

## Export Performance Dialog

Please click inside this picture:



## **Title Bar**

The Title Bar displays the name of the dialog box and contains the control-menu box on the left.

## **High Speed Check Box**

To record the performance quickly at a high speed, click on the High Speed check box.

## **Mute Check Box**

To record the performance quietly, click on the Mute check box.

## **Export Button**

Click on the Export button when you are ready to save the song to disk in the MIDI File format.

## **Cancel Button**

Click on the Cancel button to cancel the operation and close this dialog box.

## **Help Button**

Click on the Help button to open this help window.

## Time Signature Dialog

Please click inside this picture:

Caribbean's Resolution and Time Signature

Smallest Note:   Triplet

Beats Per Measure:

Beat:

Time Signature = 4/4

OK

Cancel

Help



## **Title Bar**

The Title Bar displays the name of the style associated with the dialog box followed by "Resolution and Time Signature," and contains the control-menu box on the left.

## **Smallest Note Scroll Bar**

Slide the Smallest Note scroll bar to set the resolution for the style, from 1/4 note to 1/64 note.

## **Beats Per Measure Scroll Bar**

Slide the Beats Per Measure scroll bar to set the number of beats per measure in the style, from 1 beat to 100 beats. In common time, this value is 4.

## **Beat Scroll Bar**

Slide the Beat scroll bar to choose the note value that receives the beat, from 1 to 1/32. In common time, this value is 1/4.

## **Time Signature Indicator**

The Time Signature indicator shows the resultant time signature from the values chosen in the Beats Per Measure and Beat scroll bars. In common time this is 4/4.

### **Triplet Check Box**

Click on the Triplet check box if the style has a triplet feel as opposed to a duplet feel.

## **OK Button**

Click on the OK button to initiate the changes you've made.

## **Cancel Button**

Click on the Cancel button to cancel the operation and close this dialog box.

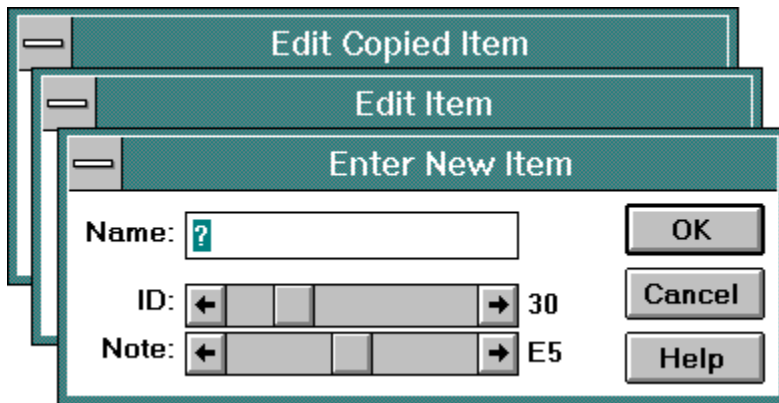


## **Help Button**

Click on the Help button to open this help window.

## Drum Map Edit Dialogs

Please click inside this picture:



## **Title Bar**

The Title Bar displays the name of the dialog box and contains the control-menu box on the left.

## **Name Text Box**

The Name text box displays and allows you to change the name of the individual drum.

## **ID Scroll Bar**

The ID scroll bar displays the internal drum ID number. It is not recommended that you change this number.

## **Note Scroll Bar**

The Note scroll bar displays and allows you to change the MIDI note value assignment for the drum.

## **OK Button**

Click on the OK button to initiate the changes you've made.

## **Cancel Button**

Click on the Cancel button to cancel the operation and close this dialog box.

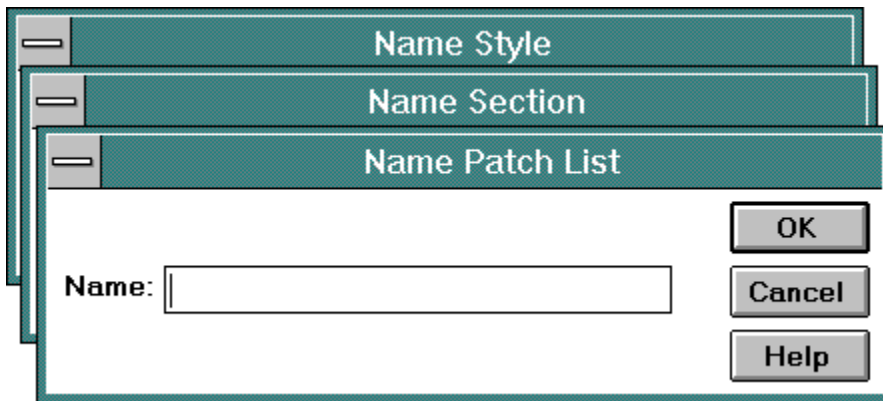


## **Help Button**

Click on the Help button to open this help window.

## Name Dialogs

Please click inside this picture:



## **Name Dialogs: Title Bar**

The Title Bar displays the name of the dialog box and contains the control-menu box on the left.

## **Name Dialogs: Name Text Box**

The Name text box allows you to type in a name for the Style, Section, or Patch List.

## **Name Dialogs: OK Button**

Click on the OK button to initiate the changes you've made.

## **Name Dialogs: Cancel Button**

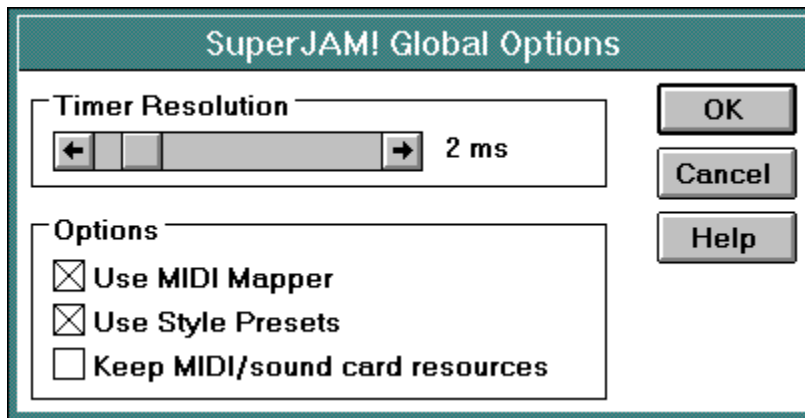
Click on the Cancel button to cancel the operation and close this dialog box.

## **Name Dialogs: Help Button**

Click on the Help button to open this help window.

## Global Options Dialog

Please click inside this picture:





## **Title Bar**

The Title Bar displays the name of the dialog box.

## **Timer Resolution Scroll Bar**

The Timer Resolution scroll bar can help give the music a smoother "feel" on computers experiencing erratic timing problems. The timing resolution ranges from 1 to 10 milliseconds.

Higher resolution does not always result in better timing. In fact, on higher speed 486 machines, 1ms resolution is significantly worse than 2ms! The optimal resolutions typically range from 2 to 5ms.

The higher the resolution (the lower the number,) the more work your computer has to do.

## **Use MIDI Mapper Check Box**

Check the MIDI Mapper check box if you wish to use the Windows MIDI Mapper. Be sure to have the MIDI Mapper configured for your sound card or MIDI synthesizer.

## **Use Style Presets Check Box**

Check the Use Style Presets check box if you wish to use the tempo and patch change selections imbedded in each style every time you try a new style. If you are not using a general MIDI compatible synthesizer or soundcard, don't use this option.

## **Keep Resources Check Box**

Check the Keep Resources check box if you would like SuperJAM! to keep control of your MIDI and sound card resources, preventing other applications from taking control of them. When the option to Keep Resources is checked, SuperJAM! continues to play music when another application is activated. Otherwise, SuperJAM! stops playing music.

## **OK Button**

Click on the OK button to initiate the changes you've made.

## **Cancel Button**

Click on the Cancel button to cancel the operation and close this dialog box.

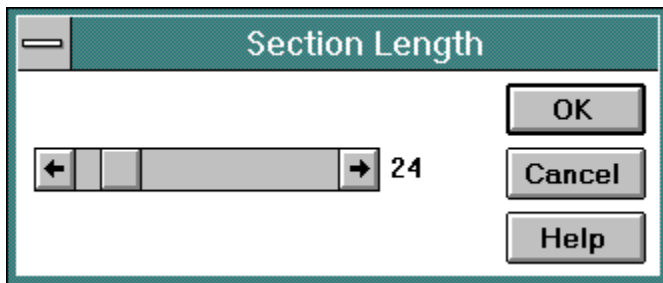
## **Help Button**

Click on the Help button to open this help window.



## Section Length Dialog

Please click inside this picture:



## **Title Bar**

The Title Bar displays the name of the dialog box and contains the control-menu box on the left.

## **Length Scroll Bar**

The Length scroll bar allows you to set the overall section length, from 1 to 199 measures.

## **OK Button**

Click on the OK button to initiate the changes you've made.

## **Cancel Button**

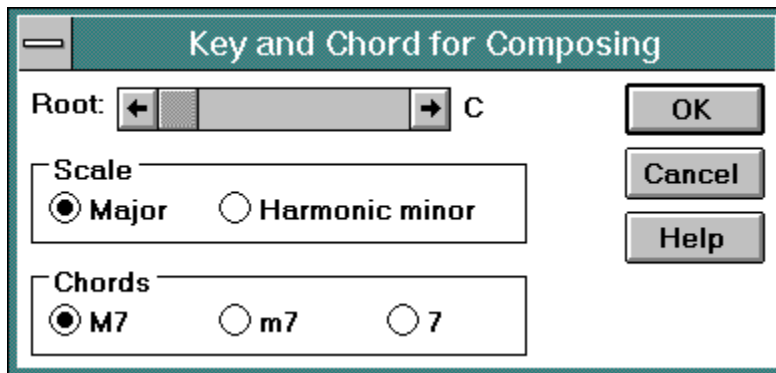
Click on the Cancel button to cancel the operation and close this dialog box.

## **Help Button**

Click on the Help button to open this help window.

## Key and Chord Dialog

Please click inside this picture:



The image shows a dialog box titled "Key and Chord for Composing". It features a "Root" field with a left arrow, a text input containing "C", and a right arrow. Below this are two sections: "Scale" with radio buttons for "Major" (selected) and "Harmonic minor", and "Chords" with radio buttons for "M7" (selected), "m7", and "7". On the right side, there are three buttons: "OK", "Cancel", and "Help".

Key and Chord for Composing

Root:

Scale

Major  Harmonic minor

Chords

M7  m7  7

OK

Cancel

Help

## **Title Bar**

The Title Bar displays the name of the dialog box and contains the control-menu box on the left.



## **Root Scroll Bar**

The Root scroll bar allows you to set the root of the key and chord you will use during the style composition process.

## **Scale Radio Buttons**

The Scale radio buttons allow you to choose either a Major or Harmonic Minor tonality to use during the style composition process.

## **Chords Radio Buttons**

The Chords radio buttons allow you to choose which type of chord, Major 7, Minor 7, or Dominant 7, to use during the style composition process.

The reason SuperJAM! uses 7th chords is because 7th chords are composed of four notes, and include as a subset the simpler three note triads. Any pattern created with 7th chords in mind will work for both, whereas the reverse is not true.

## **OK Button**

Click on the OK button to initiate the changes you've made.

## **Cancel Button**

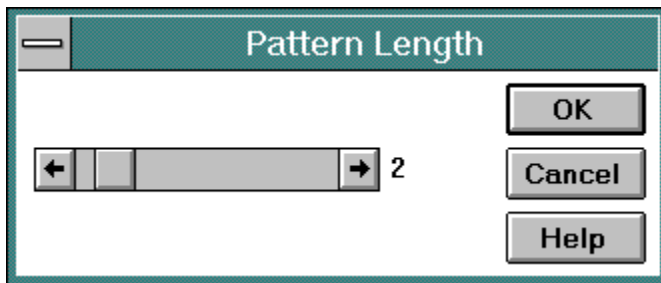
Click on the Cancel button to cancel the operation and close this dialog box.

## **Help Button**

Click on the Help button to open this help window.

## Pattern Length Dialog

Please click inside this picture:



## **Title Bar**

The Title Bar displays the name of the dialog box and contains the control-menu box on the left.



## **Length Scroll Bar**

Use the Length scroll bar to set the pattern's length, from 1 to 12 measures.

## **OK Button**

Click on the OK button to initiate the changes you've made.

## **Cancel Button**

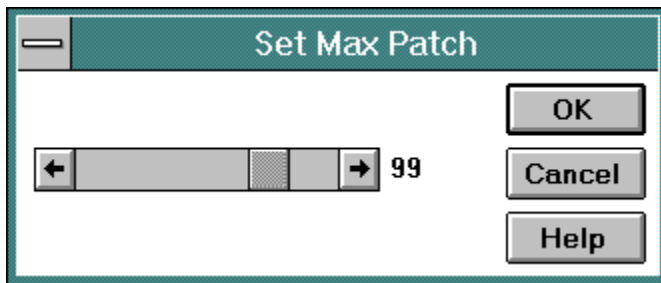
Click on the Cancel button to cancel the operation and close this dialog box.

## **Help Button**

Click on the Help button to open this help window.

## Set Max Patch Dialog

Please click inside this picture:



## **Title Bar**

The Title Bar displays the name of the dialog box and contains the control-menu box on the left.

## **Max Patch Scroll Bar**

Use the Max Patch scroll bar to set the maximum patch change number used by SuperJAM! to the maximum patch change number used by your MIDI equipment.

## **OK Button**

Click on the OK button to initiate the changes you've made.



## **Cancel Button**

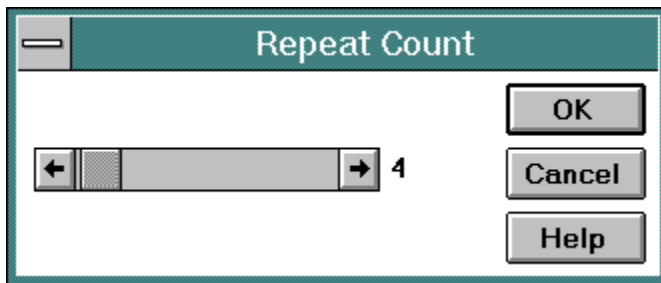
Click on the Cancel button to cancel the operation and close this dialog box.

## **Help Button**

Click on the Help button to open this help window.

## Repeat Count Dialog

Please click inside this picture:



## **Title Bar**

The Title Bar displays the name of the dialog box and contains the control-menu box on the left.

## **Repeat Count Scroll Bar**

Use the Repeat Count scroll bar to set the number of times a section will repeat.

## **OK Button**

Click on the OK button to initiate the changes you've made.

## **Cancel Button**

Click on the Cancel button to cancel the operation and close this dialog box.

## **Help Button**

Click on the Help button to open this help window.



## Menus

## **Band Menu**

**Open...**

**Save As...**

**Save as Default House Band**

**Revert to Default House Band**

## Chord Menu

New

Open...

Close

Save

Save As...

Revert to Saved

Reset >

    Current Chord

    Entire List

Edit

Duplicate

## Chord Changes Menu

Open

Save As...

## Drum Map Menu

Open...

Save As...

Reset

## **Edit Menu**

**Undo**

**Cut**

**Copy**

**Paste**

**Erase**

**Unselect All**

**Select All**

## Grid Menu

Shift Octave Up

Shift Octave Down

Clear

## Keyboard Menu

Open...

Save As...

Reset



## Lead Line Menu

Clear from Song

Clear from Section

## Patch List Menu

New...

Open...

Close

Save

Save As...

Edit

Duplicate

Set as Default

Change Name

## Pattern Menu

New...

Open...

Save As...

Delete

Duplicate

Change Length...

Change Key and Chord...

## Section Menu

New...

Open...

Save As...

Change Name...

Change Length...

Set Repeat...

Clear >

Chords

Grooves and Embellishments

## Song Menu

Open...

Save

Save As...

Revert to Saved

Export...

Clear

## Snapshot Menu

Preview

Clear

Lock All

Unlock All

## Style Menu

New...

Open...

Close

Save

Save As...

Revert to Saved

Edit

Duplicate

Change Name...

Change Presets...

Change Time Signature...

Info

## Variations Menu

Merge Selected

Clear Selected

Play in Numerical Order

Play In Random Order



## Variation Choices Menu

Open...

Save As...

Print...

## Options Menu

Global...

## Options Menu

Global...

Create Chords On All Notes

Create 7th Chords

Eas-O-Matic MusicMaker

## **Options Menu**

**Global...**

**Auto Quantize**

**Metronome**

**Set Metronome**

**Multiple Grid Windows**

**Auto Scroll**

**Always Play Selected Note**

**Test Chords**

## Options Menu

Global...

