

# Jammin' Keys™

by Voyetra® Technologies

## Online Documentation

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Set your modem to any speed up to 28,000 baud 8 bits, 1 stop bit, no parity, ANSI emulation.

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*Please note that customer technical support is NOT available at this number!*

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We'll ask you for your name, address, and some other information about this program. Please have the program materials nearby when you call.

## **Welcome!**

Jammin' Keys makes you a jammin' musician right from your very first note! Choose a lead instrument, improvise a solo with the on-screen keyboard (or your own MIDI keyboard), and Jammin' Keys does the rest! A five-part band accompanies you with exciting backups and riffs.

Choose the musical style you want — Blues, Reggae, Country, Latin, Rock, and more. Launch a cool opening riff with a click of the mouse. Click again to insert key changes or breaks. Another click wraps up your song with a slick finish that will leave the crowd wanting more.

The on-screen keyboard shows you which notes are in key and which are not — to help you play great sounding leads.

## **What's a Jam Session?**

A Jam Session is when several musicians get together, decide on a tune, and improvise a melody and harmony. In Jammin' Keys, we provide the background musicians so you can improvise by using your computer's mouse or a connected MIDI keyboard.

## **Getting Started**

Jammin' Keys comes with a built-in demo to give you a quick feel for what it can do.

***To Play the Demo Jam:***

- 1 Click the red Demo button in the upper right corner of the Jammin' Keys control board.
- 2 To stop playback, click the Demo button again.

## NOTE

If you don't hear anything, refer to the section on Setup for assistance.

## Jammin' Tutorial

Here's a quick tutorial to help you get started!

### ***To start your first jam session:***

- 1 Click the Start/Stop button (it looks like a traffic light).
- 2 Use your mouse to play any of the keys on the keyboard. *There!* Now you're jammin'.
- 3 To stop the jam session, click the Start/Stop button again.

Everything else simply adds variety to how you jam. You can:

- Change the instrument you're playing
- Add fills and breaks
- Switch accompaniment styles
- Save and reload your work
- And much more...

And it's all just as simple as what you've just done!

## NOTE

You can click Jam Grid any time you wish, but Jammin' Keys doesn't always respond right away. Like any good musician, it waits for the right moment. You may have to wait a few seconds until the end of a musical phrase before your next choice kicks in.

## Playing the Keyboard, Jam Grid and Drum Pads

You can jam in Jammin' Keys with just a mouse — or you can use a MIDI keyboard that's properly connected to your PC through your sound card or another MIDI interface.

### ***The On-Screen Piano Keyboard***

The piano keyboard in Jammin' Keys is divided into three zones. Each one makes different things happen in the session.

- Use the lower octave to select a harmony.
- Use the middle octave to trigger pre-arranged riffs.
- Use the upper octave to play your lead.

## TIP

The on-screen keyboard plays when you click on keys with the mouse. Stick to the keys with green lights and you'll stay in tune with the background band.

## The Accompaniment Zone

The octave on the left (labeled with a “key” symbol) is called the Accompaniment zone. These keys select the harmonies your backup band will play.

To change the harmonies, click on the various keys in this octave.

## The Auto Riffs Zone

The middle octave (labeled with the automobile) is the Auto Riffs zone. When you click a key in this zone, Jammin’ Keys plays a melody that our musicians at Voyetra have put together for you. Every note is just right.

For each style of accompaniment, there are 12 melodies you can use in this octave. That makes more than a hundred melodies, ready to go with just a click of the mouse — and no wrong notes!

### NOTE

The Auto Riffs zone works only when Auto Jam is active. If Auto Riffs is turned off, the second octave becomes part of the Improvising Zone.

### *To turn Auto Jam on:*

- 1 Click the button that has a little red automobile on it. The blue light turns on to tell you that Auto Jam is active.
- 2 Click again to turn Auto Jam off.

