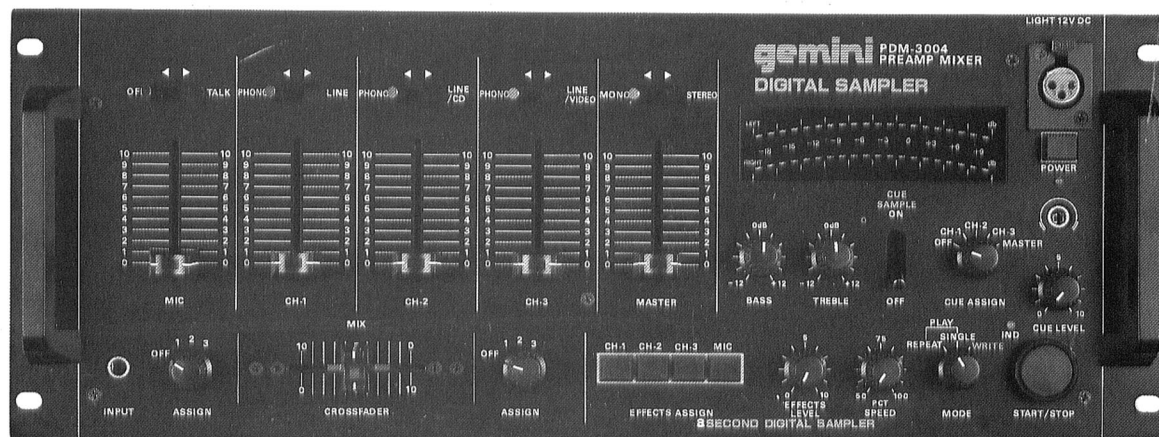


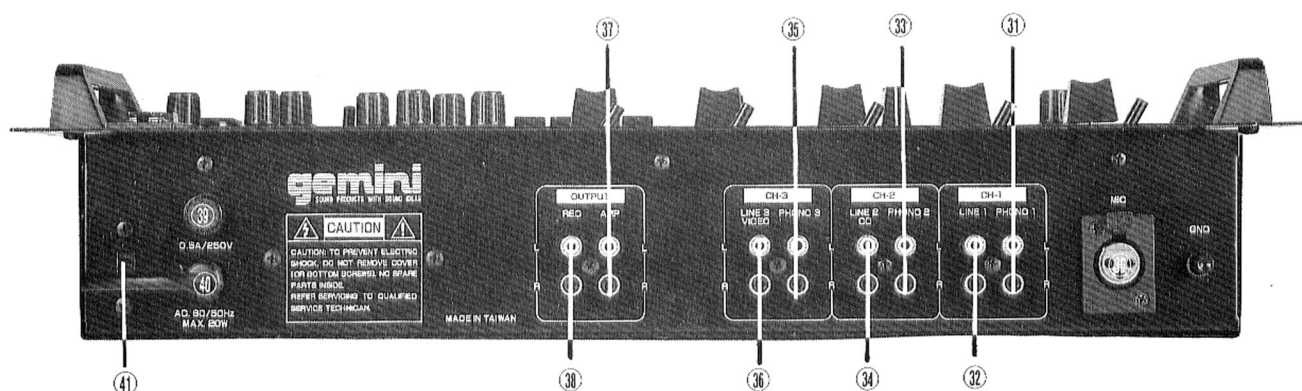
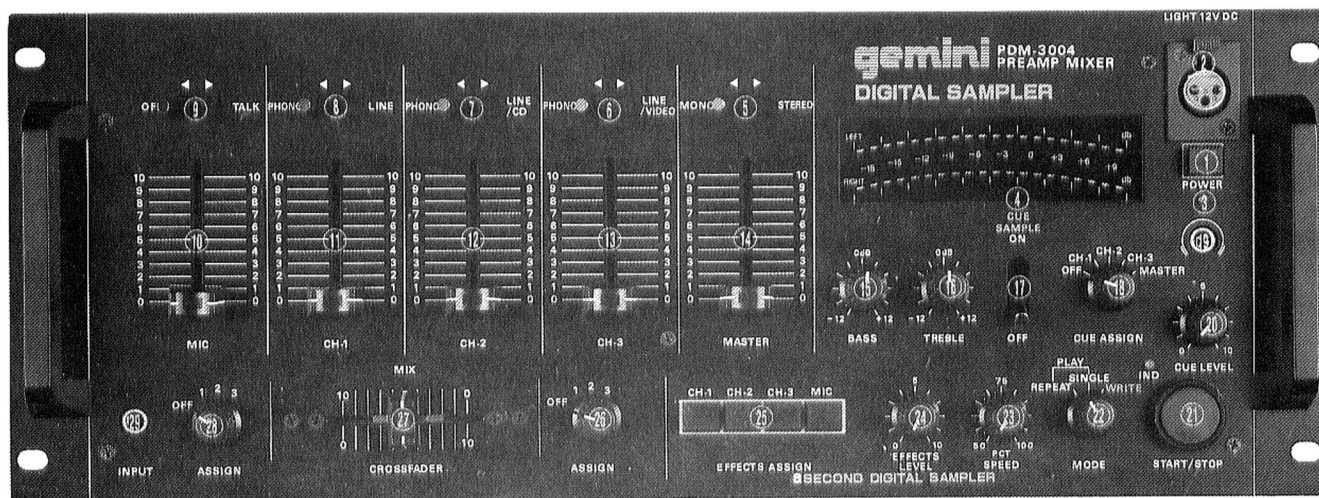
PDM-3004