Number Range >

0 - 127

1 - 128

Set Max Patch...

## **Options Menu**

**Global...**

**Auto Scroll**

**Count Down**

**Automatic Octave Selection**

**Automatic Chord Selection**

**Create Chords On All Notes**

**Create 7th Chords**

## Window Menu

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## Individual menu choices

**Band**

## **Band/Open...**

The Open... command loads a band from disk.

## **Band/Save As...**

The Save As... command saves a band to disk.

## **Band/Save as Default House Band**

The Save as Default House Band command saves the current band as the default house band.

## **Band/Revert to Default House Band**

The Revert to Default House Band command changes the house band back to the default house band if you have made any changes to the house band since the beginning of your current SuperJAM! session.

**Chord**

## **Chord/New**

The New... command opens the Chord window and allows you to create a new chord type.



## **Chord/Open...**

The Open... command loads a previously saved chord type from disk.

## **Chord/Close**

The Close command closes the current chord.

## **Chord/Save**

The Save command saves the current chord to disk.

## **Chord/Save As...**

The Save As... command saves the current chord, allowing you to name it. Once you've created a chord, you must save it in order to use it again.

## **Chord/Revert to Saved**

The Revert to Saved option resets the current chord to the last saved version of the chord.

## **Chord/Reset/Current Chord**

The Reset/Current Chord option resets the current chord to the values it was shipped with. Use this option if you have changed one of the default chords and wish to return it to its original state.

## **Chord/Reset/Entire List**

The Reset/Entire List option deletes the current chord list and recreates the chord list that SuperJAM! was shipped with.

## **Chord/Edit**

The Edit command opens the Chord window and allows you to edit an existing chord.



## **Chord/Duplicate**

The Duplicate command opens the Chord window and allows you to define a custom chord based on an existing chord. Remember to give your new chord a name!

## Chord Changes

## **Chord Changes/Open...**

The Open... command loads a chord progression from disk. SuperJAM! automatically transposes this chord progression to the currently selected key signature.

## **Chord Changes/Save As...**

The Save As... command saves a chord progression to disk.

## Drum Map

## **Drum Map/Open...**

The Open... command replaces the current drum map with one loaded in from disk.

## **Drum Map/Save As...**

The Save As... command saves the current drum map to disk, allowing you to name it.

## **Drum Map/Reset**

The Reset command replaces the current drum map with the default General MIDI format drum map. This is the format that most MIDI equipment recognizes.



**Edit**

## **Edit/Undo**

The Undo command restores the text to its state before the last edit command.

## **Edit/Cut**

The Cut command removes the currently selected text and puts it in the clipboard.

## **Edit/Copy**

The Copy command copies the currently selected text into the clipboard without removing it.

## **Edit/Paste**

The Paste command inserts the contents of the clipboard at the current location. If any text is currently selected, it is replaced.

## **Edit/Eraser**

The Erase command erases the currently selected text without putting it into the clipboard.

## **Edit/Unselect All**

The Unselect All command ensures that no text is currently selected.

## **Edit/Select All**

The Select All command selects all of the text.



**Grid**

## **Grid/Shift Octave Up**

The Shift Octave Up command moves all notes up one octave. Sometimes, you may find you've created a pattern that is too low in pitch. Use this command to move the pattern into the right octave.

## **Grid/Shift Octave Down**

The Shift Octave Down command moves all notes down one octave. If you've created a pattern too high in pitch, use this command to move the pattern into the right octave.

## Grid/Clear

The Clear command erases all notes in the grid. Unlike the [Clear Selected](#) command in the Variations menu, this command clears all notes in all variations. If you want to discard everything you've done so far, select this command.

## Keyboard

## **Keyboard/Open...**

The Open... command loads a previously saved Keyboard window configuration from disk.

The configuration of chords on each key, the play mode (lead/chords), the state of the Eas-O-Matic Music Maker (on/off), and the key signature are loaded.

## **Keyboard/Save As...**

The Save As... command allows you to save the current Keyboard window configuration to disk.

The configuration of chords on each key, the play mode (lead/chords), the state of the Eas-O-Matic Music Maker (on/off), and the key signature are saved.

## **Keyboard/Reset**

The Keyboard Reset command resets the Keyboard window configuration to the original state when SuperJAM! was first installed.



**Lead Line**

## **Lead Line/Clear from Song**

The Clear from Song command erases the lead line from all sections in the song.

## **Lead Line/Clear from Section**

The Clear from Section command erases the lead line from the highlighted section.

## Patch List

## **Patch List/New...**

The New... command opens the Patch Name window which allows you to create a new patch list.

## **Patch List/Open...**

The Open... command opens a patch list previously saved to disk.

## **Patch List/Close**

The Close command closes the current patch list

## **Patch List/Save**

The Save command saves the current patch list to disk.



## **Patch List/Save As...**

The Save As... command saves the current patch list, allowing you to name it. Once you've created a patch list, you must save it in order to use it again.

## **Patch List/Edit**

The Edit command opens the Patch Name window for the current patch list. This is where you modify your patch list.

## **Patch List/Duplicate**

The Duplicate command copies the current patch list as a basis for creating a new one.

## **Patch List/Set as Default**

The Set As Default command makes the current patch list the default patch list in SuperJAM! New bands created will have the default patch list specifying patch names.

## **Patch List/Change Name**

The Change Name... command allows you to rename the current patch list.

**Pattern**

## **Pattern/New...**

The New... command prompts you for the new pattern's length and then adds the new pattern to the list, automatically naming it.

## **Pattern/Open...**

The Open... command opens a previously saved pattern from disk and loads it in the pattern list.



## **Pattern/Save As...**

The Save As... command saves the currently selected pattern to disk, allowing you to name it, so that you can open it later.

## **Pattern/Delete**

The Delete command removes the currently selected pattern from the style.

## **Pattern/Duplicate**

The Duplicate command creates an exact copy of the currently selected pattern, including its name.

It is best to rename the duplicated pattern to avoid confusion. The Duplicate command is very useful for creating special purpose patterns. For example, to create a Fill pattern, duplicate your standard "Groove" pattern, rename it "Fill," set the Fill flag, and open the Pattern Grid to add extra note activity.

## **Pattern/Change Length...**

The Change Length... command opens a dialog box to change the number of measures assigned to the currently selected pattern.

## **Pattern/Change Key and Chord...**

The Change Key and Chord... command opens a dialog box to change the current pattern's key signature and chord.

## Section

## Section/New...

If you want to create a new section, select the New... command. This command has the same effect as clicking on the Section button in the [Keyboard window](#). The [Name Section dialog box](#) appears allowing you to name your new section followed by the [Section Length dialog box](#), which allows you to specify its length.

## **Section/Open...**

You may open a section that was previously saved to disk with this command. The Open... command opens the Open Section dialog box, in which you select the section you wish to load.



## **Section/Save As...**

Use the Save As... command to save the section to disk. This saves the complete section, including the style choice, chords, key signature, and band instruments.

## Section/Change Name...

Rename the section by using the Change Name... command. This opens the [Name Section dialog box](#). Enter a new name after the Name: prompt in the text box; then click on OK.

## Section/Change Length...

To make the section longer or shorter, select the Change Length... command. This opens the [Section Length dialog box](#). Enter the new length in number of measures. If the new entry is shorter than the current section's length, all chord changes, commands, and mutes beyond the new length are lost. Everything that falls within the new length is displayed in the section as before.

## **Section/Set Repeat...**

Each section may be set to repeat a certain number of times when SuperJAM! plays a song. Change the repeat count for your section by selecting the Set Repeat... command. This opens the [Repeat Count dialog box](#), where you may set the repeat count using the scroll bar.

## **Section/Clear/Chords**

If you are thoroughly unhappy with your section and would like to clear its chord changes, select the Clear Chords command. This erases all chords from the section, leaving its grooves and embellishments intact.

## **Section/Clear/Grooves and Embellishments**

If you want to erase the grooves and embellishments within your section , select Clear Grooves and Embellishments. Choosing this command leaves all chords from your section unchanged.

**Song**

## **Song/Open...**

The Open... command opens a previously saved song from disk.



## **Song/Save**

The Save command saves and overwrites the current song, including the Keyboard setup, all sections, House Band, and all Instruments, to disk.

## **Song/Save As...**

The Save As... command saves the current song, including Keyboard setup, sections, House Band, and instruments, and allows you to assign it a (different) file name.

## **Song/Revert to Saved**

The Revert to Saved command resets the current song to its most recently-saved state.

## **Song/Export...**

The Export... command saves the current song in the MIDI file format for use by other programs and/or musicians. This opens the Windows file dialog where you enter the file name, then the [Export Performance dialog box](#) which manages the process of saving the performance.

## **Song/Clear**

The Clear command clears the current song and all its sections. This command does not affect the Keyboard window or House Band.

## Snapshot

## **Snapshot/Preview**

The Preview Snapshot command plays the section through once, performing only the notes stored in the Snapshot. Notice that the buttons across the bottom of the section depress during the Snapshot preview.

## **Snapshot/Clear**

The Clear command removes all notes previously captured by the Snapshot feature.



## **Snapshot/Lock All**

The Lock All command automatically activates all Lock Bars, but does not play back the Snapshot for evaluation. The Lock Bars remain activated until they are unlocked either manually or by using the following menu operation.

## **Snapshot/Unlock All**

The Unlock All command releases all Lock Bars and returns the section to performance mode.

**Style**

## **Style/New...**

The New... command creates a new, blank style and opens the Style window. Here you can begin to build the style.

Once you've entered patterns into the style, be sure to save it to disk. Otherwise, it will not be available the next time you run SuperJAM!

## **Style/Open...**

The Open... command reads a style from disk and places it in the Style Palette in the [Keyboard window](#). Every time SuperJAM! runs, the style will load.

## **Style/Close**

The Close command removes a style from the Style Palette in the [Keyboard window](#), but does not erase it from disk. Once you close a style, SuperJAM! will no longer load it.

If you want to place it back in the list, use the Open... command.

## **Style/Save**

The Save command saves the selected style, including all patterns and variations, to disk.

## **Style/Save As...**

The Save As... command saves the current style to disk. This command allows you to give it a different name from before. Once you use the Save As command, SuperJAM! loads the style from the new file instead of the old. Use this command to modify and save a changed version of a style.



## **Style/Revert to Saved**

The Revert To Saved command ignores any changes made to the current style and resets it to its last-saved state.

## **Style/Edit**

The Edit command opens the Style window for modifications or review of the current style.

## **Style/Duplicate**

The Duplicate command creates a copy of the currently selected style. Use this command to create a new style by first copying, then altering, an existing style. Don't forget to save the new style to disk before closing SuperJAM!

## **Style/Change Name...**

The Change Name... command opens the [Name Style dialog box](#), which allows you to rename the current style.

## **Style/Change Presets...**

The Change Presets... command replaces the style patches with the patches currently used in the House Band, and replaces the style tempo with the tempo in the [Keyboard window](#).

## **Style/Change Time Signature...**

The Change Time Signature... command opens the [Resolution and Time Signature dialog box](#), which allows you to change the note resolution and time signature of the current style.

## Style/Info

The Info command opens the [Style Info window](#) that contains information about the currently selected style. Most styles come with advice on how to use the style. You may add any information you'd like to each Style information window.

## Variations



## **Variations/Merge Selected**

The Merge Selected command sets all visible notes to belong to all selected variations. For example, if you select Variations 1 and 2, the Pattern Grid displays notes belonging to both. Use the Merge Selected command to make all the notes in Variation 2 belong to Variation 1 and vice versa.

## **Variations/Clear Selected**

The Clear Selected command erases all notes in the selected variations. Use this command to "start over" with a particular variation.

## **Variations/Play in Numerical Order**

The Play In Numerical Order option places the variations in Solo Mode and sets SuperJAM! to play each variation in sequential order.

Use Play in Numerical Order to insert embellishments for each variation quickly.

## **Variations/Play In Random Order**

The Play In Random Order option places the variations in Solo Mode and sets SuperJAM! to play each variation in random order. Once you've created your variations, choose this option and listen. Watch the Variation buttons randomly pop up and down.

## Variation Choices

## **Variation Choices/Open...**

The Open... command opens a Variation Choices file from disk. You can save your Variation Choices from one pattern and reload them into another pattern.

## **Variation Choices/Save As...**

The Save As... command saves the Variation Choices to disk, which allows you to name your Variation Choices.

## **Variation Choices/Print...**

The Print... Command prints the Variation Choices. Once you've set up the Variation Choices, print them out. Then, you can close the window and use the printout as a reference as you work in the Pattern Grid.



## Options

## Options/Global...

The Global... command opens the [Global Options dialog box](#). Use the dialog box to choose the timer resolution, enable or disable the MIDI Mapper option, enable or disable the Use Style Presets option, or toggle the Keep MIDI/sound card resources option.

## **Options/Create Chords On All Notes**

The Create Chords On All Notes command places chords on all notes of the Keyboard window's piano keys, whether or not they are actually within the key. The chord choices are intelligent; they are designed to sound right if you use them as transitional chords while moving between other chords within the key.

## **Options/Create 7th Chords**

The Create 7th Chords command which creates 7th chords instead of triads. 7th chords are richer because they are composed of four notes instead of three. (7th chords are typically formed in the same manner as triads, except that you pick every other note for a total of 4 notes, not 3.)

## **Options/Eas-O-Matic MusicMaker**

The Eas-O-Matic MusicMaker command toggles the Eas-O-Matic MusicMaker option on and off.

## **Options/Auto Quantize**

The Auto Quantize command resolves all entered notes to the grid boundaries. As a result, this command corrects sloppiness in your playing. By default, Auto Quantize is on.

Using Auto Quantize can result in a performance too rigid for some styles. Experienced musicians tend to turn off this feature.

## **Options/Metronome**

When you select this option, SuperJAM! plays a click on every beat. The Metronome is absolutely essential for entering notes in real-time. By default, this is on.

## **Options/Set Metronome**

Use the Set Metronome command to assign the metronome's click to a particular note (or drum.) Here's how:

Select Set Metronome. The cursor changes to a white metronome when the mouse pointer is in the Pattern Grid window. Click on the drum name that you want to use for the metronome. For example, if you choose the Closed Hi Hat, the metronome plays the Closed Hi Hat on every beat.

By default, the metronome is set to the claves sound in the drum kit.



## **Options/Multiple Grid Windows**

When you select Multiple Grid Windows, SuperJAM! allows more than one of the pattern's windows to be open at the same time. By default, this is off.

Multiple windows consume memory, and, on slower machines, slow things down. If you are using a "lower end" computer configuration, we recommend that you leave Multiple Grid Windows deselected.

## **Options/Auto Scroll**

If the pattern is too large to view in its entirety, the Auto Scroll option enables the grid to scroll as the pattern plays. By default, this is on.

## **Options/Always Play Selected Note**

Selecting this option is equivalent to using the [Purpleizer Button](#).

## Options/Test Chords

When selected, the Test Chords option enables you to evaluate your pattern note choices with different chords. To do so, click the Play button in the Pattern Grid, then select chords in the [Keyboard window](#).

**Options/Number Range/0 - 127**

Choose this option if your MIDI device considers 0 to be the lowest Program Change number.

**Options/Number Range/1 - 128**

Choose this option if you MIDI device considers 1 to be the lowest Program Change number.

### **Options/Set Max Patch...**

Use this option to set the maximum Program Change (Patch) number useable by your MIDI equipment.

## **Options/Count Down**

If you enable Count Down, you will hear a two-measure countdown before your section plays after you click the Start Button.



## **Options/Automatic Octave Selection**

If you enable Automatic Octave Selection, SuperJAM! decides in which octave (upper or lower) to place the chord; otherwise, it lets you decide.

## **Options/Automatic Chord Selection**

If you enable Automatic Chord Selection, SuperJAM! tries to find a chord for you, based on the note that you select and the section's key signature. Otherwise, it prompts you with a list of available chords.

**Window**

## **Window/Next**

The Next command deactivates the current window and activates the next window on the screen.

## **Window/Close**

The Close command closes the currently active window.

## **Window/Arrange Icons**

The Arrange Icons command arranges the icons on the screen to present an uncluttered appearance.

## **Window/Show Keyboard**

The Show Keyboard command opens the Keyboard window and makes it the active window.

## **Window/Show Song**

The Show Song command opens the Song window and makes it the active window.



## **Window/Show Patch Lists**

The Show Patch Lists command opens the Patch Lists window and makes it the active window.

**Help**

## **Help/Contents**

The Contents command opens the help window and displays the contents screen.

## **Help/Search for Help on...**

The Search for Help on command opens the help window and displays the search screen.

## **Help/Latest News**

The Latest News command opens the Windows Notepad with a "README" file containing late-breaking information.