## The Improvising Zone

The keys on the right of the piano keyboard, play when you click them with the mouse, just like a normal piano keyboard. This gives you freedom to create whatever melody you can imagine. It also introduces the risk of playing notes that might sound a bit awkward compared to the rest of the musicians.

## The Red and Green Lights

Above the keys you’ll see a row of lights — some red and some green. These indicate which keys are in the same scale as your backup band and make it easy to stay in key with them.

- Click just the green keys to make sure that what you play doesn’t sound too far off.

## The Jam Grid

One way to make your music more exciting is to choose a new Key from the Accompaniment Zone and a new Riff from the Auto Riffs zone at the same moment. But you can’t click two piano keys at once with your mouse. That’s where the Jam Grid comes in.

The Jam Grid is an easy way to make two choices at once.

- Just click any of the blocks in the grid to change both the harmony and the riff.
- Clicking on any of the squares in a column is the same as clicking on a key in the Accompaniment zone — it changes the harmony.
- Clicking on any of the 12 squares along a row is the same as clicking on a key in the Auto Riffs

zone — it changes the riff.

Each row in the Jam Grid corresponds to one of the seven piano keys in the Accompaniment Zone. Each column corresponds to one of the 12 Auto Riff piano keys. When you click a box, it's like clicking the two keys at once.

It's probably easier to understand this by trying it rather than by reading about it. Just click around in the Jam Grid with your mouse and you'll quickly be doing some serious jammin'.

### ***To use the Jam Grid:***

- 1 Click the Auto Jam button (the one with the small red car). When the blue light is on, Auto Jam is active.
- 2 Click the Start/Stop button to begin the jam session.
- 3 Click any of the squares in the Jam Grid and hold the mouse button down. At the next appropriate point in the song, Jammin' Keys will play a riff for you. If you chose a box that is higher or lower than the previous choice, you'll also hear a pitch change.
- 4 Release the button and change to another box in the Jam Grid any time you wish. The harmonies and Auto Riffs will change appropriately.

## **Changing Sounds**

This section will teach how to change the sound of the instrument you're jammin' with, as well as how to change the sounds made by the effects pads.

### ***Selecting a Lead Jammin' Instrument***

The lead instrument is the one you play with the keyboard.

- Click one of the 10 buttons in the Instruments section (near the upper left of the screen) to choose.

You can change your lead instrument any time.

- The 10th button is yours to customize. You can assign it to any instrument you choose from the 128 General MIDI instruments — and change that assignment as often as you wish.

### ***To choose a Lead Instrument:***

- Click the button of the instrument you would like to jam with. The red light indicates the instrument that's currently selected.

### ***To change the Custom Instrument:***

- 1 Click the Setup button near the top of the screen.
- 2 Open the Custom Patch list and scroll up or down to select an instrument. There are usually 128 instruments to choose from.
- 3 Click the Start/Stop button to begin your session and jam away.

## **Selecting Effects Pad Sounds**

Click the hexagon shaped Effects Pads just above the right end of the piano keyboard to play effects or drum sounds. Experiment to see what each one does. You can set the pads to play different sounds if you wish. The procedure is detailed below.

Jammin' Keys includes a set of sounds for the drum pads to get you started, but you can freely program any pad to play any digital audio file that is saved in .WAV format. We suggest you stick to brief sounds.

Long sound effects can bog down your session.

### ***To change an Effects Pad sound:***

- 1 Click the Setup Effects Pads button (it has a small wrench on it). When the red light is on, it is selected.
- 2 Click on the Effect Pad you'd like to customize. The Effect Pad Setup dialog box opens.
- 3 Navigate to the drumsnds directory.
- 4 Click the file you wish to hear.
- 5 Click OK.

## **Styles and Variations**

Because everybody likes their music to be special, Jammin' Keys has lots of different musical background styles to choose from. Each style has four arrangements, and a set of fills, breaks, and intro/end passages.

There are 12 buttons that let you choose the style of Accompaniment you'd like to jam along with — Funk, Polka, Country, Blues, Metal, Reggae, Hip-Hop, Waltz, Latin, Rock, Jazz, and Disco.

