtual knob will act as an "endless" 360º encoder. Turning it clockwise or counter-clockwise will increase or decrease the software control's setting relative to its current position. (Turning it clockwise will send a value of 0, and turning it counter-clockwise will send a value of 127.)

5. Repeat Steps 1-4, if desired.

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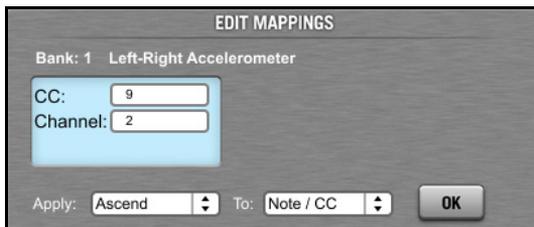
**Accelerometers**





**To adjust the accelerometers' MIDI messages:**

1. Select an accelerometer by clicking the black box above its corresponding shoulder button on the graphical interface. Its values will appear in the **Edit Mappings** panel below.

   **Note:** The selected accelerometer's axis (**Up-Down** or **Left-Right**) will display in the **Edit Mappings** panel, for reference.

2. Set the accelerometer's CC (Control Change) number by clicking the **CC** field and dragging up or down. Alternatively, you can manually enter a value by typing it in.

3. Set the accelerometer's MIDI channel by clicking the **Channel** field and select the channel number.

4. Repeat Steps 1-4, if desired.

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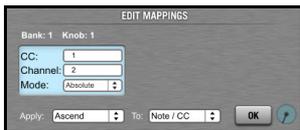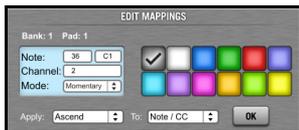
## Edit Mappings



The earlier sections of this manual—***Pads***, ***Virtual Knobs (K1 – K4)***, and ***Accelerometers***—describe how to use the **Edit Mappings** panel to set the various MIDI messages for each control. This panel has an additional feature, though, explained below.

### Apply

The Apply feature lets you easily do either of the following:

- Copy a MIDI note number, MIDI CC number, or MIDI channel number to a group of sequential controls of the same type (and on the same bank).

   **Examples:**

   o You could set all 16 pads' to a single MIDI channel.

   o You could set Pads 8-16 to a single MIDI note number.

   o You could set all virtual knobs to a single MIDI CC number.

- Assign MIDI note numbers, MIDI CC numbers, or MIDI channel numbers in ascending order across a group of sequential controls of the same type (and on the same bank).

   **Examples:**

   o You could set Pad 1 to send MIDI Note 48, Pad 2 to send MIDI Note 49, Pad 3 to send MIDI Note 50, etc.

   o You could set Virtual Knobs K1, K2, K3, and K4 to send MIDI CCs 10, 11, 12, and 13, respectively.

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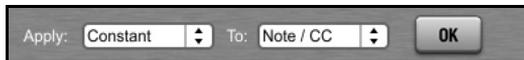


**To copy a value to a group of controls:**

1.  Click the "lowest-numbered" pad, virtual knob, or accelerometer of the group of controls (e.g., if you want to copy a pad value across Pads 8-16, click Pad 8).

2.  Click the **Apply** drop-down menu and select **Constant**.

3.  Click the **To** drop-down menu and select the type of message you want to copy—**Note / CC** or **Chan** (channel).

4.  Click the **OK** button.
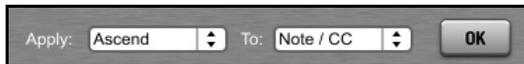


**To assign ascending values to a group of controls:**

1.  Click the "lowest-numbered" pad, virtual knob, or accelerometer of the group of controls (e.g., if you want the ascending values to be assigned across Pads 8-16, click Pad 8).

2.  Click the **Apply** drop-down menu and select **Ascend**.

3.  Click the **To** drop-down menu and select the type of message you want to copy—**Note / CC** or **Chan** (channel).

4.  Click the **OK** button.

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## Manage Mappings

The four buttons in this section let you manage your various mapping files (**.json**):



**To open** a previously saved mapping file in the editor, click **Load**.

**To save** and name the mapping file currently shown in the editor, click **Save**.

**To "download"** or "grab" the mapping file **from** your (connected) Numark Orbit, click **Retrieve**.

**To "upload"** the mapping file currently in the editor **to** your (connected) Numark Orbit, click **Send**.

## Preferences

Keep both the **MIDI Output** and **MIDI Input** drop-down menus set to **Numark ORBIT**, which is is selected by default when your Orbit is connected to your computer.



**Windows XP users:** Instead of **Numark ORBIT**, the default setting will be **USB Audio Device**. If you have multiple devices connected to your computer that share this name, you may need to try selecting those other, similarly named devices to find the correct one. Once you have selected it, the editor will "remember" this selection next time you open it.

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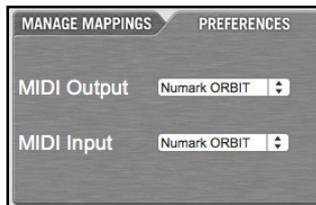
## Other Information

Mapping Name: [ DJ Set 04-04-2013 ]    Mapping sent successfully.

At the bottom of the screen, you can enter any text you want into the **Mapping Name** field to provide more custom information about the Mapping (e.g., **DJ Set 04-04-2013**, **Techno Mapping 01**, etc.) This text is different from the file name.

The **Message** area (to the right of the **Mapping Name** field) displays helpful confirmation or error messages to indicate the editor's operations.

## Menu Bar

The menu bar has several different menus, but only certain options are useful for the purposes of this editor.

### File

**New:** Select this to open a mapping template (identical to the Numark Orbit's factory default mapping).

**Open:** Select this to open a previously saved mapping file in the editor.

**Tip:** This is the same as clicking the **Load** button.

**Save** or **Save As:** Select either option to save and name the mapping file currently shown in the editor.

**Tip:** This is the same as clicking the **Save** button.

**Exit:** Select this to close the editor.

**Mac OS X users:** To close the editor, click the **Numark Orbit Editor** menu and select **Quit Numark Orbit Editor**.

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## Edit

**Overdrive:** Select this to force your computer to prioritize Orbit Editor above other CPU processes. You probably will rarely, if ever, need to select this as the editor is very CPU-efficient.

## Window

**Minimize:** Select this to minimize the editor window.

**Zoom:** Select this to maximize the editor window.

## Help

**Numark Orbit Editor:** Select this to view more information about the editor.

**Mac OS X users:** To view more information about the editor, click the **Numark Orbit Editor** menu and select **Numark Orbit Editor**.

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