## **Help/How to Use Help**

The How to Use Help command opens the help window and displays information on how to use the help feature.

## **Help/Current Window**

The Current Window command opens the help window and displays help on the currently active window.

## **Help/Latest News**

## **Help/About SuperJAM!...**

The About SuperJAM!... command opens a window that displays information about your copy of SuperJAM! such as your name, serial number, and program version.



## **Windows and their Menus**

[Band Window](#)

[Band Member Window](#)

[Chord Window](#)

[Eas-O-Matic MusicMaker Window](#)

[Keyboard Window](#)

[Note Window](#)

[Patch Lists Window](#)

[Patch Names Window](#)

[Pattern Grid Window](#)

[Section Window](#)

[Snapshot Grid Window](#)

[Song Window](#)

[Style Window](#)

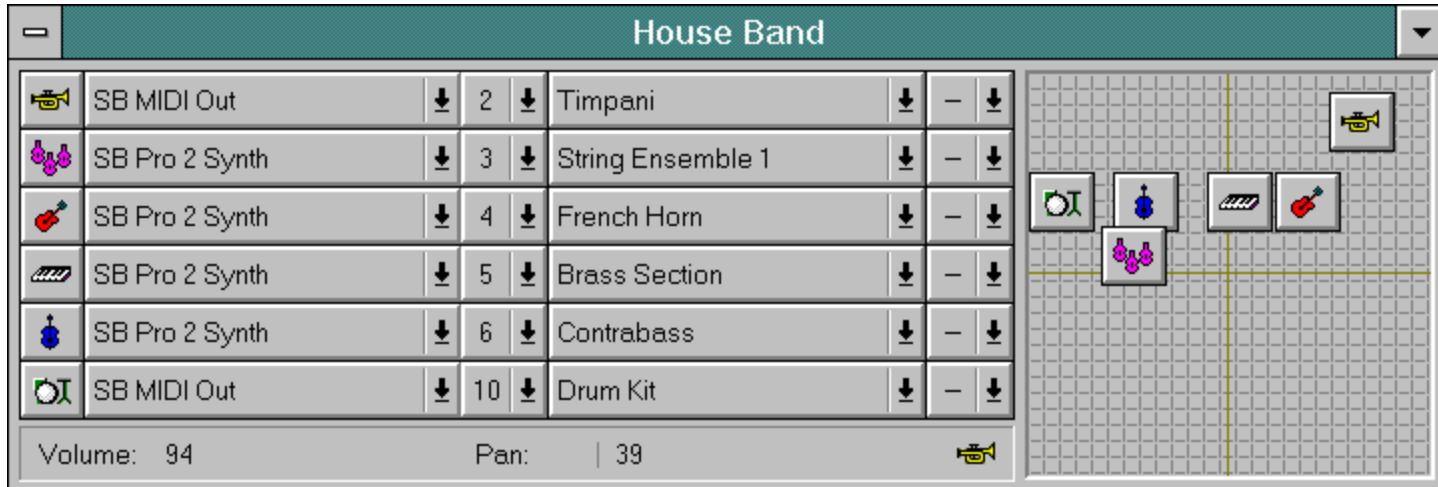
[Style Info Window](#)

[Variation Choices Window](#)

## Band Window

Use the Band window to set up your SuperJAM! bands and configure their MIDI output information. Access the Band window by clicking on the Band button in the [Keyboard window](#), [Pattern Grid window](#), [Section window](#), or [Snapshot Grid window](#).

Please click inside this picture:



This window has the following menus. Please click on a menu name:

[Band](#)   [Song](#)   [Drum Map](#)   [Options](#)   [Window](#)   [Help](#)

## **Title Bar**

The Title Bar displays the name of the band.

To reduce the Band window to an icon, click on the minimize button located at the far right of the title bar.

## **Player Buttons**

The Player buttons open the [Band Member window](#) for each individual player.

## **MIDI Output Buttons**

The MIDI Output buttons select the [MIDI output device](#) for each band member.

## **MIDI Channel Selector Buttons**

The MIDI Channel Selector buttons select the [MIDI channel](#) that each band member transmits on.

## **Patch Selector Buttons**

The Patch Selector buttons assign particular instrument patches to each band member.

You can audition different instruments by navigating through the list with the arrow keys and pressing the SPACE BAR to hear the currently highlighted patch.

## **Octave Selector Buttons**

The Octave Selector buttons raise or lower the octave in which each band member performs, within a four-octave range.

When there is no octave change, the button displays a broken dash (--). When you transpose an instrument up, it displays a plus sign (+) followed by the number of octaves displaced. When you transpose an instrument down, it displays a minus sign (-) followed by the number of octaves displaced.



## Mixing Grid

Drag the icons within this grid to set each band member's volume and panning.

The vertical, or up and down, placement of a band member's icon determines the player's volume. The horizontal, or side-to-side, placement of a band member's icon determines its panning in the stereo spectrum from left to right.

## Player Mix Status Bar

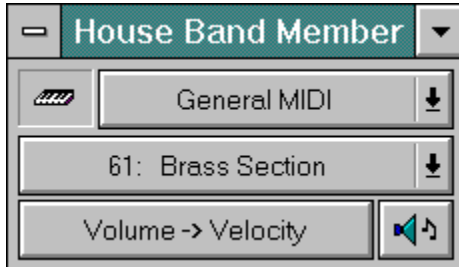
The Status Bar displays the current volume and panning settings for each band member.

To change the volume and panning of a band member, click on its associated icon in the Mixing Grid in the [Band window](#).

## Band Member Window

Use the Band Member window to configure an individual [band member](#) for use in a SuperJAM! band. Access the Band Member window by clicking on one of the Player buttons in the [Band window](#).

**Please click inside this picture:**



**This window has the following menus. Please click on a menu name:**

[Patch List](#)   [Options](#)   [Window](#)   [Help](#)

## **Title Bar**

The Title Bar displays the name of the associated band.

To reduce the Band Member window to an icon, click on the minimize button, located at the far right of the title bar.

## **Player Indicator**

The Player Indicator displays the band member associated with the current window.

## Patch List Button

The Patch List button changes the current [patch list](#) selection for the band member.

## Patch Selector Button

The Patch Selector button changes the currently selected [patch](#) for the band member.

You can audition different instruments by navigating through the list with the arrow keys and pressing the SPACE BAR to hear the currently highlighted patch.

## **Volume -> Velocity Button**

The Volume->Velocity feature converts volume changes into note velocity changes.

Enable this option if your synthesizer does not support MIDI volume control changes. Sound devices that do not support MIDI volume control changes will not respond to volume changes in the Mixing Grid in the [Keyboard window](#).



## Test Button

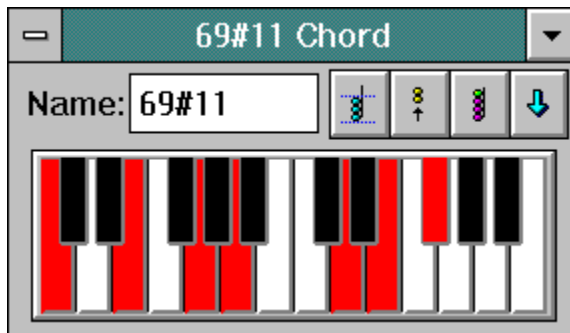
The Test button auditions the currently selected instrument patch for the [band member](#).

Click on this button to hear a short, arpeggiated performance by the band member, using the current patch.

## Chord Window

Use the Chord window to create, edit, and audition [chords](#) played by the SuperJAM! bands. Access the Chord window from the [Keyboard window](#). To edit an existing chord, double-click on a chord in the Chord Palette in the [Keyboard window](#) or choose the [Chord/Edit](#) menu command. To create a new chord, choose the [Chord/New...](#) menu command. To create a new chord based on an existing chord, choose the [Chord/Duplicate](#) menu command.

**Please click inside this picture:**



**This window has the following menus. Please click on a menu.**

**Chord Options Window Help**

## **Title Bar**

The Title bar displays the name of the currently selected chord.

To reduce the Chord window to an icon, click on the minimize button located at the far right of the title bar.

## **Name Text Box**

Edit the chord name in this text box.

To edit the chord name, click in the text box.

## Chord Invert Button

The Chord Invert button determines the boundary range of a chord within the selected style during the band's performance.

This option changes the way a chord is played by the band. When it is enabled (the button displays a chord which lies outside the dotted lines), the band performs the chord across a wider range of notes. When the option is disabled (the button displays a chord which lies inside the dotted lines), SuperJAM! restricts the notes of the chord to a boundary intelligently determined by the currently selected [style](#). The effects of this feature are more noticeable in some styles than others. More complex styles might use wider boundaries for chord voicings, while others might be more restrictive.

## **Chord Split Button**

The Chord Split button determines what register the upper notes of a chord are played in.

This option changes the way a chord is played by the band. When the button displays notes in the upper half, the top notes of the chord are played in a higher register. When the button displays notes in the lower half, the top notes of the chord are played in the same register as the bottom half of the chord.

## Chord Voicing Button

The Chord Voicing button determines whether [band members](#) play three-note chords or four-note chords.

Band members never play chords with more than four notes at a time (except for the drummer). If you use or create a chord which has more than four notes, SuperJAM! uses the lower notes for the Bass Player and the upper notes for the Piano, Guitar, String, and Lead Players. If you select the three note chord option, the Piano, Guitar, String, and Lead Players play the three highest notes of the chord. If you select the four note chord option, they play the four highest notes of the chord.

## Arrow Button

The Arrow button determines the placement of a chord in the Chord Palette in the [Keyboard window](#).

If you want the selected chord to appear in the top (simpler chord) half of the list, select the up arrow. If you want the chord to appear in the bottom (more complex chord) half of the list, select the down arrow.



## Keys

Click on the piano keys to create and edit chords.

To place a note in a chord, click on its piano key. The key becomes red. Click on the note again to take it out of the chord. The key returns to its former state.

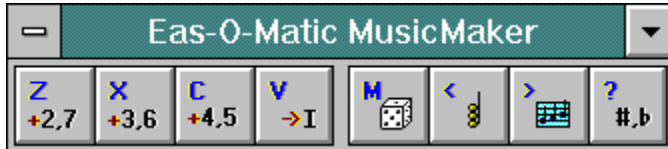
Remember, the chord must start on C (the far left note) and work up.

If you edit a chord and decide you want to undo your changes, select the Reset Chord command in the Chord menu. To reset the entire list, restoring the chord list to its original state, select Reset Entire List in the Chord menu.

## Eas-O-Matic MusicMaker Window

The Eas-O-Matic MusicMaker allows you to create random chord progressions and melodies. It is activated by default when you first run SuperJAM!. To turn this option on and off, toggle the Die button (located third from the left in the [Keyboard window](#)) or select/deselect it in the Keyboard window's [Options menu](#).

Please click inside this picture:



This window has the following menus. Please click on a menu.

[Keyboard](#)   [Song](#)   [Style](#)   [Chord](#)   [Options](#)   [Window](#)   [Help](#)

## **Title Bar**

The Title bar displays the name of the window.

To reduce the Eas-O-Matic MusicMaker to an icon, click on the minimize button located at the far right of the title bar.

## **Random II or VII Chord Button**

This randomly changes the current chord to a chord either a second or seventh above or below the current chord.

You can also use the 'Z' key on your computer keyboard to access this same function.

## **Random III or VI Chord Button**

This randomly changes the current chord to a chord either a third or a sixth above or below the current chord.

You can also use the 'X' key on your computer keyboard to access this same function.

## **Random IV or V Chord Button**

This randomly changes the current chord to a chord either a fourth or fifth above or below the current chord.

You can also use the 'C' key on your computer keyboard to access this same function.

## **Tonic Chord Button**

This changes the current chord to the root (I) chord of the key.

You can also use the 'V' key on your computer keyboard to access this same function.

## **Random Nice Melody Button**

This button creates a melody by randomly choosing a melody note from the current chord if the style is playing on the first beat of a measure, or randomly chooses a melody note from the current key if the style is playing on any other beat.

You can also use the 'M' key on your computer keyboard to access this same function.



## **Random In-chord Melody Button**

This button creates a melody by playing a randomly chosen note from the current chord.

You can also use the '<' key on your computer keyboard to access this same function.

## **Random In-key Melody Button**

This button creates a melody by playing a randomly chosen note from the current key. You can also use the '>' key on your computer keyboard to access this same function.

## **Random 12-tone Melody Button**

This button creates a melody by playing any randomly chosen note, whether it is in or out of key. Use this button for passing tones between notes played by the other three melody buttons.

You can also use the '?' key on your computer keyboard to access this same function.

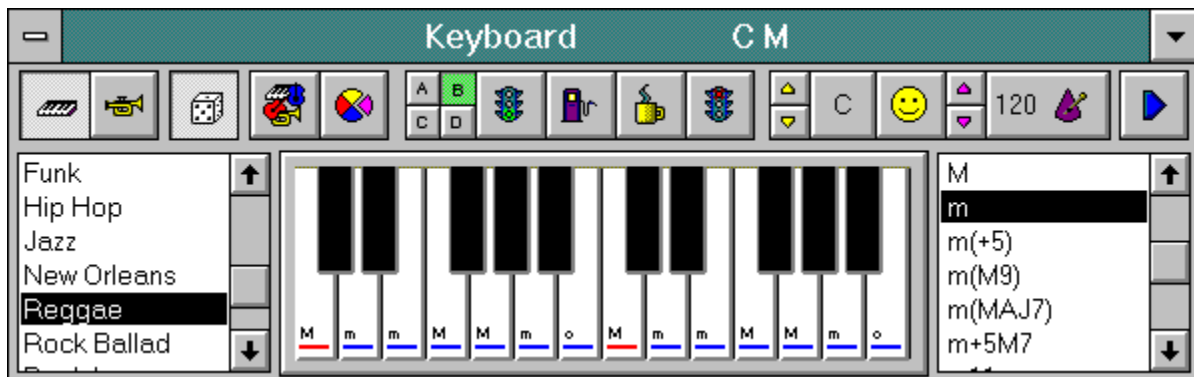
## Keyboard Window

The Keyboard window is your master control center for creating music in SuperJAM!. In it, you can:

- [play styles](#)
- [play chords](#)
- [play lead lines](#)
- [open, close, save, and export songs](#)
- [open, close, and save styles](#)
- [open, close, and save chords](#)
- [begin editing styles](#)
- [begin editing chords](#)
- [enter chords into a section](#)
- [enter grooves and embellishments into a section](#)

Access the Keyboard window by clicking on the Keyboard button at the left of the Tool Bar at the top of the [screen](#), or by choosing the [Window/Show Keyboard](#) menu command.

**Please click inside this picture:**



**This window has the following menus. Please click on a menu name:**

[Keyboard](#)   [Song](#)   [Style](#)   [Chord](#)   [Options](#)   [Window](#)   [Help](#)

## **Title Bar**

The Title Bar displays the name of the window and the currently selected chord.

To reduce the Keyboard window to an icon, click on the minimize button, located at the far right of the title bar.

## **Piano/Lead Buttons**

These two buttons toggle between chord mode and lead mode in the Keyboard window.

When the Piano button is depressed, using the mouse to play the piano keys in the Keyboard window plays chords. When the Lead button is depressed, using the mouse to play the piano keys plays melody notes. These buttons have no effect on what the computer keyboard plays.

## Die Button

This button toggles the [Eas-O-Matic MusicMaker](#) feature.

When the Die button is depressed, the Eas-O-Matic MusicMaker is enabled. Use keys 'Z,X,C,' and 'V' to play random chords and keys 'M,<,>,' and '?' to play random melody notes on your computer keyboard.

When the Die button is not depressed, the Eas-O-Matic MusicMaker is disabled.

You can also toggle this feature by selecting/deselecting the Eas-O-Matic MusicMaker option in the Keyboard window's Options menu, or by pressing CTRL+E on your computer keyboard.

## **Band Button**

The Band button opens the [House Band window](#).

The House Band window is where you set up the band members and MIDI output for the House Band. The House Band is associated with the Keyboard window and the Pattern Grid window. The House Band is responsible for playing everything that SuperJAM! can play except sections of songs. (That's the responsibility of the [Section Bands](#).)



## Section Button

The Section button creates a new section, allowing you to specify the name and measure length, then opens the [Section window](#).

When you create a new section, SuperJAM! automatically copies the currently selected style, key, tempo, groove, and chord from the Keyboard window into the new section. In addition, the members of the House Band are copied into the new section's band, which then bears the name of the new section.

## **Groove Buttons**

Use the Groove buttons to choose between four degrees of instrumental variation within the current style.

The grooves are designed with the least musical activity on Groove A building up to the most on Groove D. Groove C represents the best compromise, which is why it is also the default groove.