Additionally, there are four background arrangements for each musical style. These are called Variations.

With 12 Accompaniment style buttons and four Variations of each, you have 48 possibilities — and that's before you've begun to play your lead!

### ***To choose a Style or Variation:***

- 1 Click the button of the musical Style you would like to jam along with. When the red light is on, that style is selected.
- 2 Click the button of the Variation you would like to jam along with. When the red light is on, that variation is selected.
- 3 Click the Start/Stop button to begin your session and jam away.

## **Fills, Breaks, and Intro/End**

### ***What's a Fill?***

A fill is when the background accompaniment plays a few measures of music with extra rhythmic punch, a few more notes, and a bit more sound. The accompaniment “fills” the regular background patterns with more musical excitement.

### ***To play a fill:***

- Click the Fill button (it looks like a paint bucket). It will play at the next correct point in the music.

### ***What's a Break?***

A break is when the background accompaniment plays a few measures of music with *less* rhythmic punch, a few less notes, and a bit less sound. The accompaniment “takes a break” from the regular background patterns.

The break is a great time for the soloist, you, to play an exciting melody!

### ***To play a break:***

- Click the Break button (it looks like a cup of coffee) to cue up a break to play at the next correct point in the music.

## ***Intro/End***

Voyetra musicians have composed professional transitions that start your session with a bang, or bring it to a crowd-pleasing finish.

The Intro/End button always knows what to do.

- If you haven't started playing yet, a click the Intro/End button plays an introduction and begins a new jam session.
- If you press it while a jam session is in progress, Jammin' Keys brings your song to a close and ends the session.

The intros and endings always go with the jam settings that you've chosen.

### ***To start or end a jam session with the Intro/End button:***

- 1 Turn off any music that's currently playing. Click the buttons to choose an Accompaniment style and variation, and a lead instrument.
- 2 Click the Intro/End button (it looks like a few notes) to start a new jam session.
- 3 Jam away. You can change instrument sounds, drum patches, accompaniment styles, variations, tempos, whatever — be creative!
- 4 When you are ready to end your song, click the Intro/End button again to cue up the ending of your jam session.

## **Jam Mixer**

Your Jam session is divided into six parts — Drums, Bass, Rhythm, Riffs, Lead, and Pads. The Jam Mixer lets you control the volume of each of these parts independently. If you'd like the drum part to really kick, you can raise its volume and lower the other ones. Or you can make the bass line really loud and drop out the keyboards altogether.

Drag the sliders up or down to adjust the volume for each part. The lights next to each slider tell you how many notes that instrument is playing (*not* how loud it is).

### ***To adjust volume levels with the Jam Mixer:***

- With your mouse, drag the desired volume sliders up to increase the volume, or down to decrease the volume.

## **Tempo and Key Signature**

Sometimes the jam session is pitched too high for you to sing along with or is going too fast for your taste. To fix these problems, you can change the key signature and/or tempo.

### ***To change the Key Signature or Tempo:***

- 1 To change the key you're jammin' in, click the up or down triangular buttons of the Key Signature control. The window shows what key the music is in.
- 2 To speed up the tempo, click the up triangular button of the Tempo control. To slow it down, click the down triangular button. The window displays the current tempo in beats per minute.

## **Saving and Loading Jam Sessions**

Jammin' Keys includes a simple recorder that lets you record, save, and play back your favorite jam sessions any time you'd like.



## ***Transport Display***

The Transport Display lets you see at a glance which recorded jam session you're playing, and indicates with moving lights when the music is playing.

## ***Transport Controls***

The five buttons in the Jammin' Keys recorder are similar to those on a cassette tape deck. From left to right, they are:

- Load a jam session that you've previously saved.
- Save a jam you've recorded onto your hard drive.
- Record a jam session.
- Play a recorded jam session.
- Stop recording or playback of a jam session.