STEREO PRE-AMP MIXER/ EQUALIZER



8 Second Digital Sampling

INSTRUCTION MANUAL



PDM-3004 (8 Second Digital Sampling)

INTRODUCTION

We congratulate you on choosing a Gemini Sound Products mixer. You will find that its front panel design makes using it very simple.

The latest advances in mixer technology have been utilized in manufacturing. Making this mixer the ideal brain of any audio system.

We have incorporated many features to make you, the DJ, present a professional product. Whether it's the 8-Second Digital Sampling, assignable faders, or one of the many other features that this mixer has to offer. You will find using it fun no matter how it is used, on the go, in the club, or at home.

To obtain maximum performance from your mixer please read all instructions carefully before operating.

CAUTION
DO NOT USE SPRAY CLEANER FOR ANY SLIDE CONTROL.

CAUTION
ALL VOLUME OR LEVEL CONTROLS MUST BE SET AT "0" OR MINIMUM POSITION BEFORE TURNING POWER ON.

AC LINE OPERATION

WARNING: TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

INSTRUCTIONS FOR CONNECTIONS

1. Be sure that the POWER (1) is in the off position. All connections must be made with the equipment off, and the MASTER (14) at zero.
2. Before plugging in the POWER CORD (40) make sure the VOLTAGE SELECTOR SWITCH (41) is set to the correct voltage (this unit is preset to 117V). Insert the power cord into a proper power source.
3. For best sound use only high quality phono cables when hooking up equipment to the mixer. Make sure that all cables are pushed in securely.
4. When hooking up the amplifier use the OUTPUT AMP (37) jacks. Make sure you correctly attach the left and right cables.
5. If you desire to record your mix, connect the OUTPUT RECORD (38) jacks to the input of your reel to reel or cassette deck. The record output will vary as you raise and lower the MASTER (14) VOLUME.
6. The unit is equipped with two microphone input. The XLR input jack (30) located on the back of your mixer and the 1/4" mic input jack (29) located on the front of your mixer. Mic volume (10) controls volume of both mic input.
Note: only one microphone can be used at one time. If both microphones are hooked up at the same time only 1/4" microphone input.

- 7 Up to three turntables may be attached to this mixer. Inputs for PHONO 1 (31) PHONO2 (33) and PHONO

3 (35) are located on the back panel. PHONO/LINE (8, 7, 6) switches must be set to phono in order for the turntable sound to come through the system. Volume for each channel is controlled by the CH-1 (11) CH-2 (12) and CH-3 (13) slide controls.

8. Tuners, cassette decks, reel to reel, sound effects machines, video equipment, compact disc and any other line/aux level inputs may be connected to this mixer. Either through the LINE inputs (32, 34, 36). Volume for each channel is controlled by the CH-1 (11) CH-2 (12) CH-3 (13) SLIDE CONTROLS.

OPERATING INSTRUCTIONS

1. **POWER ON:** Once you have made all connections to your mixer press the **POWER (1)** button. The **POWER LED (3)** will light up indicating that the mixer is on.