## **Intro Button**

The Intro button signals the band to play an introduction and then break into the groove of the currently selected style.

The Intro button remains depressed until the end of a musical phrase. At that point, the SuperJAM! band inserts a musical introduction. After it is played, the button raises automatically and is ready to do it again.

## **Fill Button**

The Fill button signals the band to play a short musical embellishment designed to complement the current groove.

The Fill button remains depressed until the end of a musical phrase. At that point, the SuperJAM! band inserts a musical fill. After it is played, the button raises automatically and is ready to do it again.

## **Break Button**

The Break button signals the band to break down the current groove and pause for a moment, and then return to playing at its normal state.

The Break button remains depressed until the end of a musical phrase. At that point, the SuperJAM! band inserts a musical break. After it is played, the button raises automatically and is ready to do it again.

## **End Button**

The End button signals the band to play a musical embellishment which neatly ends the song.

The End button remains depressed until the end of a musical phrase. At that point, the SuperJAM! band inserts a musical end.

## Key Signature Buttons

The Key Signature buttons change the key the [House Band](#) is performing in.

To change keys, click on the yellow up or down arrows, or click on the button displaying the current key and drag the mouse up or down.

To change to a minor key, click on the Happy/Sad face button. The piano keys change their chord symbols to reflect harmonic minor key.

## **Tempo Buttons**

The Tempo buttons change the speed at which the House Band is performing.

To change tempo, click on the up or down arrow buttons, or click on the metronome icon displaying the current tempo and drag the mouse up or down. Clicking and holding both mouse buttons raises or lowers the tempo twice as fast.



## **Play Button**

The Play button starts the band playing in the currently selected style.

Once the band starts playing, the Play button turns into the Stop button. Click on the Stop button to stop the band at any time.

## **Style Palette**

The Style Palette contains a list of all the currently installed styles.

Click on one of the styles in the Style Palette to activate it. You can also change styles on-the-fly while the band is playing.

To install a style in the Style Palette, use the Open command in the Style menu. To remove a style from the Style Palette but not from disk, use the Close command in the Style menu. To open up a style for editing, double-click on a style name, which opens up the Style window.

## **Keys**

Use the Piano Keys to enter chords and melodies.

You can use the mouse to play the piano keys in the Keyboard window. If you are using the computer keyboard or a MIDI keyboard, the notes that you play depress the corresponding keys in the Keyboard window.

## **Chord Palette**

The Chord Palette contains a list of all the currently installed chords.

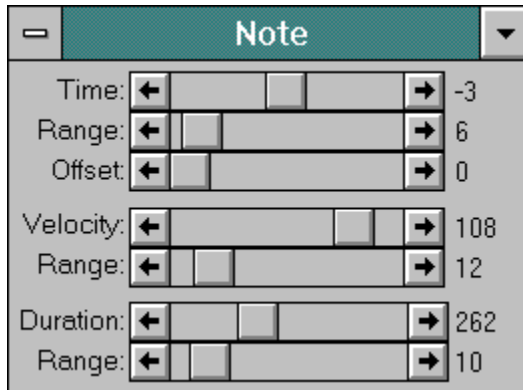
Click on one of the chords in the Chord Palette to hear how it sounds. To hear the chord performed by the band, click on a chord name while the music is playing.

To install a chord into the Chord Palette, use the Open command in the Chord menu. To remove a chord from the Chord Palette, use the Close command in the Chord menu. To open up a chord for editing, double-click on a chord name, which opens up the Chord window.

## Note Window

The Note window displays all of a note's internal values for editing. This window is used in conjunction with the [Magnifying Glass](#) mouse mode in both the [Snapshot Grid window](#) and the [Pattern Grid window](#).

**Please click inside this picture:**



**When used for Pattern Grid editing, this window has the following menus. Please click on a menu name:**

**Pattern Style Variations Drum Map Grid Options Window Help**

**When used for Snapshot Grid editing, this window has the following menus. Please click on a menu name:**

**Section Song Drum Map Grid Options Window Help**

## **Title Bar**

The Title Bar displays the name of the window.

To reduce the Note window to an icon, click on the minimize button located at the far right of the title bar.

## Time Scroll Bar

The Time parameter determines a note's time offset from the markings in the [Pattern Grid window](#) or the [Snapshot Grid window](#), measured in 192 pulses per quarter note.

A note with a Time value of zero plays right on the beat, while a note with a Time value of negative 12 plays slightly before the beat. The larger the negative or positive number, the larger amount of time the note is played before or after the beat, respectively.

## **Time Range Scroll Bar**

The Time Range parameter randomizes the Time parameter of a note.

The larger the number, the larger the degree of randomization. A small value plays the note at random times slightly before or after the beat, while a large value randomly plays the note offset from the beat at a wider range. If you want your performance to sound highly mechanized and accurate, drag the Range to zero. If you want it to sound looser and less rhythmically accurate, set the Range to a higher number.



## **Time Offset Scroll Bar**

The Time Offset parameter moves the note into a later grid box and compensates by adjusting the Time value.

This parameter allows you to design pattern notes that "anticipate" the next chord change.

For example, you might enter a chord in the Piano part that plays just before the beginning of the new measure. However, it should play the chord of the new measure, not of the measure it is in. Set the Offset value so it is equal to the number of grid boxes between the chord notes and the new measure. SuperJAM! redraws the note in the new measure, but the Time value becomes a large negative number. The note is positioned in the new measure, but the large Time offset forces it to play at the original time.

## **Velocity Scroll Bar**

The Velocity parameter determines the note's velocity, represented by a MIDI value ranging from 1 (very soft) to 127 (very loud).

The note velocity is also represented in the Pattern and Snapshot Grids by a note's height. However, this is only a rough value. The value of the Velocity parameter is its exact value.

## **Velocity Range Scroll Bar**

The Velocity Range parameter randomizes the velocity of each note.

The larger the number, the larger the degree of randomization. A small value plays the note at random velocities within a smaller range, while a large value randomly plays the note with a wider range of Velocity values.

## **Duration Scroll Bar**

The Duration parameter determines the length of the note, measured in 192 pulses per quarter note.

For example, a note lasting exactly as long as a half note (two quarter notes) would have a Duration value of 384 ( $192 \times 2 = 384$ ).

The Pattern and Snapshot Grids display the note's duration as the length of the bar. However, this is only a rough value. The value of the Duration parameter is the note's exact value.

## **Duration Range Scroll Bar**

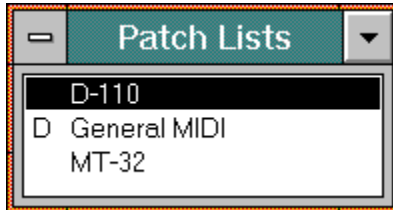
The Duration Range parameter randomizes the Duration of each note.

The larger the number, the larger the degree of randomization. A small value plays the note at random durations within a smaller range, while a large value randomly plays the note with a wider range of Duration values.

## Patch Lists Window

Use the Patch Lists window to create, organize, open, close, and save [patch lists](#). Access the Patch Lists window by clicking on the Patch Lists button in the Tool Bar near the top of the main SuperJAM! [screen](#).

**Please click inside this picture:**



**This window has the following menus. Please click on a menu name:**

**Patch List**   **Options**   **Window**   **Help**

## **Title Bar**

The Title Bar displays the name of the window.

To reduce the Patch List window to an icon, click on the minimize button located at the far right of the title bar.

## Patch Lists

The Patch Lists palette displays a list of the currently installed patch lists.

A "D" to the left of a patch list name indicates the default patch list used by SuperJAM! when it is started up. SuperJAM! uses the General MIDI patch map as the default when configuring band members unless otherwise specified by the user.

**However, If you have saved a band to be the Default House Band, the patch list(s) used by its band members become(s) the default patch list(s).** All other section bands created within the program will inherit the House Band's patch list attributes when they are first created.

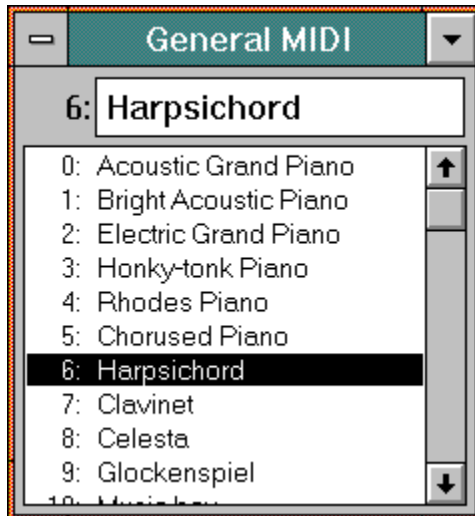
You can change an individual band member's patch list with the Patch List button in its [Band Member window](#).



## Patch Names Window

Use the Patch Names window to edit individual patch lists. Access the Patch Names window from the [Band Member window](#) or the [Patch Lists window](#). To edit an existing patch list, choose the Edit command from the Patch List menu. To create a new patch list, choose the New command from the Patch List menu.

**Please click inside this picture:**



**This window has the following menus. Please click on a menu name:**

**Patch List**   **Options**   **Window**   **Help**

## **Title Bar**

The Title Bar displays the name of the currently selected patch list

To reduce the Patch Names window to an icon, click on the minimize button located at the far right of the title bar.

## **Name Text Box**

Click in the text box to edit the patch names.

Use the arrow keys or the scroll box to select from the patch names, then edit the name in the text box.

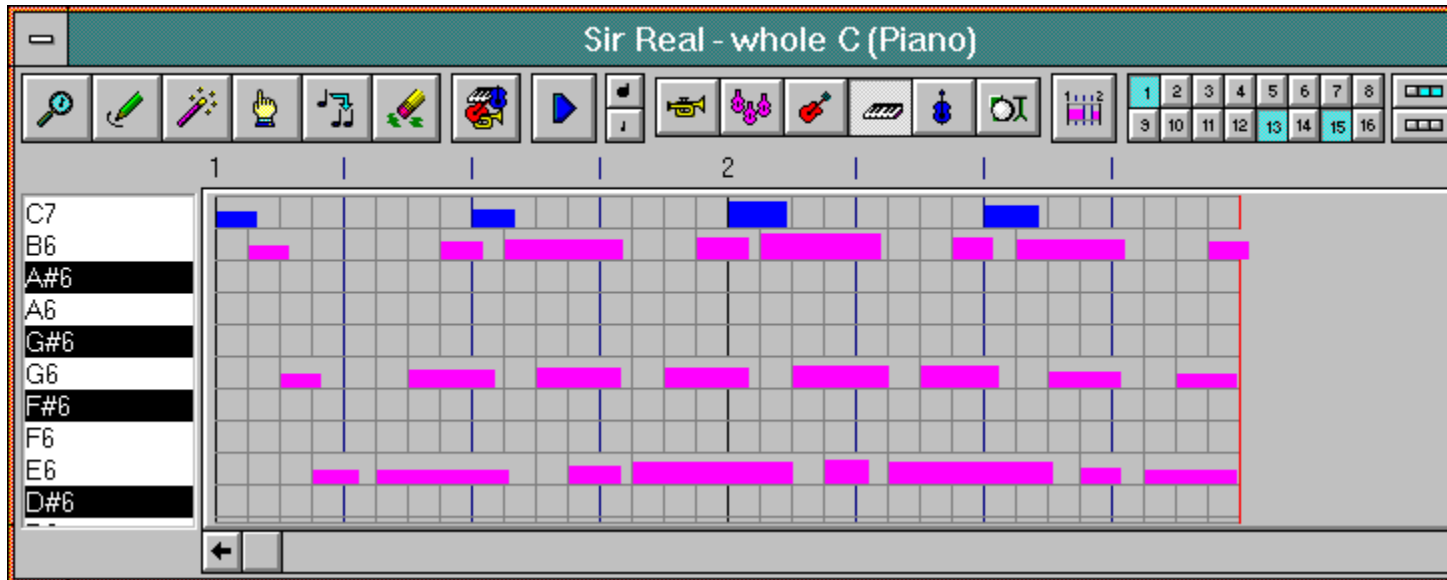
## **Patch Names**

The Patch Names list displays the current patch list's patch names associated with each of the 128 MIDI program changes.

## Pattern Grid Window

Use the Pattern Grid window to edit a pattern's variations for a specific band member. Access the Pattern Grid window by clicking on the Player Buttons in the [Style window](#).

Please click inside this picture:



This window has the following menus. Please click on a menu name:

[Pattern](#)   [Style](#)   [Variations](#)   [Drum Map](#)   [Grid](#)   [Options](#)   [Window](#)   [Help](#)

## **Title Bar**

The Title bar displays the current style name, pattern name, and instrument name being edited in the Pattern Grid.

To reduce the Pattern Grid window to an icon, click on the minimize button, the second to last button located at the far right of the title bar. To enlarge the Pattern Grid window so that it fills the screen, click on the maximize button located all the way to the right of the title bar.

## Magnifying Glass Button

The Magnifying Glass button enables and disables the Magnifying Glass mouse mode. When the Magnifying Glass is enabled, the [Note window](#) opens, displaying the seven parameters which comprise a note in SuperJAM!'s Pattern and Snapshot Grids.

To view a note's parameters, click on the Magnifying Glass button to open the Note window, and then click on the note. The Note window displays parameters specific to that note.

Edit the parameters by using the scroll bars in the Note window.

## **Pencil Button**

The Pencil button activate the Pencil mouse mode. Use the Pencil to enter notes in the [Pattern Grid window](#).

To enter a note, click on the pencil with the mouse pointer. Place the tip of the Pencil in a grid box and click. To make a longer note, click and drag the Pencil to the right. To make the note louder or softer, click and drag to the right while angling its path upwards or downwards. SuperJAM! plays the note as you drag the mouse.

You can use the Pencil from a keyboard as well. Make sure the Pencil button is depressed, then play notes on the keyboard as the Pattern plays to enter them into the Pattern Grid.



## **Magic Wand Button**

This button activates the Magic Wand mouse mode. Use the Magic Wand to change the length or dynamic level of a note in the [Pattern Grid window](#).

To change a note's length or velocity, click on the Magic Wand button. Place the wand tip on any note in the grid and click and hold on the note. Drag the note to change the length and velocity and release the mouse button. SuperJAM! plays the note as you change it.

## Hand Button

This button activates the Hand mouse mode. Use the hand to drag notes in the [Pattern Grid window](#).

To move a note, click on the Hand button. Point the Hand to the note you want to move, and click and drag it anywhere in the grid. SuperJAM! plays the note as you drag it.

## Duplicator Button

This button activates the Duplicator mouse mode. The Duplicator copies notes in the [Pattern Grid window](#).

To duplicate a note, click on the Duplicator button. Point the Duplicator to the note to be copied and click and drag. The new note appears, which can be moved to any new position in the grid. SuperJAM! plays the note as you drag it.

## **Eraser Button**

This button activates the Eraser mouse mode. The Eraser removes notes from the [Pattern Grid window](#).

To erase a note, click on the Eraser button and position the Eraser over the note you want to delete. Click on the note to remove it.

You can use the Eraser from a Keyboard as well. Make sure the Eraser button is depressed. Erase notes in the Pattern Grid window by holding down the notes on the keyboard that you want to remove while the Pattern is playing.

## **Band Button**

The Band button opens the [House Band window](#).

Use the House Band window to set up the band members and MIDI output for the [House Band](#). The House Band is associated with the Keyboard window and the Pattern Grid window, and plays when you are not working in a particular section of a song.

## **Play Button**

The Play button starts the pattern playing using the [House Band](#).

Once the band starts playing, the Play button turns into the Stop button. Click on the Stop button to stop the band at any time.

## **Zoom In Button**

The Zoom In button displays the Pattern and Snapshot Grids in greater detail.

Click on the Zoom In button to see the notes in the grid on a larger scale.

## **Zoom Out Button**

The Zoom Out button displays the Pattern and Snapshot Grids in lesser detail.

Click on the Zoom Out button to see the notes in the grid on a smaller scale.



## Player Buttons

The Player buttons open Pattern Grid windows for the other [band members](#).

Choosing Multiple Grid Windows in the Pattern or Snapshot Grid window's Options menu allows you to view multiple band member windows within a given pattern.

Remember that multiple grid windows do consume more memory, and, on slower machines, slow things down. If you are using a "lower end" computer configuration, we recommend that you leave the Multiple Grid Windows option deselected.

## Purpleizer Button

The Purpleizer forces every note it touches to always be played, regardless of the chord type selected during the performance.

For example, a pattern is written in the chord "C" Major 7, which contains the chord tones "C", "E", "G", and "B", and a "C." If a Major triad is selected from the keyboard, SuperJAM! does not play the "B", since "B" is not a member note in the triad. SuperJAM! assumes that because a triad is selected, you do not want to hear the "B", because a smaller chord is chosen for the band to play. If you want the band to play a note from a larger chord regardless of the selected chord size, use the Purpleizer button to enter it.