### ***To record a session in Jammin' Keys:***

- 1 Set up your jam session — select a lead instrument, accompaniment style and variation, tempo and key signature as desired.
- 2 Press the Record button. Note that pressing the Record button automatically triggers an introduction passage, giving you a few seconds to get ready to jam.
- 3 Jam away—be as creative as you want! You can:
  - Play the keyboard with the mouse.
  - Play on your MIDI keyboard.
  - Click the Jam Grid.
  - Click the drum pads.
  - Change instruments, styles and variations, tempos, keys, etc.
- 4 When you are finished, you have two ways to end the session:
  - Click the Stop button in the Transport controls (or the Start/Stop button). This stops the recording immediately.
  - Click the Intro/End button (it looks like some musical notes). This triggers an ending passage to play. When this passage ends, the recording stops automatically.

### ***To save a recorded Jam Session:***

- 1 Press the Save button in the Transport controls. The Save As dialog box opens.
- 2 Type the desired name in the File Name box and choose the appropriate directory for the file.
- 3 Click OK to save the file. Your file will be saved with the .JAM extension.

## **TIP**

If you want to use a Jammin' Keys file in Recording Station save the file in Voyetra's Orchestrator format (.ORC).

### ***To load a previously recorded Jam Session:***

- 1 Press the Load button in the Transport controls.
- 2 Select the desired file from the Open dialog box.

- 3 Click OK to load the file.

## NOTE

Jammin' Keys only loads files saved with the .JAM extension.

## Exit, Setup and Help

**Exit** Click this button to close Jammin' Keys.

**Setup** Click this button to display information about Setup options.

Usually, the correct Setup parameters are chosen when you install the program and you will not need to use this button. However, if you are having problems using Jammin' Keys, you may need to adjust your setup.

**Help** Click this button to display Jammin' Keys' online help.

## NOTE

The title bar contains the standard Windows Minimize and Maximize buttons. Click the buttons to activate them.

## The General MIDI Specification

### *General MIDI Instrument List*

#### **PIANO**

- 1 Acoustic Grand Piano
- 2 Bright Acoustic Piano
- 3 Electric Grand Piano
- 4 Honky-tonk Piano
- 5 Rhodes Piano
- 6 Chorused Piano
- 7 Harpsichord
- 8 Clavinet Chromatic

#### **PERCUSSION**

- 9 Celesta
- 10 Glockenspiel
- 11 Music box
- 12 Vibraphone
- 13 Marimba
- 14 Xylophone
- 15 Tubular Bells
- 16 Dulcimer

#### **ORGAN**

- 17 Hammond Organ
- 18 Percussive Organ
- 19 Rock Organ
- 20 Church Organ
- 21 Reed Organ

#### **ENSEMBLE**

- 49 String Ensemble 1
- 50 String Ensemble 2
- 51 SynthStrings 1
- 52 SynthStrings 2
- 53 Choir Aahs
- 54 Voice Oohs
- 55 Synth voice
- 56 Orchestra Hit

#### **BRASS**

- 57 Trumpet
- 58 Trombone
- 59 Tuba
- 60 Muted Trumpet
- 61 French Horn
- 62 Brass Section
- 63 Synth Brass 1
- 64 Synth Brass 2

#### **REED**

- 65 Soprano Sax
- 66 Alto Sax
- 67 Tenor Sax
- 68 Baritone Sax
- 69 Oboe

#### **SYNTH EFFECTS**

- 97 FX 1 (rain)
- 98 FX 2 (soundtrack)
- 99 FX 3 (crystal)
- 100 FX 4 (atmosphere)
- 101 FX 5 (brightness)
- 102 FX 6 (goblins)
- 103 FX 7 (echoes)
- 104 FX 8 (sci-fi)

#### **ETHNIC**

- 105 Sitar
- 106 Banjo
- 107 Shamisen
- 108 Koto
- 109 Kalimba
- 110 Bagpipe
- 111 Fiddle
- 112 Shanai