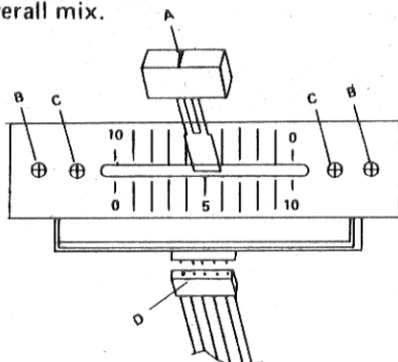
2. **MICROPHONE ADJUSTMENTS:** **MIC (10)** volume is controlled by raising or lowering the volume-fader. With the **TALK (9)** switch in the talk position the volume of all sources except the mic volume will be reduced by 12 dB. In the off position all volumes return to normal.

6. **MASTER VOLUME:** Overall volume is controlled by the **MASTER (14)**. Raising or lowering this control will effect the output volume and **METER (4)** sensitivity. Through the **MONO/STEREO (5)** switch you can choose either a mono or stereo output.

7. **Monitor (CUE):** By connectine a headphone to the phone (19) jack, you can monitor the mixer. Select the correct channel of the cue (18) assign switch for the channel you wish to monitor. Cue (20) level controls, the headphone volume without effectine the overall mix.

8. **LIGHT ADAPTOR:** A XLR LIGHT ADAPTOR (2) is provided so that you may plug a gooseneck light such as the Gemini GNL-500 into the mixer. It provides maximum light when you must perform in dimly lit environments.

9. **Monitor switch for sample cueing (17)** this switch enables you to privately monitor sampled material through headphones before mixing. **CUE VOLUME (20)** controls the headphone volume without effecting the overall mix.



3. **PHONO/LINE selection:** By moving the **PHONO /LINE (8, 7, 6)** switches to the appropriate position you can choose which source will play through the mixer at any given time.

4. **REMOVEABLE FADER:** the **FADER (27)** mixes one channel into another. This mixer features an **ASSIGNABLE FADER (28, 26)** you can select which channel will play through the **FADER (27)**. **SWITCH (28)** allows **CHANNEL 1, 2, 3** to play through the left side of the **FADER (27)**. **SWITCH (26)** also allows channel 1, 2, 3 and 4 to play through the right side of the **FADER (27)**, when switch is to "OFF", the crossfader is inactive.

To Change new fader as follow:

- 1) REMOVE THE FADER KNOB (A) BY PULLING UP.
- 2) UNSCREW THE OUTSIDE FADER PLATE SCREWS (B) DO NOT TOUCH THE INSIDE SCREWS (C)
- 3) CAREFULLY LIFT THE FADER AND UNPLUG THE CABLE (D).
- 4) PLUG THE NEW FADER INTO THE CABLE AND PLACE IT BACK INTO THE MIXER
- 5) SCREW THE FADER TO THE MIXER
- 6) RETURN THE FADER KNOB TO ITS ORIGINAL POSITION.

5. **TONE CONTROLS:** This mixer is equipped with both a **TREBLE (16)** and **BASS (15)** control for each channel. Set both controls to the middle position for a flat response. Turning the knob clockwise will increase the amount of bass or treble while turning it counter clockwise will decrease the amount.

SAMPLING APPLICATIONS

GENERAL... the Sampler-Delay uses dynamic RAM memory and a 12-bit microprocessor controller. The full bandwidth results in CD-quality samples.

NOTE: a sample is not saved if the unit is turned off, and changing of **MODE** settings automatically shuts off digital effects and samples.

SAMPLING TIME

With the **PDM-3004** you can record up to 8 seconds of sampling time. By tapping the start/stop button (21) once, you will begin the recording time. During the provided time (8 seconds) you can stop recording at any giving time. Just tap on the button to stop recording. So you see, with the **PDM-3004** you can record between 0.01 to 8.00 seconds...

(34) Start/Stop Button and LED.

Tapping the button with Mode in WRITE begins the sampling process (the LED will light). Tapping it a second time ends the sample, and the LED will go out.

If a sample is loaded, and MODE is set to Repeat or tapping the button will play the sample back. Tapping it again will turn off playback.

Adjust the **EFFECTS LEVEL knob(37)** by raising or lowering this control will effect the output volume of the recorded sample.

PITCH EFFECTS

The PDM-3004 comes with a SPEED CONTROL knob (23). To get a perfect sample, put the knob on 75 pct. When playing back the sample you can adjust the knob towards 50 pct. to get a slower pitch of the sample. Raise the knob towards 100 pct. to speed the pitch effect. You must go back to 75 pct. to hear your normal pitch.