When the Purpleizer button is activated, any note touched with the mouse turns purple (or green, while highlighted). This indicates that SuperJAM! should always play the note.

The Purpleizer button can be used with any mouse mode (Pencil, Magic Wand, etc.) in the Pattern Grid window. In addition to the regular operation of the mouse mode, the note becomes purpleized.

Choosing Always Play Selected Note in the Pattern and Snapshot Grid window's Options menu performs the same function as the Purpleizer button. When the Purpleizer is activated, so is this menu command, and vice versa.

## Variation Buttons

Use the Variation buttons to select from or edit any combination of 16 possible [variations](#) played by the band member within the current pattern.

Each pattern contains 16 variations. Each variation represents a slightly different version of the pattern.

The Pattern Grid window only displays the notes belonging to the variations you select. To select a variation, click on its button. When the variations are in Multiple Variations mode, you can select more than one variation button at a time. When the variations are in Solo mode, you can select one variation at a time.

Some styles contain variations that share notes and rhythms. While each variation can be unique, this is by no means necessary. The needs of the styles determine the degree of differentiation from pattern to pattern and variation to variation. Some styles need many more variations than do other styles.

## **Solo Button**

The Solo button toggles the variations between Solo mode and Multiple Variations mode.

The Solo button displays an icon with three tiny buttons. When two of the three are depressed, the variations are in Multiple Variations mode. When you are in this mode, any number of variations can be selected simultaneously. When the button shows only one of the three buttons depressed, the variations are in Solo mode, and you can only select one variation at a time.

## **All Button**

The All button selects and deselects all of the Variation buttons simultaneously.

The All button displays an icon with three tiny buttons. When none of the three buttons in the icon are depressed, clicking on the All button selects all of the 16 Variation buttons. When all three of the buttons in the icon are depressed, clicking on the All button deselects all of the 16 Variation buttons.

## Variation Choices Button

The Variation Choices button opens the [Variation Choices window](#).

The Variation Choices window is associated with the current [pattern](#). It allocates the use of different variations for different chord types within a pattern. By default, The Variation Choices window for each pattern has all variations set to accept all chords, so styles can be created without ever having to use the Variation Choices window.

## Inversion Button

The Inversion button determines whether this particular band member's performance should allow chord inversions.

When inversions are allowed, SuperJAM! restricts the range of notes to the maximum range of notes in the pattern by adding or subtracting octaves.

By default, SuperJAM! turns on the Inversion button for Piano, Guitar, and String parts.

Chords can also specify whether they allow inversion or not in their respective [Chord windows](#). This is necessary for some complex chords that sound lousy inverted. So, even if you allow inversions in a particular pattern, the inversion may not occur for some chords within that pattern.

## **Piano Roll**

The Piano Roll displays the actual notes which correspond to performances in the Pattern and Snapshot Grids, arranged like a vertical piano keyboard.

The notes in the Piano Roll are followed by a number which indicates the octave number of the note.



## **Pattern Grid**

The Pattern Grid is the area where all variation note viewing and editing is done.

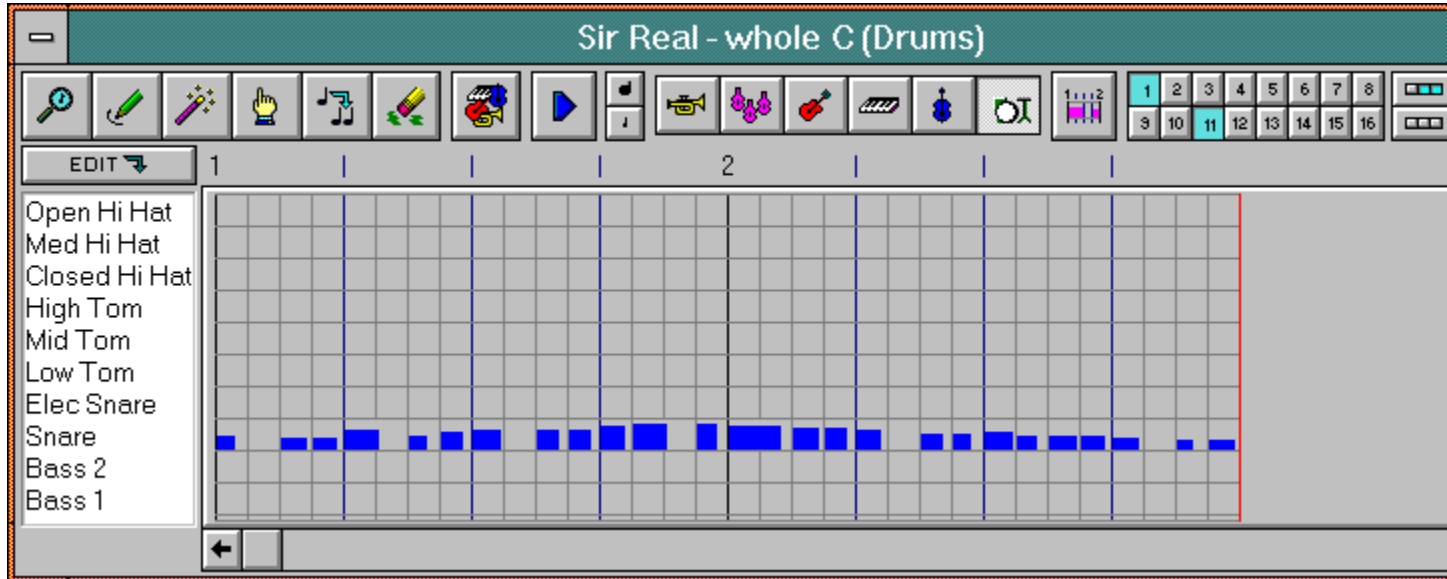
The Pattern Grid displays notes played in a pattern as blue bars, the vertical position denoting pitch and the horizontal position denoting time. The height of each note indicates the note's velocity, while the width of the note indicates its duration.

Across the top, the Pattern Grid displays the time reference as measure numbers subdivided by beat markers. The resolution of the Pattern Grid boxes is even finer than the beat markers. Each box is the smallest resolution described by the style.

## Pattern Grid Window (Drums)

Use the Pattern Grid window to edit the [drummer's variations](#).

Please click inside this picture:



This window has the following menus. Please click on a menu name:

[Pattern](#) [Style](#) [Variations](#) [Drum Map](#) [Grid](#) [Options](#) [Window](#) [Help](#)

## Edit Drum Map Button

The Edit Drum Map button changes the mouse modes so that their functions apply to [editing the drum map](#) instead of the notes within the grid.

When the Edit button is depressed and the Magic Wand is selected, clicking on a drum name calls up the [Edit Item dialog box](#), where you can change the drum note, ID number, and name.

When the Edit button is depressed and the Pencil is selected, clicking on a drum name calls up the [Edit New Item dialog box](#), where you can create a new drum note.

When the Edit button is depressed and the Hand is selected, clicking on and dragging a drum name moves it to a different location in the list.

When the Edit button is depressed and the Duplicator is selected, clicking on a drum name makes a copy of the item and opens the [Edit Copied Item dialog box](#), allowing you to edit the parameters of the copied drum note.

When the Edit button is depressed and the Eraser is selected, clicking on a drum name in the list removes it from the list.

Drum maps can be saved and recalled later using the Drum Map menu in the Pattern Grid window by selecting the Save As... and Open commands, respectively.

## **Drum Names**

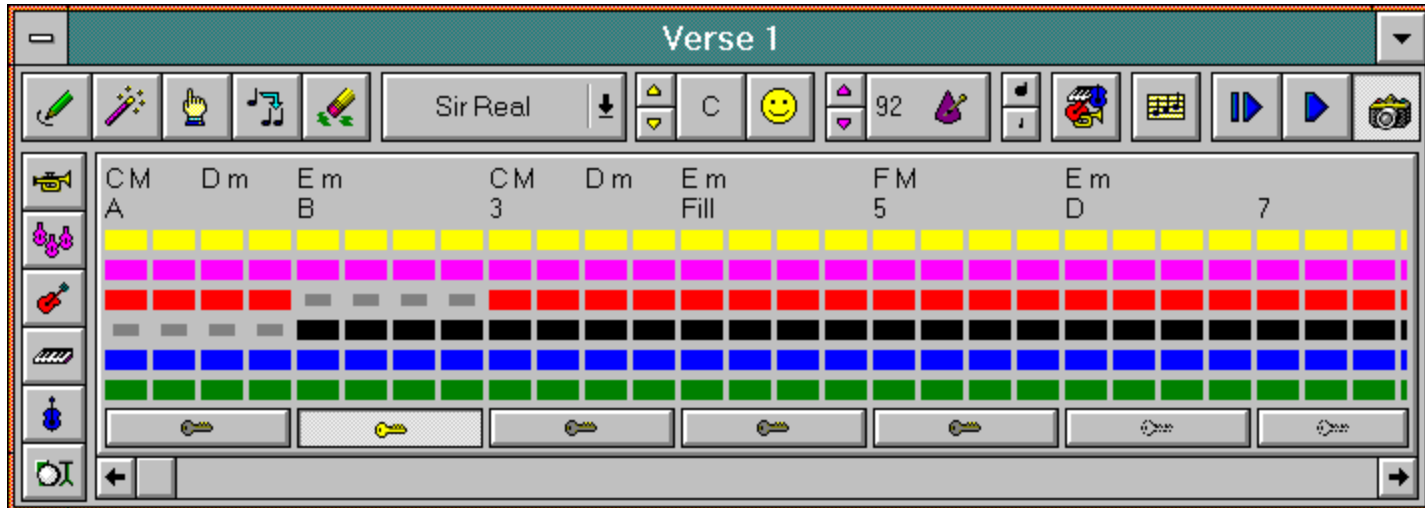
The Drum Names column displays a list of all the included drum notes in the current drum map.

With no mouse mode selected, click on a drum name to hear it.

## Section Window

Use the Section window to combine [key](#), [chords](#), [tempo](#), [grooves](#) and [embellishments](#) with a [style](#) to create a [section](#) of a [song](#). Access the Section window by clicking on the Section button in the [Keyboard window](#), or by clicking on a section in the [Song window](#) with the Magic Wand.

Please click inside this picture:



This window has the following menus. Please click on a menu name:

[Section](#)   [Song](#)   [Chord Changes](#)   [Snapshot](#)   [Options](#)   [Window](#)   [Help](#)

## **Title Bar**

The Title bar displays the name of the section.

To reduce the Section window to an icon, click on the minimize button, located at the far right of the title bar.

## Pencil Button

This button activates the Pencil mouse mode. Use the Pencil enter [chords](#), [grooves](#), and [embellishments](#) into a section.

To enter chords, click on the Pencil button and click above the color blocks, in the grey area just below the top buttons and above the measure numbers. To enter grooves or embellishments, click in the area just slightly above the color blocks.

## **Magic Wand Button**

This button activates the Magic Wand mouse mode. Use the Magic Wand to change existing [chords](#), [grooves](#), and [embellishments](#) within a section.

To change an existing chord, groove, or embellishment, select the Magic Wand and click on the item you want to change.



## Hand Button

This button activates the Hand mouse mode. Use the Hand to move existing [chords](#), [grooves](#), and [embellishments](#) within a section.

To move an existing chord, groove, or embellishment, select the Hand and click on and drag the item you want to move.

## Duplicator Button

This button activates the Duplicator mouse mode. Use the Duplicator to make copies of existing [chords](#) within a section.

To duplicate a chord in the Section window, select the Duplicator, click on the chord you want to copy, and drag the new copy to the desired location within the section.

## Eraser Button

This button activates the Eraser mouse mode. Use the Eraser to remove existing [chords](#), [grooves](#), and [embellishments](#) within a section.

To erase an item in the section, select the Eraser and click on the chord, groove, or embellishment you want to remove.

## Style Button

Use the Style button to choose a [style](#) for the section or switch to a different one.

To change the style that a section is playing, click on the Style button and choose from the list of available installed styles. To install a style from disk, use the Open command in the Keyboard window's Style menu.

## Key Signature Buttons

The Key Signature buttons change the currently selected [key](#) for the section.

To change keys, click on the yellow up or down arrows, or click on the button displaying the current key and drag the mouse up or down.

To change to a minor key, click on the Happy/Sad face button.

## Tempo Buttons

The Tempo buttons change the speed at which the section is performed.

To change [tempo](#), click on the up or down arrow buttons, or click on the metronome icon displaying the current tempo and drag the mouse up or down. Clicking and holding both mouse buttons raises or lowers the tempo twice as fast.

## **Zoom In Button**

The Zoom In button displays the Section Grid in greater detail.

Click on the Zoom In button to see the notes in the grid on a larger scale.

## **Zoom Out Button**

The Zoom Out button displays the Section Grid in lesser detail.

Click on the Zoom Out button to see the notes in the grid on a smaller scale.



## **Band Button**

The Band button opens the [Section Band window](#).

The Section Band window is where you set up the [band members](#) and MIDI output for the Section Band. The Section Band is associated with the particular section you are working from, and only plays when that section plays.

## **Song Button**

The Song button opens the Song window.

This button has the same function as the Song button located second from the left in the Tool Bar.

## **Start Button**

The Start button plays the section through once, from beginning to end.

If you want the section to loop continuously, use the Play button, located just right of the Start button.

When you click on the Start button, the Play button to its right becomes the Stop button. Click on the Stop button if you want the section to stop playing before it reaches its end.

## **Play Button**

The Play button performs the section continuously, starting from the leftmost displayed measure.

When you click on the Play button, it turns into the Stop button. Click on this button to stop the section from playing at anytime.

## Snapshot Button

Use the Snapshot button to record the performance into the section's snapshot buffer.

SuperJAM! continuously and dynamically changes the music as it plays. Activate the Snapshot button if you want to freeze a particular part of a SuperJAM! performance, or edit a performance and then have SuperJAM! play the edited version.

**See also:**

[Creating a Snapshot](#)

[Editing a Snapshot](#)

## Player Buttons

The Player buttons open the [Snapshot Grid window](#) for each [band member](#).

When you are in the Snapshot Grid for a particular player, you can open any of the other player's Snapshot Grid windows by using the Player buttons.

By default, when you select a different player, SuperJAM! closes the grid for the current player and opens the grid for the new player. If you want to keep both windows open for comparison purposes, select Multiple Grid Windows from the Options menu. This allows multiple Snapshot windows to be open at the same time.

## **Chord Area**

The Chord area is the strip across the top of the display where chord changes are entered into the section.

Click in the chord area above any beat to enter a chord into the section. Click and the Mini-Keyboard menu appears. Click on the note you want the chord built on. If Automatic Octave Selection is not enabled in the Options menu, the Octave menu appears under the mouse. Select upper or lower octave by clicking on it. If Automatic Chord Selection is not enabled in the Options menu, the chord list appears under the mouse. Choose the desired chord type and click on it.

## Grooves and Embellishments Area

The strip just under the chord strip is reserved for [groove](#) and [embellishment](#) commands. Use this strip to enter grooves and embellishments into the section.

Click with the Pencil in the gray area directly above the colored bars and a menu opens to reveal a list of the four grooves and four embellishment choices.



## **Mute Bars**

Use the Mute Bars to mute and unmute the band members on specific beats within a section.

Whenever a bar is full-sized, the player plays during that beat. If the bar is half-sized, the player is muted.

To toggle the mute status of a band member, click on a Color Bar with no mouse mode selected, or use the Magic Wand. You can also use the Eraser to mute beats and the Pencil to unmute beats.

## Lock Bars

Each Lock bar determines whether the section's [Snapshot](#) should play during the measure or the SuperJAM! band should keep on composing.

The Lock Bars tell SuperJAM! to play the Snapshot instead of composing a new performance. Each Lock Bar controls the measure directly above it. With this locking method, you can lock one or more of your measures and even edit them.

