

Owner's Manual



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Legend



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Effect Parameters

The Gemini reverb system provides six unique plate models derived from units found in famous music studios. Each plate has its own characteristic attack, density, diffusion, and tonal properties. The plates are driven by a virtual-valve preamp to recreate the topology used in physical reverb units. The addition of special input and output filtering stages, as well as modulation capability, help recreate many reverb “tricks” known to old-school producers and sound engineers.

Globals

INPUT: Specify the gain for the input signal. Use this control to match input levels to the “hotness” of your instrument signal.

OUTPUT: The final volume for the output signal, after all the processing. For best audio quality, avoid signal levels that stay in the red area for too long.

POWER: Master bypass for the effect.

Input Parameters

Gain: The amount of preamp saturation for the wet signal

Locut / Hicut: Center frequency for the input filters

MK. II: Enable custom filtering mode for either band

Contour: Select contouring mode for the signal feed into the plate unit

Reverb Parameters

Plate Select: Choose the plate model

Predelay: Specify the delay time for the signal into the plate unit

Damper Gap: Vary the length and diffusion characteristics of the reverb signal via virtual damper control

Width: Set the stereo width of the reverb signal

Pan: Specify the panning for the reverb signal

Wet: Specify the amount of reverb signal over the dry input

Dry Pan: Set the panning for the dry signal

Mono: Collapse input signal into mono. Particularly useful for centering the dry signal where the input device is sending mono signals through either the left or the right channel.

Mod Amount: Set the amount of reverb modulation

Mod Speed: Set the rate for the modulation effect

Output EQ

The output EQ consists of three variable bands, controlling low, mid and high-frequency components of the reverb signal. Each band consists of a FREQ parameter (the center frequency for that band), as well as a GAIN variable (for cutting/boosting the signal around the center frequency). A master ON/OFF switch is provided for the EQ module.

Preset System

The Preset Manager is accessed by touching the left area of the main taskbar, where selected preset and bank name is usually displayed.

What is saved in a preset?

All the onscreen effect parameters, including master input and output gain levels. All the MIDI CC assignment data.

Note that a CC LOCK switch is provided on the preferences panel. When activated, this lock preserves the preexisting MIDI CC assignments even while presets are changed.

Managing Presets

The app's built-in preset management system is a powerful way to organize, access, and share banks and presets. Here is the function of the buttons found in the preset manager's taskbar, left to right:

Bank Taskbar

- PLUS: Create an empty bank.
- RENAME: Rename the selected bank.
- EDIT: Enable to reorder or delete banks. When finished, touch again to exit editing mode.
- SHARE: Display bank export/import options. See below for more information.

Presets Taskbar

- **SAVE:** Save as a new preset.
- **OVERWRITE:** Overwrites the currently selected preset.
- **[INIT]:** Loads a basic “initial” preset, useful when writing a new patch from scratch.
- **RENAME:** Rename the selected preset.
- **MOVE:** Move selected preset to a different bank.
- **EDIT:** Enable to reorder or delete presets. When finished, touch again to exit editing mode.
- **SHARE:** Display preset export/import options. See below for more information.
- **JOKER:** Randomly load a preset from the file system.
- **SEARCH:** Search for a preset.
- **RESTORE FACTORY:** Reinstall factory presets that came packaged with Gemini.

Favorites Bank

- You can “favorite” up to 256 presets by touching the STAR button located next to it. These presets are then displayed in the Favorites repository found at the very top of the banks list. To un-favorite a preset, simply touch the star button again.

Importing/Exporting Banks & Presets

You can export banks and presets to iOS Files or via email. Simply touch the bank or preset share task button and make a selection. The banks/presets exported to Files can be accessed through the iOS Files app (just navigate to the Gemini root directory) and can also be accessed on your desktop computer via iTunes Filesharing.

You import banks and presets in many different ways: you can add them to the Gemini root folder (either within your iPhone or iPad, or using iTunes Filesharing), and then install them using YPAT3 >

Sharing > Import from Files. Or you can double tap any Gemini bank/preset file, which will automatically launch the app, and install that asset. Similarly, you can touch an email attachment to install an asset.

MIDI

You can use standard MIDI controllers to “learn” and control the parameters found in Gemini. Refer to your hardware or host software’s instructions for setting up MIDI connections.

MIDI Learn

MIDI CCs can be mapped onto the knobs and switches found on the screen. The mappings can then be saved to patch and recalled for later use. See the section on the Preset System for more information about saving and loading patches.

To enter MIDI Learn mode, press the LEARN button (found on the settings panel). Touch the overlay on the desired parameter so that it is highlighted. Manipulate the control on your MIDI device until the CC/Channel pair is indicated on the overlay. Repeat with any number of parameters.

To manually enter a MIDI CC, or to access advanced MIDI settings for a parameter, simply double tap on its overlay to reveal the data entry prompt. Select the desired field, use the number pad to enter the desired value, and confirm entry by pressing SET on the number pad.

When finished, go back to Prefs -> MIDI Learn and unselect the LEARN button. Save the changes to patch by launching the Preset Manager.

To load the MIDI map saved into a patch, ensure the CC LOCK button found on the SETTINGS panel is turned off. Then simply select and load the desired patch on the PRESET MANAGER panel.

If you wish to preserve the currently loaded MIDI map even while changing presets, ensure the CC LOCK button is activated. This will prevent the pre-existing MIDI CC map from being supplanted by the map data in the incoming presets.

App Audio / MIDI

These preferences are only available for the standalone deployment of the app. In AUv3 deployments, these and similar settings are canonically provided by the host/DAW app's preferences instead.

Use the HW or VIRTUAL MIDI In buttons to toggle MIDI In from hardware or virtual sources altogether.

To access the dialog for connecting with Bluetooth MIDI inputs, touch the BTOOTH button.

You can manage connections to currently online MIDI input devices via the MIDI Inputs list. To receive MIDI or MIDI clock data from a given source, make sure the associated button next to its listing is highlighted in green. To disable receiving either data, touch the button to un-highlight it.

Enable Audio Backgrounding by touching the BG AUDIO button. Set the buffer size using the BUFFER dropdown. Set the sampling rate using the SAMPLE RATE dropdown. Notice that access and ability to set buffer size and sample rate works in a first-in-last-out manner, so that if an app is already open and using the audio (including in the background), any app opened after it will not be able to change these settings to anything other than specified by the first app.

AUv3

Gemini comes packaged with its iOS Audio Units version 3 plugin EFFECTS binary. You can use multiple instances of Gemini in any iOS DAW or mixer capable of hosting AUv3 effects plugins. You will typically access AUv3 effects plugins in the “Inserts” or “Effects” sections of a DAW channel. For more information on how to use AUv3 plugins, you might need to refer to your DAW’s user manual.

IMPORTANT NOTE: Although Gemini is completely MIDI controllable as an AUv3 plugin, it has come to our attention that there are a few DAWs out there that still don’t allow routing of MIDI data to FX plugins. For most other DAWs, however, you should be able to obtain a MIDI connection by simply following the host’s MIDI routing instructions. The way MIDI is routed to effects plugins will usually be a little different than that for MIDI instruments. Refer to the MIDI section of this manual for more information on these settings.