You can record a sample with the SPEED CONTROL knob set at any position. That position will now become your normal sound. Moving the knob in the reverse or forward position will change the rate of the pitch. If you start to record a sample with the SPEED CONTROL set at 50 pct. (this becomes your normal pitch) by increasing the knob towards 100 pct. the pitch effect will double in speed. Recording a sample at 100 pct. will do the opposite to the pitch effect. It will slow it down almost double.

NOTE: you must go back to either 50 pct. or 100 pct. to get a normal pitch.

USING THE EFFECTS ASSIGN IN CREATIVE WAYS

(25) The four buttons labeled EFFECTS ASSIGN in the bottom righthand corner of the mixer are the PDM-3004 keys to creativity.

The first three tap whatever source is on the three mix channel: (Phono/Line on Channels 1 thru 3; The fourth MIC routes the mix bus to the Sampler.

Sampling is a weapon in every record producer's arsenal. Gemini brings sampling creativity plus digital effects to the street or club.

SAMPLING

You're certainly aware that sampling on the PDM-3004 is as simple as snapping your fingers to the beat: set a sample length, choose WRITE MODE, and tap when you want to sample to start, tap again to end it. Most of the time you'll be tapping-in, and tapping-out, on the beat.

Set the MODE to SINGLE, and tap-start on the beat. The phrase plays back in sync with the record, and stops after one play.

Set the MODE to REPEAT and tap-start on the beat. One or two bars – or even just two beats – Suddenly go on forever.

ABOUT RETRIGGERING...

Many of the fast stutters heard on disk are created using MIDI sequencers which stutter a sample faster than most people can play a keyboard.

The PDM-3004 needs to see a Start and then a Stop, and then another Start, etc. The fastest retriggering possible depends on how fast you can doubletap (try using two hands).

(22) **Sampling Mode Knob:** This selects the basic effect in use.

REPEAT: once a sample is started, it plays continually in "looping playback".

- SINGLE: once a sample is started, it plays only once.
- WRITE: use this position to capture a sound in the sampler.

Changing the position of this knob will automatically turn any effects or sample off.

Because turntables and cassette players have some speed variation, a repeating beat on the PDM-3004 will eventually drift away from a perfect match. (This might also happen if you're a shade early or late punching out, even by a 256th note. Over 64 repeats, that amounts to a quarter note of drift.)

LOOPING

Setting up a beat pattern that goes on forever is "looping". Just WRITE your sample and then turn the knob to REPEAT MODE.

CUTTING

If you record a music phrase from a record, you can shut the record sound off as you hit the START button in single play: the sample will cut in. Pop the record sound up again just as the sample ends. The Phone-Line switches on Channels 1 thru 3 make very effective mutes for cutting.

CLONING

If your sampling technique is clean, you can "clone" one sound or phrase of music. Each time it plays on the record, you hit single-play start just a little bit after the bit starts on the record. It'll sound something like an echo thickening effect, but it will be very clean.

STUTTER

To create a stutter, take a short sample approximately 1-second. The sample should be so fast that it will end before you can tap the button again. The next tap will cause the sample to play again, end so you can tap a rhythmic stutter.

WARNINGS

1. All operating instructions should be read before using this equipment.
2. To reduce the risk of electrical shock, do not remove cover or back. No user – serviceable parts inside. Refer servicing to a qualified service technician.
3. Do not expose to direct sunlight or heat sources: such as radiators, stoves, or other appliances that produce heat.
4. This unit should be cleaned only with a damp cloth. Avoid solvents or other cleaning detergents.
5. When moving this equipment it should be placed in its original carton and packing. This will reduce the risk of damage in transit.