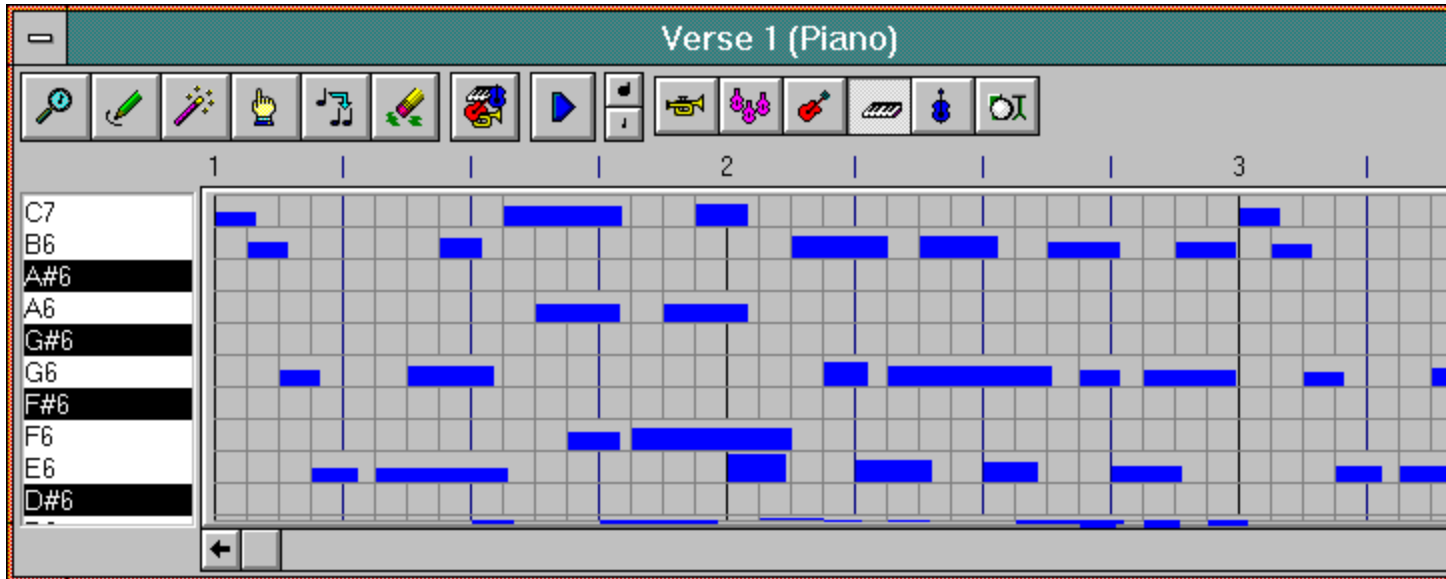
## **Section Scroll Bar**

The Section scroll bar scrolls through the Section window when a section is too large to be seen in its entirety.

## Snapshot Grid Window

Once you've taken a snapshot of a section, use the Snapshot Grid window to view and edit the music that each band member plays. To see the Snapshot Grid for a particular player, click on its Player button in the [Section window](#).

Please click inside this picture:



This window has the following menus. Please click on a menu name:

[Section](#)   [Song](#)   [Drum Map](#)   [Grid](#)   [Options](#)   [Window](#)   [Help](#)

## **Title Bar**

The Snapshot Grid window Title bar displays the section name and current band member being edited.

To reduce the Snapshot Grid window to an icon, click on the minimize button, the second to last button located at the far right of the title bar. To enlarge the Snapshot Grid window to fill the screen, click on the maximize button located all the way to the right of the title bar.

## Magnifying Glass Button

This activates the Magnifying Glass mouse mode. Once the Magnifying Glass is activated, the [Note window](#) opens, displaying the seven parameters which comprise a note in SuperJAM!'s Pattern and Snapshot Grids.

To view a note's parameters, click on the Magnifying Glass button to open the Note window, and then click on the note. The Note window will then display parameters specific to that note.

You can edit the parameters by using the scroll bars in the Note window.

## **Pencil Button**

This activates the Pencil mouse mode. Use the Pencil to enter notes into the Snapshot Grid.

To enter a note, click on the Pencil button with the mouse pointer. Place the tip of the Pencil in a grid box and click. To make a longer note, click and drag the Pencil to the right. To make the note louder or softer, click and drag to the right while angling its path upwards or downwards. SuperJAM! plays the note as you drag the mouse.

You can use the Pencil from a keyboard as well. Make sure the Pencil button is depressed, then play notes on the keyboard as the Snapshot plays to enter them into the Snapshot Grid.

## **Magic Wand Button**

This activates the Magic Wand mouse mode. Use the Magic Wand to change the length or dynamic level of a note in the Snapshot Grid.

To change a note's length or velocity, click on the Magic Wand button. Place the wand tip on any note in the grid and click and hold on the note. Drag the note to change the length and velocity and release the mouse button. SuperJAM! plays the note as you change it.



## **Hand Button**

This activates the Hand mouse mode. Use the Hand to position a note in the Snapshot Grid.

To move a note, click on the Hand button. Point the Hand to the note you want to move, and click and drag it anywhere in the grid. SuperJAM! plays the note as you drag it.

## **Duplicator Button**

This activates the Duplicator mouse mode. Use the Duplicator to make a copy of a note in the Snapshot Grid.

To duplicate a note, click on the Duplicator button. Point the Duplicator to the note to be copied and click and drag. The new note appears, which can be moved to any new position in the grid. SuperJAM! plays the note as you drag it.

## **Eraser Button**

This activates the Eraser mouse mode. Use the Eraser to remove notes from the Snapshot Grid.

To erase a note, click on the Eraser button. Position the Eraser over the note and click to remove it.

You can use the Eraser from a Keyboard as well. Make sure the Eraser button is depressed. Erase notes in the Pattern Grid window by holding down the notes on the keyboard that you want to remove while the Pattern is playing.

## **Band Button**

The Band button opens the [Section Band window](#).

The Section Band window is where you set up the band members and MIDI output for the Section Band. The Section Band is associated with the particular section you are working from, and only plays when that section plays.

## **Play Button**

The Play button starts the performance, starting from the currently displayed leftmost measure.

When you click on the Play button, it turns into the Stop button. Click on this button to stop the section from playing at anytime.

## **Zoom In Button**

The Zoom In button displays the Pattern and Snapshot Grids in greater detail.

Click on the Zoom In button to see the notes in the grid on a larger scale.

## **Zoom Out Button**

The Zoom Out button displays the Pattern and Snapshot Grids in lesser detail.

Click on the Zoom Out button to see the notes in the grid on a smaller scale.

## **Player Buttons**

The Player buttons open the Snapshot Grid window for each band member.

When you are in the Snapshot Grid for a particular player, you can open any of the other player's Snapshot Grid windows by using the Player buttons.

By default, when you select a different player, SuperJAM! closes the grid for the current player and opens the grid for the new player. If you want to keep both windows open for comparison purposes, select Multiple Grid Windows from the Options menu. This allows multiple Snapshot windows to be open at the same time.



## **Piano Roll**

The Piano Roll displays the actual notes which correspond to performances in the Pattern and Snapshot Grids, arranged like a vertical piano keyboard.

The notes in the Piano Roll are followed by a number which indicates the octave number of the note.

## **Snapshot Grid**

Use the Snapshot Grid to view and edit notes.

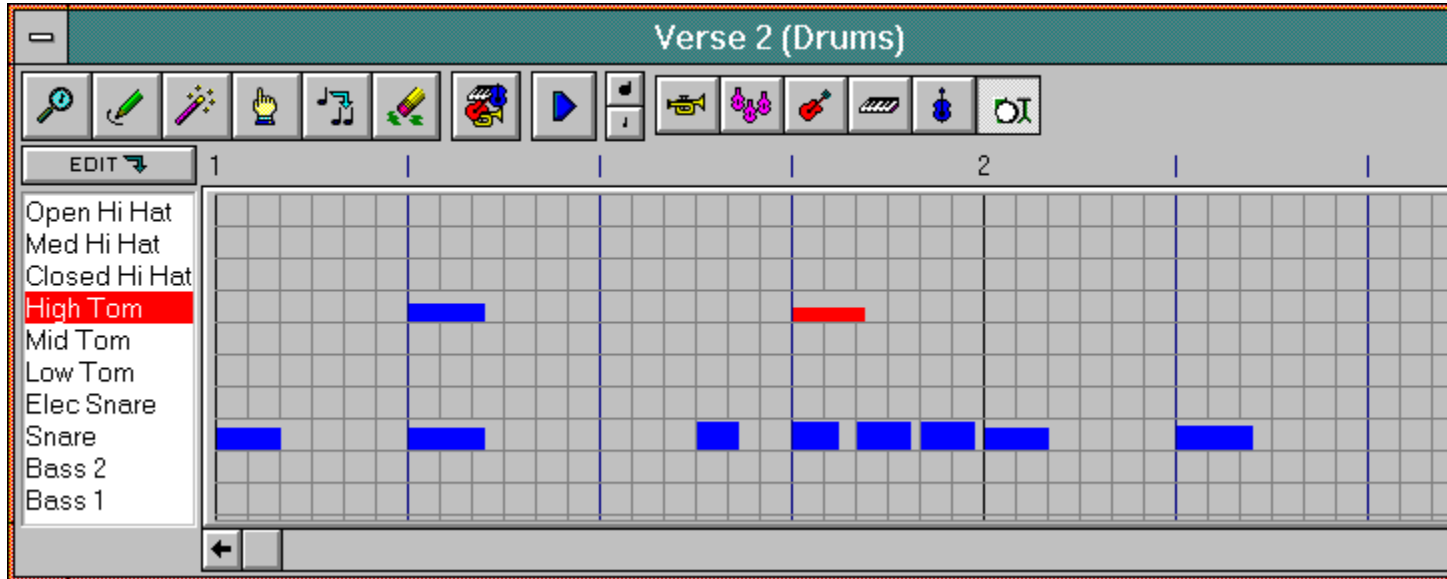
The Snapshot Grid displays notes played in a section as blue bars, the vertical position denoting pitch and the horizontal position denoting time. The height of each note indicates the note's velocity, while the width of the note indicates its duration.

Across the top, the Snapshot Grid displays the time reference as measure numbers subdivided by beat markers. The resolution of the Snapshot Grid boxes is even finer than the beat markers. Each box is the smallest resolution described by the style.

## Snapshot Grid Window (Drums)

Use the Snapshot Grid window to edit a pattern's variations for a specific band member.

Please click inside this picture:



This window has the following menus. Please click on a menu name:

[Section](#) [Song](#) [Drum Map](#) [Grid](#) [Options](#) [Window](#) [Help](#)

## Edit Drum Map Button

The Edit Drum Map button changes the mouse modes so that their functions apply to [editing the drum map](#) instead of the notes within the grid.

When the Edit button is depressed and the Magic Wand is selected, clicking on a drum name calls up the [Edit Item dialog box](#), where you can change the drum note, ID number, and name.

When the Edit button is depressed and the Pencil is selected, clicking on a drum name calls up the [Edit New Item dialog box](#), where you can create a new drum note.

When the Edit button is depressed and the Hand is selected, clicking on and dragging a drum name moves it to a different location in the list.

When the Edit button is depressed and the Duplicator is selected, clicking on a drum name makes a copy of the item and opens the [Edit Copied Item dialog box](#), allowing you to edit the parameters of the copied drum note.

When the Edit button is depressed and the Eraser is selected, clicking on a drum name in the list removes it from the list.

Drum maps can be saved and recalled later using the Drum Map menu in the Pattern Grid window by selecting the Save As... and Open commands, respectively.

## **Drum Names**

The Drum Names list displays all of the drums included in the current drum map.

With no mouse mode selected, click on a drum name to hear it.

## Song Window

The Song window displays the sections of a song graphically in the order they are created. The Song window is also the area where you arrange and perform your final composition.

Please click inside this picture:



This window has the following menus. Please click on a menu name:

[Song](#)   [Section](#)   [Lead Line](#)   [Options](#)   [Window](#)   [Help](#)

## **Title Bar**

The Title Bar displays the name of the window.

To reduce the Song window to an icon, click on the minimize button, the second to last button located at the far right of the title bar. To enlarge the Song window to fill the screen, click on the maximize button located all the way to the right of the title bar.

## **Start Button**

The Start button plays the entire song from beginning to end.

When you click on the Start button, the Play button to its right turns into the Stop button. Click on this button to stop the song from playing at anytime.



## Play Button

The Play button starts playing the song from the currently selected section

When you click on the Play button, it turns into the Stop button. Click on this button to stop the song from playing at anytime.

You can start playing the song from any of its [sections](#). With no mouse mode selected, click on a section inside the song window so that it turns red, and click on the Play button.

## Measure Indicator

The Measure Indicator displays the number of the current [measure](#) being played in the song.

## **Lead Record Button**

Use the Lead Record button to record a lead line or melody over the sections in the Song window.

When this button is depressed, SuperJAM! enters record mode. If you press either the Play or Start button, SuperJAM! records any notes you play into a melody track while it performs the song. When playback is stopped, the Record button releases and your melody plays with each subsequent performance.

When you are in record mode, melody is recorded using the instrument patch currently being used for the Lead Player in each section of the song.

## **Pencil Button**

This button activates the Pencil mouse mode. The Pencil creates a new [section](#) in the Song window.

This button has the same effect as clicking on the Section button in the [Keyboard window](#).

## **Magic Wand Button**

This button activates the Magic Wand mouse mode. The Magic Wand opens an existing [section](#) for editing purposes.

You can also open an existing section by double-clicking on a section in the Song window with no mouse mode selected.

## Hand Button

This button activates the Hand mouse mode. The Hand to rearranges [section](#) positions in the Song window.

To move a section, click on it with the Hand and drag it to the new location.

## **Duplicator Button**

This button activates the Duplicator mouse mode. The Duplicator copies sections in the Song window.

To make a copy of an existing section, click on a section and drag. The newly-created section will appear under the mouse pointer.

## Eraser Button

This button activates the Eraser mouse mode. The Eraser removes a [section](#) from a song.

To erase a section from a song, click on the Eraser button and then click on the section you wish to remove. SuperJAM! will ask you if you are sure you want to erase the section. If you are sure, click on OK.



## The Song

The Song display shows the arrangement of the [sections](#) in a song.

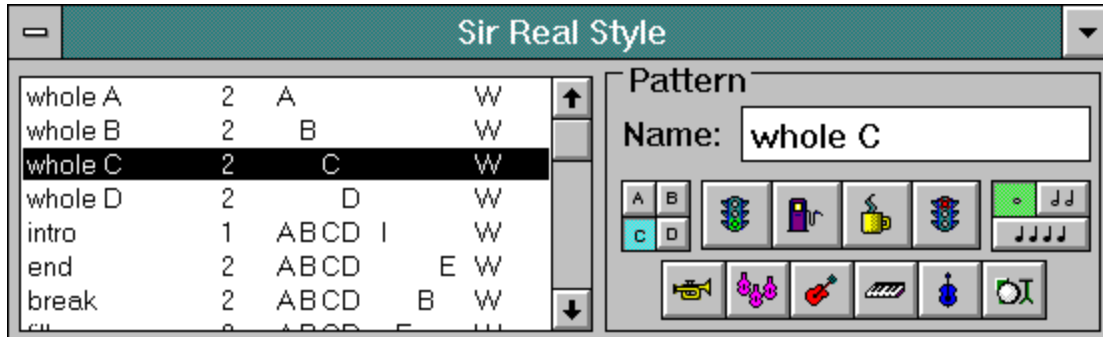
To manipulate sections, first choose a mouse mode by clicking on the Pencil, Magic Wand, Hand, Duplicator, or Eraser button. Then, click on the sections with the mouse.

Each section displays its name, the measure it begins, and if a repeat count exists, how many times the section repeats.

## Style Window

Create and edit [styles](#) in the Style window. Access the Style window from the [Keyboard window](#) by double-clicking on a style name in the Style Palette (to edit an existing style), or selecting the New command from the Style menu (to create a new style).

**Please click inside this picture:**



**This window has the following menus. Please click on a menu name.**

**Style   Pattern   Options   Window   Help**

## **Title Bar**

The Title Bar displays the name of the style.

To reduce the Style window to an icon, click on the minimize button, the second to last button located at the far right of the title bar.

## Patterns

The Patterns list displays the Patterns in the Style.

To the right of each pattern name, it displays the pattern length in measures, which groove it plays in, and several indicators that define where in the performance to use the pattern:

- "A" Use this pattern when performing Groove A.
- "B" Use this pattern when performing Groove B.
- "C" Use this pattern when performing Groove C.
- "D" Use this pattern when performing Groove D.
- "I" Use this pattern when performing an Intro command.
- "F" Use this pattern when performing a Fill command.
- "B" Use this pattern when performing a Break command.
- "E" Use this pattern when performing an End command.
- "W" Use this pattern when performing measures with chord changes on first beat.
- "H" Use this pattern when performing measures with chord changes on every other beat.
- "Q" Use this pattern when performing measures with chord changes on every beat.

## **Pattern Name Text Box**

Edit the selected pattern's name in this text box.

Scroll through the list and click on any pattern to select it. To change the name of the pattern, click inside this box and enter the new name.

## Groove Buttons

The Groove buttons determine to which [groove\(s\)](#) the pattern is assigned.

## **Intro Button**

The Intro button assigns the pattern to play as an intro.

## **Fill Button**

The Fill button assigns the pattern to play as a fill.