#### **PERCUSSIVE**

- 113 Tinkle Bell
- 114 Agogo
- 115 Steel Drums
- 116 Woodblock
- 117 Taiko Drum

22 Accordion  
23 Harmonica  
24 Tango Accordion

70 English Horn  
71 Bassoon  
72 Clarinet

118 Melodic Tom  
119 Synth Drum  
120 Reverse Cymbal

#### GUITAR

25 Acoustic Guitar (nylon)  
26 Acoustic Guitar (steel)  
27 Electric Guitar (jazz)  
28 Electric Guitar (clean)  
29 Electric Guitar (muted)  
30 Overdriven Guitar  
31 Distortion Guitar  
32 Guitar Harmonics

#### PIPE

73 Piccolo  
74 Flute  
75 Recorder  
76 Pan Flute  
77 Bottle Blow  
78 Shakuhachi  
79 Whistle  
80 Ocarina

#### SOUND EFFECTS

121 Guitar Fret Noise  
122 Breath Noise  
123 Seashore  
124 Bird Tweet  
125 Telephone  
126 Helicopter  
127 Applause  
128 Gunshot

#### BASS

33 Acoustic Bass  
34 Electric Bass (finger)  
35 Electric Bass (pick)  
36 Fretless Bass  
37 Slap Bass 1  
38 Slap Bass 2  
39 Synth Bass 1  
40 Synth Bass 2

#### SYNTH LEAD

81 Lead 1 (square)  
82 Lead 2 (sawtooth)  
83 Lead 3 (calliope lead)  
84 Lead 4 (chiff lead)  
85 Lead 5 (charang)  
86 Lead 6 (voice)  
87 Lead 7 (fifths)  
88 Lead 8 (bass + lead)

#### STRINGS

41 Violin  
42 Viola  
43 Cello  
44 Contrabass  
45 Tremolo Strings  
46 Pizzicato Strings  
47 Orchestral Harp  
48 Timpani

#### SYNTH PAD

89 Pad 1 (new age)  
90 Pad 2 (warm)  
91 Pad 3 (polysynth)  
92 Pad 4 (choir)  
93 Pad 5 (bowed)  
94 Pad 6 (metallic)  
95 Pad 7 (halo)  
96 Pad 8 (sweep)

## General MIDI Drum Note Map

35 B2 Acoustic Bass Drum  
36 C3 Bass Drum 1  
37 C#3 Side Stick  
38 D3 Acoustic Snare  
39 D#3 Hand Clap  
40 E3 Electric Snare  
41 F3 Low Floor Tom  
42 F#3 Closed Hi-Hat  
43 G3 Hi Floor Tom  
44 G#3 Pedal Hi-Hat  
45 A3 Low Tom  
46 A#3 Open Hi Hat  
47 B3 Low-Mid Tom  
48 C4 High-Mid Tom  
49 C#4 Crash Cymbal 1  
50 D4 High Tom  
51 D#4 Ride Cymbal 1  
52 E4 Chinese Cymbal  
53 F4 Ride Bell  
54 F#4 Tambourine  
55 G4 Splash Cymbal  
56 G#4 Cowbell  
57 A4 Crash Cymbal 2  
58 A#4 Vibraslap

59 B4 Ride Cymbal 2  
60 C5 High Bongo  
61 C#5 Low Bongo  
62 D5 Mute High Conga  
63 D#5 Open High Conga  
64 E5 Low Conga  
65 F5 High Timbale  
66 F#5 Low Timbale  
67 G5 High Agogo  
68 G#5 Low Agogo  
69 A5 Cabasa  
70 A#5 Maracas  
71 B5 Short Whistle  
72 C6 Long Whistle  
73 C#6 Short Guiro  
74 D6 Long Guiro  
75 D#6 Claves  
76 E6 High Wood Block  
77 F6 Low Wood Block  
78 F#6 Mute Cuica  
79 G6 Open Cuica  
80 G#6 Mute Triangle  
81 A6 Open Triangle

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**How old is the person who will use this software the most?** \_\_\_\_\_

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