SPECIFICATIONS

Inputs:

microphone: 1.5mV 600 Ohm/Low, impedance

Phone: 3mV 47 KOhm

line/tape/cd: 150mV 27 KOhm

Output: 1 volt max

Frequency response: 20-20,000 Hz $\pm$ 3 dB

Distortion: $\pm$ 0.08%

S/N ratio: more than 60 dB

Attenuation to the "TALKOVER": -12 dB

TONE CONTROL: TREBLE: 10kHz $\pm$ 10db

BASS: 100hz $\pm$ 10db

Headphone monitor impedance: 16 Ohm

Power source: AC 110/220V, 50/60 Hz, 15 Watt

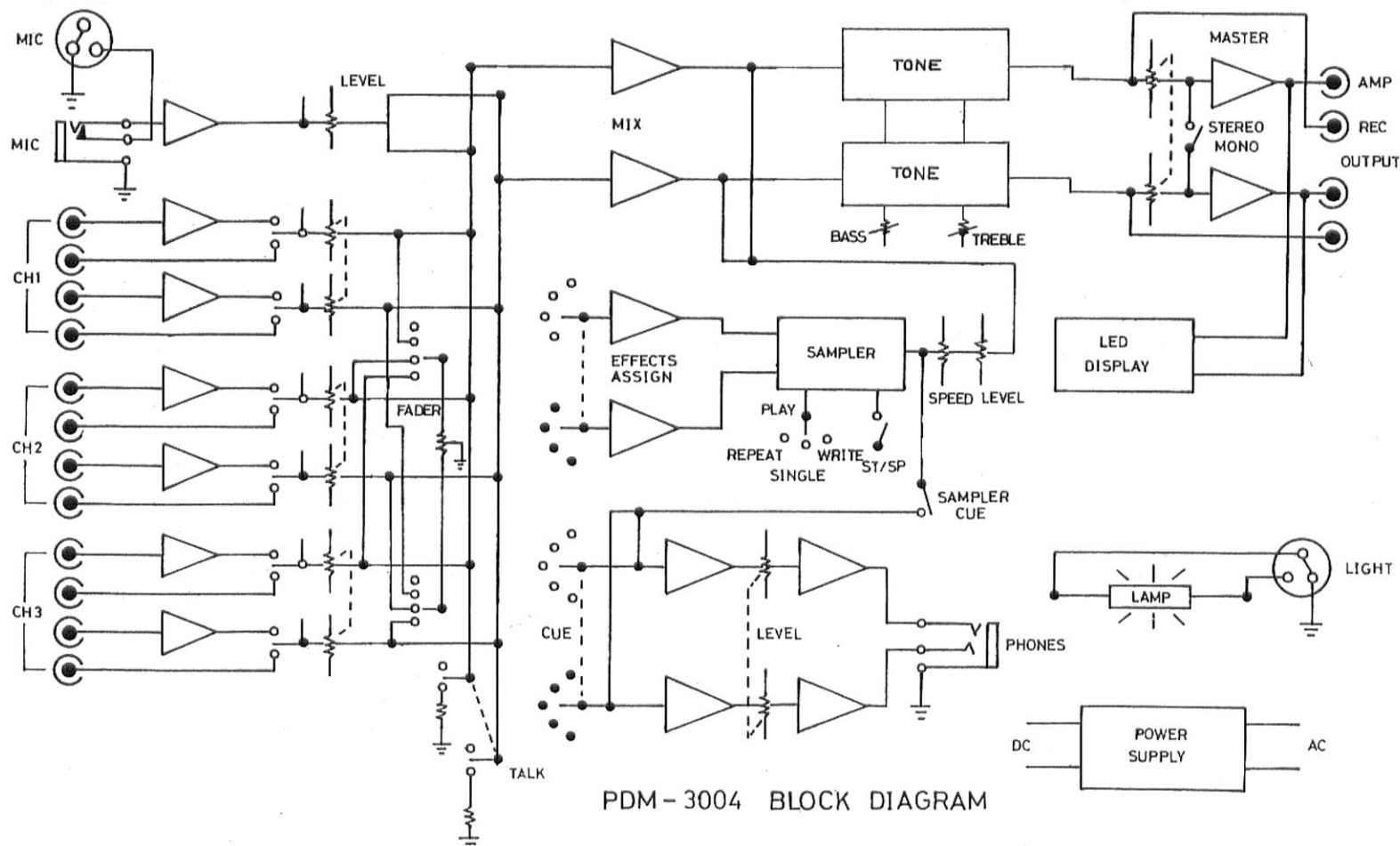
Dimensions: 482(2) x 178(d) x 110(H) mm

19"(W) x 7"(D) x 4¼"(H)

SAMPLER SECTION

System: 12-bit sampling, 20-20k HZ $\pm$ 0/-2db

Maximum Sample Length: 8 seconds





**In the USA: If you experience problems with this unit,
call 1-732-738-9003 for Gemini Customer Service.**

Do not attempt to return this equipment to your dealer.

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