## **Break Button**

The Break button assigns the pattern to play as a break.

## **End Button**

The End button assigns the pattern to play as an ending.

## **Whole Note, Half Note, Quarter Note Buttons**

The Whole Note button assigns the [pattern](#) to be used for [measures](#) that have chords only on the first beat.

The Half Note button assigns the pattern to be used for measures that have chords on even beat boundaries.

The Quarter Note button assigns the pattern to be used for any measure with chord activity.

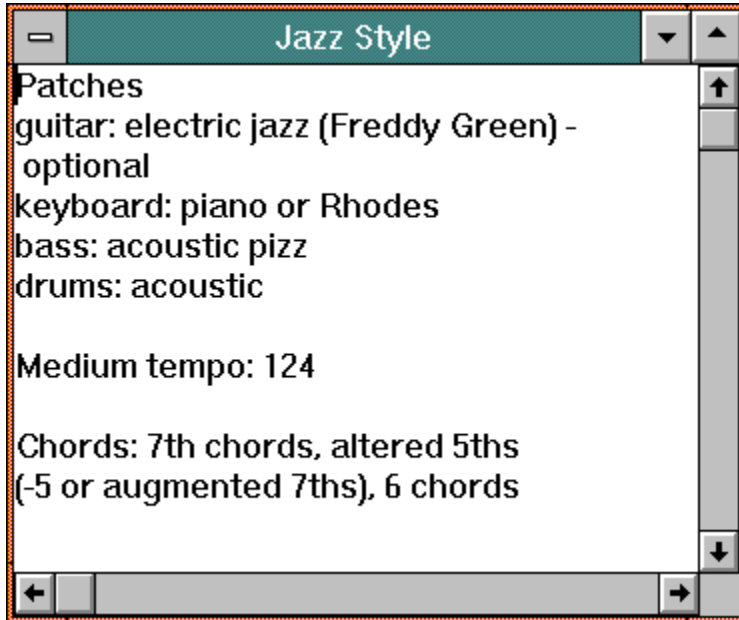
## **Player Buttons**

The Player buttons open the [Pattern Grid window](#) for each [band member](#).

## Style Info Window

View and edit information associated with a [style](#) in the Style Info window. Open the Style Info window by selecting the Info command in the Style menu.

Please click inside this picture:



This window has the following menus. Please click on a menu name.

[Edit](#) [Options](#) [Window](#) [Help](#)

## **Title Bar**

The Title Bar displays the name of the style.

To reduce the Style Info window to an icon, click on the minimize button, the second to last button located at the far right of the title bar. To enlarge the Style Info window to fill the screen, click on the maximize button located all the way to the right of the title bar.

## **Style Info**

This text box displays information about the selected style and lets you edit it.

## Variation Choices Window

Set up variation choices for patterns in the Variation Choices window. Access the Variation Choices window by clicking on the Variation Choices button in the [Pattern Grid window](#).

Please click inside this picture:

Jazz - 1 bar A

Remaining Combinations

|     |   |    |     |    |   |    |     |     |     |     |     |     |     |
|-----|---|----|-----|----|---|----|-----|-----|-----|-----|-----|-----|-----|
| 1:  | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 2:  | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 3:  | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 4:  | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 5:  | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 6:  | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 7:  | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 8:  | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 9:  | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 10: | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 11: | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 12: | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 13: | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 14: | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 15: | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |
| 16: | I | II | III | IV | V | VI | VII | b/# | Maj | min | oth | ->I | ->V |

This window has the following menus. Please click on a menu name.

Variation Choices   Options   Window   Help



## **Title Bar**

The Title Bar displays the name of the [style](#) and [pattern](#).

To reduce the Variation Choices window to an icon, click on the minimize button, the second to last button located at the far right of the title bar.

## **Copy Button**

This button copies the variation's criteria to a second variation.

Notice that the Copy button remains depressed until you select a second variation, the destination variation.

## **Clear Button**

This button clears all variation criteria for the selected variation.

## **Set Button**

This button sets all variation criteria for the selected variation.

## **Invert Button**

This button toggles all variation criteria for the selected variation.

## **Remaining Combinations Button**

This button cans the variations and finds any chord types or scale positions that have not been covered.

The Remaining Combinations button can be very useful when you are building a complex set of variation criteria. It's very important that you've covered all possible combinations.

## **Variation Number Buttons**

Click on one of the Variation Number buttons to choose which variation you would like to work with.

## Interval Buttons

These buttons represent the [intervals](#) of the scale (i.e., Do, Re, Me, Fa, So, La, Ti) as roman numerals.

If the chord is based on one of these intervals and the corresponding button is enabled, the variation is accepted.

The b/# button refers to all chords outside of the scale.



## **Chord Type Buttons**

These buttons refer to chord types.

If the lower three notes of the chord form a Major triad, the "Maj" button must be enabled. If the lower three notes form a Minor triad, the "Min" button must be enabled. For all other chords, the "Other" button must be enabled.

## **I and V Buttons**

These buttons indicate that this variation may be used if the current chord is leading into a chord based on either a I or a V.

## Troubleshooting

If you're having trouble with SuperJAM!, your problem may have a simple solution. Please take a moment to look through the following list for a description of your problem.

[Band Instruments Sound Wrong](#)

[Drum Part Sounds Odd](#)

[Erratic Timing](#)

[Music Stops When Other Applications Activate](#)

[Music Stops While Dragging Windows](#)

[No Sound](#)

[Not All Notes Play](#)

[Stuck Notes](#)

[Styles Seem to be Missing](#)

## Troubleshooting: No Sound

### Symptom:

When the Play button in the Keyboard window is depressed, the LED's light up but no sound can be heard.

### Possible solutions:

*If you're using the MIDI Mapper, make sure it's properly configured.*

To verify that you've enabled the MIDI Mapper, open the [Global Options dialog box](#) from the Options menu. To configure the MIDI Mapper, please see Chapter 10 of the printed manual.

*If you're not using the MIDI Mapper, assure that you've set the band to perform via the correct sound device.*

To do so, open the House Band window by clicking on the Band button in the Keyboard window. Check that the MIDI devices for each of the six band members are in fact the devices you have installed in your computer.

Make sure the device driver for your sound hardware or MIDI interface is properly installed.

Make sure that you've connected the audio connectors from the back of your sound card or MIDI synthesizer to a powered monitor, a stereo system, or a pair of headphones.

Finally, make sure that you've turned everything on.

## Troubleshooting: Erratic Timing

### Symptom:

The music seems to be lacking a smooth "feel."

### Possible solution:

*Change the timing resolution in the Global Options dialog box.*

Open the [Global Options dialog box](#) by selecting Global... from the Options menu. The timing resolution ranges from 1 to 10 milliseconds.

Contrary to conventional wisdom, higher resolution does not always result in better timing. In fact, on higher speed 486 machines, 1 ms resolution is significantly worse than 2ms! The optimal resolutions typically range from 2 to 5 ms.

The higher the resolution (the lower the number,) the more work your computer has to do. A 1 ms timer resolution requires ten times as much work from your computer as a 10 ms resolution.

## **Troubleshooting: Music Stops While Dragging Windows**

### **Symptom:**

The music stops or hesitates when a window is dragged.

### **Explanation:**

Unfortunately, we cannot change this. SuperJAM! composes the music immediately before it plays it. As a result, it needs to "wake up" at regular intervals to compose the next part of the music. Unlike other Windows operations, dragging a window prevents all programs from being awakened in this manner until you release the window.

## Troubleshooting: Music Stops When Other Applications Activate

### Symptom:

When other applications (including screensavers) activate, the SuperJAM! performance either completely shuts off or proceeds in fits and spurts.

### Possible solutions:

*If the performance stops completely, SuperJAM! may be doing this intentionally.*

In order to work with other music applications, SuperJAM! relinquishes the MIDI and sound card resources when an other application activates. You can disable this feature.

To so do, open the [Global Options dialog box](#) by selecting Global... from the Options menu. Deselect the "X" by the last item, Keep MIDI/sound card resources.

*If the music plays, but in fits and spurts, another Windows application is most likely at fault.*

Windows allows multiple programs to run at the same time by letting the programs take turns. Each program must relinquish your computer's processor at a regular interval. This process is known as "cooperative multi-tasking."

If one program does not cooperate, the others suffer. SuperJAM! is a well-behaved and cooperative multi-tasker, but has no control over the relative "rudeness" of other programs.

Try closing other Windows applications until SuperJAM!'s performance improves.

## Troubleshooting: Band Instruments Sound Wrong

### Symptom:

Although a band member displays the proper patch name in the Band window, a completely different instrument sounds.

### Possible solutions:

*The destination sound source may not be General MIDI compatible.*

To correct this problem, create a new patch list that properly labels each patch. In addition, disable the Use Style Presets option in the [Global Options dialog box](#).

If you use the MIDI Mapper, non-General MIDI synthesizers can support General MIDI through the MIDI Mapper's translation capability. If you use the MIDI Mapper to turn your sound source into a General MIDI synth, you can keep the General MIDI patch list and continue using the style presets.

*The destination sound source is General MIDI compatible, but an inappropriate patch list has been installed in the Band window.*

To correct this condition, open the Band Member window for the errant band member. To do so, click on its icon at the left side of the Band window.

Click on the top button to select the General MIDI patch list. If General MIDI is unavailable, select the Open command from the Patch List menu to load the General MIDI patch list from disk.

*If you're using the MIDI Mapper, it may be routing patches inappropriately.*

Make sure it's properly configured. Please see Chapter 10 for complete details.



## Troubleshooting: Drum Part Sounds Odd

### Symptom:

The drums don't sound like drums at all. Instead, they sound like randomly pitched notes.

### Possible solution:

*The sound card or MIDI synthesizer is playing a pitched musical instrument rather than drums.*

This usually occurs when you've assigned the wrong channel to the drums. Most synthesizers play drums on MIDI channel 10. However, some play on other channels.

To solve inaccurate drum sounds, open the [Band window](#) and change the MIDI channel. Or, if you are using the MIDI Mapper, reassign the appropriate MIDI Channel in it.

## **Troubleshooting: Not All Notes Play**

### **Symptom:**

As SuperJAM! plays, some band members aren't playing all their notes.

### **Possible solutions:**

*The Mute buttons in the Tool Bar are enabled.*

Make sure the Mute buttons in the Tool Bar for the band members in question are not disabled (greyed.)

*Your sound card may not be capable of handling a large number of notes.*

Some budget sound cards cannot play more than a handful of notes at a time. The only real solution is to get a better sound card.

Your Sound Card may not have enough memory to Load and play all instruments

Some sound cards download instruments from disk. If your song has several sections playing different instruments, the sound card may not have enough memory to play them all. If possible, install more memory on the sound card. Otherwise, try to use the same patches in different sections.

## **Troubleshooting: Stuck Notes**

### **Symptom:**

A note remains stuck on. (Such a note is referred to as a "hanging note.")

### **Possible solution:**

*A miscommunication between SuperJAM! and your MIDI device or sound card has occurred.*

To remedy this situation, click on the Notes-Off button in the Tool Bar at the top of the [screen](#), between the Patch List button and the Band Member Mute buttons.

## Troubleshooting: Styles Seem to be Missing

### Symptom:

A style that you'd like to use cannot be found in the Style Palette (the list box on the left side of the [Keyboard window](#).)

### Possible solution:

*SuperJAM! keeps only "opened" styles in the palette.*

If you'd like to install a missing style, select Open... from the Style menu.

If you load a song that uses a style currently not installed in the Style Palette, SuperJAM! automatically prompts you to open the missing style.

## **Contents: SuperJAM! Help**

[Introduction](#)

[How Do I Work with...?](#)

[Parts of the Screen](#)

[Windows and Menus](#)

[Glossary](#)

[Troubleshooting](#)

## Introduction to SuperJAM!

Welcome to SuperJAM!

SuperJAM! gives you a new way of creating music that's quick, easy, productive, and enjoyable. If you're a beginner, you'll be amazed by how easy SuperJAM! makes it to create enjoyable music without having to study for years. If you're a sophisticated musician, you'll appreciate the power and flexibility of SuperJAM!'s approach to composition.

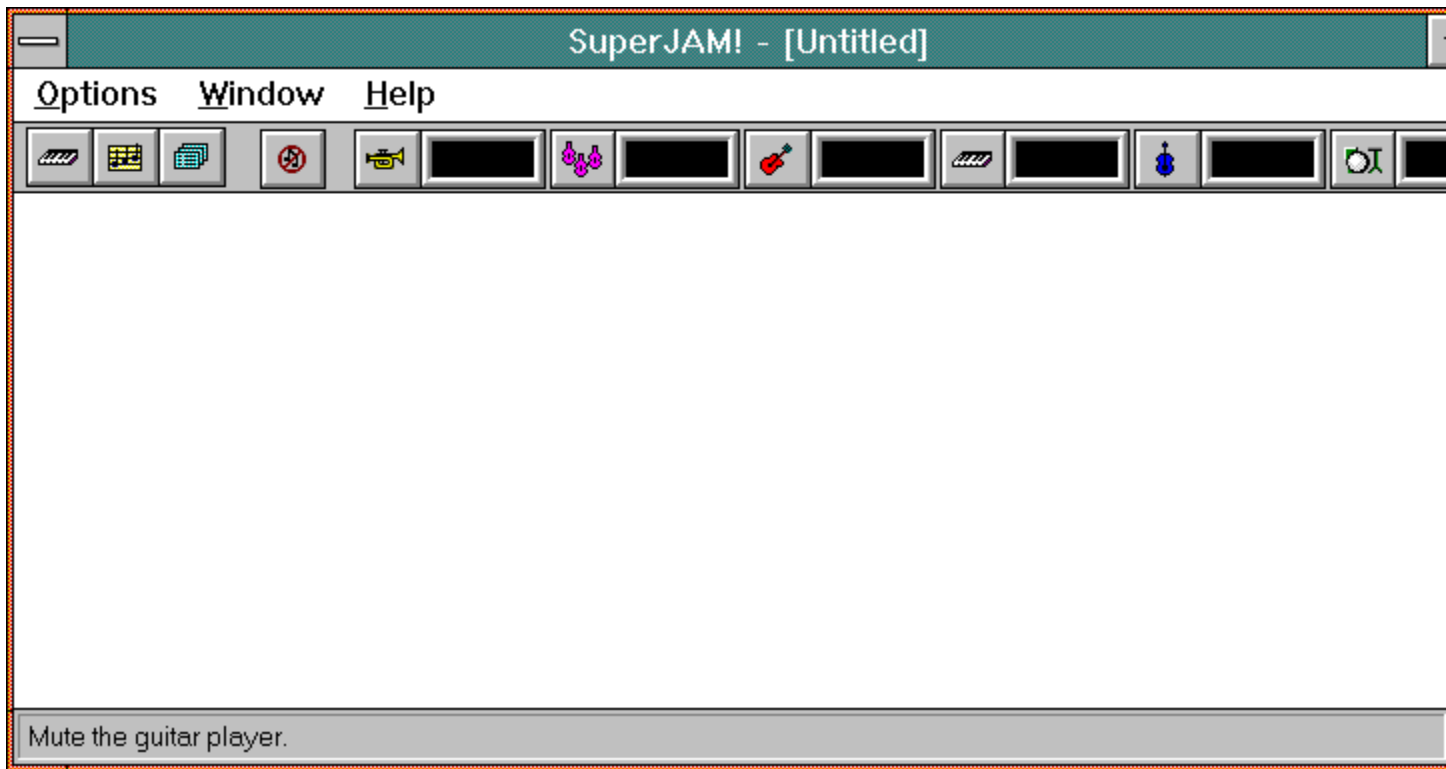
You can get started with SuperJAM! in several different ways. One, of course, is to just start playing with the program. Try pressing buttons in the [Keyboard window](#) and see what happens... If you like to work with printed documentation, Chapter 2 of the SuperJAM! manual leads you through a brief introductory tutorial. Several other chapters of the manual contain more in-depth tutorial introductions to SuperJAM's sophisticated features. Finally, you might want to take a look at the following topics from the "[How do I Work with...?](#)" section of this help file:

[Working with the Keyboard](#)

[Working with Songs](#)

## Parts of the Screen

Please click inside this picture:



When no windows are open, the SuperJAM! screen has the following menus. Please click on a menu name:

**Options**   **Window**   **Help**

## **Title Bar**

The title bar displays the name SuperJAM! followed by the name of the current composition, or [Untitled] if one has not yet been created. On the left side of the title bar is the control-menu box. On the right side are the minimize button and the maximize button.



## **Menu Bar**

The menu bar displays the currently available menu selections. The contents of the menu bar changes for each window that is active. However, every SuperJAM! menu bar contains the Options, Window, and Help menus.

## Keyboard Button

Clicking on the Keyboard button opens the [Keyboard window](#).

## **Song Button**

Clicking on the Song button opens the [Song window](#).

## **Patch Lists Button**

Clicking on the Patch Lists buttons opens the [Patch List window](#).

## **Notes-off Button**

Clicking on the Notes-off button turns off hanging notes. Hanging notes are notes which play continuously and fail to stop when they should.

## **Band Member LEDs**

Each LED corresponds to a different band member, which can be identified by a colored icon. When a band member plays, its LED illuminates. Just like a cassette deck, each LED bounces as the level strength changes. To mute each band member, click on its associated icon, located to the left of each LED. To unmute, click on its icon again. To solo a band member, double-click on its associated icon. To unsolo, double-click on its icon again.

## Workspace

The Workspace contains SuperJAM!'s windows. Within it, SuperJAM!'s windows can be opened, closed, resized, and iconified.

**See also:**

[Windows and their Menus](#)

## **Status Bar**

The Status Bar gives brief context sensitive help messages which indicate the function of the part of the screen that the mouse is currently over.



## Keyboard Usage Indicator

When the Keyboard Usage Indicator contains a picture of a speaker with notes, you can use your computer keyboard to control the [Keyboard window](#) and play music. When the box reveals a picture of typewriter keys, you can use the keyboard to quickly jump to an item featured in one of SuperJAM!'s list boxes.

## **How Do I Work with:**

[Bands and Band Members](#)

[Chords and Chord Changes](#)

[Drum Maps](#)

[The Eas-O-Matic Musicmaker](#)

[The Keyboard](#)

[Lead Lines](#)

[Microsoft Windows and my Sound Hardware](#)

[Notes](#)

[Patch Lists](#)

[Patterns](#)

[Sections](#)

[Snapshots](#)

[Songs](#)

[Styles](#)

[Variation Choices](#)

[Variations](#)

## **Working with the Keyboard**

[Playing Styles](#)

[Playing Chords](#)

[Playing Grooves](#)

[Playing Embellishments](#)

[Playing a Lead Line](#)

[Assigning Chords to the Keys](#)

[Changing the Key Signature](#)

[Changing the Tempo](#)

[Entering Chords into a Section](#)

[Resetting the Keyboard](#)

[Opening and Saving Keyboard Files](#)

## Playing Chords in the Keyboard Window

Activate the [Keyboard window](#) by clicking the Keyboard button at the left of the Tool Bar at the top of the [screen](#).

Click on one of the piano keys in the [Keyboard window](#) marked with a blue or red underscore. On each member key, you'll find the appropriate chord within the currently selected key signature. (These chord qualities are based on the member notes, or scale degrees, of the key.)

Click on another piano key. Continue to click on different keys. Notice how effortlessly the music follows the chord changes as you enter them.

Click on the Happy/Sad Face button and your music changes to a minor key.

Click again on the piano keys and see how different your music sounds in harmonic minor! Notice that the chords have changed to suit the minor key.

SuperJAM! uses chord symbols to abbreviate each chord type. (If you are a musician, you might recognize these.) Use the following key as a guide of the simplest and most common chords:

An uppercase "M" represents a major chord.

A lowercase "m" represents a minor chord.

A plus sign (+) represents an augmented chord.

A degree sign (o) represents a diminished chord.

A seven (7) represents a seventh chord.

The underscores on the piano keys indicate the key's member notes. The red underscore indicates the key, or root, note. In the key of "C," that would be the note "C." The blue underscores in the rest of the piano keys indicate the member notes of the key. When in doubt, always choose a note with an underscore.

## Playing Grooves in the Keyboard Window

SuperJAM! supports four different grooves per style. Each groove represents a thematic variation of a given style.

You can access a style's grooves from the [Keyboard window](#). The four Groove buttons, labeled A, B, C, and D, are located just to the left of the Embellishment buttons.

To change from one groove to another, click on the different letters. Typically, the grooves are designed with the least musical activity on Groove A building up to the most on Groove D. Groove C represents the best compromise, which is why it is also the default groove.

## **Playing Embellishments in the Keyboard Window**

To add a little flair to your performance, do the following:

Click on the Intro button, the stoplight icon above the piano keys with a green light. The band plays a smooth little intro and then breaks into the groove of the currently selected style highlighted to the left of the piano keys.

While your band is playing, click on the Fill button, the gas pump icon above the piano keys. At the next appropriate moment, the band plays a musical embellishment designed to complement the groove.

Now click on the Break button, the coffee cup icon to the right of the Fill button. The band breaks down the groove and pauses for a moment, then returns to jammin' at its normal state.

Finally, click on the End button, the stoplight icon with a red light farthest to the right of the Embellishment buttons. The band plays a fill which neatly ends the song.

The Embellishment buttons remain depressed until the end of a musical phrase. At that point, the SuperJAM! band inserts an embellishment. After it is played, the button raises automatically and is ready to do it again.

## Assigning Chords to the Keys

To assign a chord type to one of the [Keyboard window](#)'s piano keys, simply grab a chord from the Chord Palette, drag it over the piano key, and let go of the mouse button.

Notice that all of the simpler chords are displayed at the top of the Chord Palette.

## Changing the Key Signature in the Keyboard Window

To change the key that the [Keyboard window](#) is playing, click on the yellow up or down arrows to the left of the Key Signature button. (It is "C" by default.)

Every click raises or lowers the key in half step increments and the style instantly reflects that change. Alternatively, if you click down directly on the Key Signature button, you can drag the mouse up or down to change the key. You can even change keys while your band is playing.

SuperJAM! shows both sharp (#) and flat (b) keys, even though they can sound the same. For example, D# and Eb are the same pitch, but their key signatures are traditionally notated differently.

Note that changing the Keyboard window's key signature does not affect the key signature in sections or songs. You must change the key signature in each [Section window](#) individually.



## Changing the Tempo in the Keyboard Window

Try a different tempo by clicking on the purple arrows just to the left of the Tempo button, the metronome icon. (The default is 120.)

Each click of the mouse moves the tempo numbers higher or lower by one increment.

Instead of using the arrow buttons to increase or decrease the tempo, click down and hold on the Tempo button while dragging the mouse up or down. As you drag upwards, the tempo rapidly increases. As you drag down, the tempo rapidly decreases. If you hold down both of the mouse buttons as you drag, the tempo increases or decreases twice as fast. You can also click and hold down the mouse on one of the arrow buttons to rapidly scroll up or down the tempo setting.

Changing the [Keyboard window](#)'s tempo does not affect the tempo in sections or songs. You must change the tempo in each individual [Section window](#) to accomplish that.

## Opening and Saving Keyboard Files

Use the [Keyboard menu](#) to open and save Keyboard configurations.

## **Resetting the Keyboard**

Select the Reset command in the Keyboard menu to return the Keyboard to its default values.

## **Working with the Eas-O-Matic Musicmaker**

You can use the Eas-O-Matic MusicMaker to create chord progressions and melodies. It is activated by default when you first run SuperJAM! To turn this option on and off, toggle the Die button (located third from the left in the [Keyboard window](#)) or select/deselect it in the Keyboard window's Options menu.

When the Eas-O-Matic MusicMaker is active, its window is open. Click on one of the buttons in the [Eas-O-Matic window](#) to access the same functions as on your computer keyboard.

[Playing Chords](#)

[Playing a Lead Line](#)

[Entering Chords into a Section](#)

## Playing Chords with the Eas-O-Matic MusicMaker

The Eas-O-Matic MusicMaker composes using the chords defined on the keys of the keyboard in the [Keyboard window](#). Once activated, the Eas-O-Matic MusicMaker lets you tap your computer's keyboard keys to select chords and perform a melody. The first four keys on the bottom row of your keyboard select the chord:

The 'Z' key causes the current chord to be randomly changed to the chord a second or seventh above or below the current chord.

The 'X' key causes the current chord to be randomly changed to the chord a third or sixth above or below the current chord.

The 'C' key causes the current chord to be randomly changed to the chord a fourth or fifth above the current chord.

The 'V' key causes the current chord to be changed to the root (I) chord of the key.

## Entering Chords into a Section from the Eas-O-Matic

You can add new chord progressions in real-time by playing the chords from the Eas-O-Matic MusicMaker.

In the [Section window](#), activate the Pencil (enter mode) by clicking on it. You are now ready to record.

Click on the Play button to start recording in a loop. The music begins playing in the style you've chosen.

Move the mouse pointer into the [Eas-O-Matic window](#) and click on one of the four left buttons:

The 'Z' key causes the current chord to be randomly changed to the chord a second or seventh above or below the current chord.

The 'X' key causes the current chord to be randomly changed to the chord a third or sixth above or below the current chord.

The 'C' key causes the current chord to be randomly changed to the chord a fourth or fifth above the current chord.

The 'V' key causes the current chord to be changed to the root (I) chord of the key.

As the Eas-O-Matic MusicMaker creates chords, they appear in the Section window.

Using this method, continue to add chord changes until your section sounds good.

If you enter a chord on the same beat and measure presently occupied by another chord, the new chord replaces the old chord entry.

## **Working with Songs**

[Creating](#)

[Editing](#)

[Playing](#)

[Playing the Demo](#)

[Adding a Lead Line](#)

[Opening, Closing, Saving, and Exporting](#)

## Creating a Song

Make sure the [Song window](#) is open. To open the Song window, select Show Song from the Window menu.

Since a song is simply a collection of sections, first clear all existing sections with the Clear command in the Song menu.

Add new sections in one of two ways:

Enter pencil mode in the Song window by clicking on the Pencil button. Click with the Pencil in the song display to create a new, blank section. This opens the [Section window](#). Notice that the key, tempo, starting chord and starting groove are all copied from the current values in the [Keyboard window](#).

Select Open from the Section menu. This loads an existing section from disk.



## Editing a Song

Use the [Song window](#) to assemble your complete composition by creating, editing, copying, and rearranging the sections that comprise the song. To open the Song window, select Show Song from the Window menu.

The Song window provides most of the standard SuperJAM! mouse modes. To select one, click on the corresponding button in the second row of buttons.

Once you select a particular button, the mouse pointer adopts the appropriate image. For example, if you select the Eraser, the pointer becomes an Eraser. All sections you touch with the pointer are erased.

Use the mouse modes in the following manner:

Click with the Pencil in the Song window to create a new section.

Click with the Magic Wand on an existing section in the Song window to open it for editing. You can also double-click on an existing section when there is no mouse mode selected to open it for editing.

Click down on a section in the Song window with the Hand and drag to rearrange its position in the song.

Click down on a section with the Duplicator and drag to place a copy of the section in the destination.

Click on a section with the Eraser to remove it.

## Playing a Song

To play the entire song from the beginning, click on the Start (rectangle and triangle) button in the [Song window](#). SuperJAM! plays each section in order, changing the tempo to match the tempo of each section.

To play from the currently selected section, click on the Play (triangle) button.

To the right of the Play button, the Measure Indicator displays the current measure. This increments during the performance, showing you which measure is currently playing.

## Playing the Demo Song

You can load in the Demo song just like any other SuperJAM! song. Open the [Song window](#) and choose the Open command from the Song menu. A dialog box opens which allows you to locate the Demo song and load it.

Alternately, you can double-click on the Demo song icon to run SuperJAM! and automatically load the SuperJAM! demonstration song.

To hear the Demonstration song, click on the Play button in the Song window in the SuperJAM! environment. The Play button is the blue triangle button in the upper right-hand corner of the Song window.

## Adding a Lead Line to a Song

Although SuperJAM! performs for you, you can also record your own melody line to play along with your song. In the [Song window](#), notice a button on the top right containing a red "R" and two musical notes. This is the Lead Record button.

Use the Lead Record button to add a lead line or melody over the sections in the Song window. When this button is depressed, SuperJAM! enters Record mode.

Then press either the Play or Start button. SuperJAM! records any notes that you play into a melody track while it performs the song. After you reach the end of the song or press the Stop button, the Record button releases and your melody is ready to play with each subsequent performance.

Click on the Start button to hear your performance. Notice that your melody is performed by the Lead member of the band. All volume and instrument selections for the Lead that you placed in each section's band apply to your performance.

Now you have a song complete with a melody. If you don't like what you've played, activate the Lead Record button again and record over it.

The lead line cannot be edited. You must re-record the lead line until you are satisfied with the results. However, the lead line recording mechanism records over a section at a time. As a result, you can record over just the sections that need to change.

For example, you could record a lead line over three sections, then go back and record again over sections 1 and 3. If you don't play any notes during section 2, its lead line remains intact while the new notes you play during sections 1 and 3 replace the lead lines previously recorded in those sections. This provides you with a straightforward punch in and out mechanism.

To erase the lead line from a section, select the section and go to the Lead Line menu and select Clear from section. To erase the lead line from all sections, choose Clear from song from the Lead Line menu.

Once you record the lead line, it accompanies your song every time it plays. If you rearrange the order of the sections in your song, the lead line is rearranged as well.

## Opening, Closing, Saving, and Exporting a Song

Use the [Song menu](#) to load, save, and erase your composition:

The Open... command opens a previously saved song from disk.

The Save command saves and overwrites the current song, including the Keyboard setup, all sections, House Band, and all Instruments, to disk.

The Save As... command saves the current song, including Keyboard setup, sections, House Band, and instruments, and allows you to assign it a (different) name.

The Revert to Saved command resets the current song to its most recently-saved state.

The Export... command saves the current song in the MIDI file format for use by other programs and/or musicians.

The Clear command clears the current song and all its sections. This command does not affect the [Keyboard window](#) or House Band.

## **Working with Sections**

[Creating](#)

[Editing](#)

[Setting Name, Length, and Repeat Count](#)

[Playing](#)

[Opening, Closing, and Saving](#)

## Creating a Section

Before creating a new section, work within the [Keyboard window](#), interactively testing different tempos, styles, chords, band window parameters, and grooves, until you settle on a feel that you'd like to use in the section.

When you are ready to create your first section, do the following:

Click on the Section button in the Keyboard window (located fifth from the left.) The [Name Section dialog box](#) appears.

Enter a name for the new section in the text box and click OK or press ENTER. The [Section Length dialog box](#) then appears.

Use the scroll box or the arrow buttons to select the number of measures that the section will contain and click OK. By default, the section is 8 measures in length.

The [Section window](#) opens with your section name in the title bar. Notice that the key signature, tempo, groove, and style that you chose in the Keyboard window have been automatically transferred to the Section window. Notice also that the last chord you were playing in the Keyboard window appears as the first chord in this section.

To hear your section, click on the Start button found in the Section window (third from the right.)

## **Editing a Section**

[Entering Chords into a Section from the Keyboard](#)

[Entering Chords into a Section from the Section Window](#)

[Loading Chords into a Section from Disk](#)

[Editing a Section's Chords](#)

[Entering and Editing Grooves and Embellishments](#)

[Muting Players in a Section](#)



## Entering Chords into a Section from the Keyboard

You can add chords to the section by playing them on the fly in the [Keyboard window](#).

In the [Section window](#), activate the Pencil (enter mode) by clicking on it (if it is not currently activated.) You are now ready to record.

Click on the Play button to start recording in a loop. The music begins playing in the style you've chosen.

Move the mouse pointer into the Keyboard window and click on a piano key. The chord assigned to that piano key appears in the Section window at the point in time that you played it.

Using this method, continue to add chord changes until your section sounds good.

If you enter a chord on the same beat and measure presently occupied by another chord, the new chord replaces the old chord entry.

Just as you may press the keys on your computer keyboard to play chords in the Keyboard window, you may also use them to enter chords into the Section window. Likewise, you may use the bottom octaves of your MIDI keyboard to enter chords. You may also enter chords by playing the chord buttons in the [Eas-O-Matic MusicMaker window](#).

## Entering Chords into a Section from the Section Window

You may want to work directly in the [Section window](#) and enter chords with the mouse.

Before entering chords with the mouse, prepare the Chord options in the Section window's Options menu.

If you enable Automatic Chord Selection, SuperJAM! tries to find a chord for you, based on the note that you select and the section's key signature. Otherwise, it prompts you with a list of available chords.

When the Automatic Chord Selection option is turned on, SuperJAM! gives you two further options: Create Chords On All Notes and Create 7th Chords. If Create Chords On All Notes is enabled and you select a note that is not within the key, SuperJAM! chooses a chord for you. Otherwise, it opens the Chord Palette and lets you choose the chord.

If Create 7th Chords is enabled, SuperJAM! selects 7th chords as opposed to basic triads.

You may recognize the Create Chords On All Notes and Create 7th Chords options from the [Keyboard window](#).

If you enable Automatic Octave Selection, SuperJAM! decides in which octave (upper or lower) to place the chord; otherwise, it lets you decide. By default, both Automatic Chord Selection and Automatic Octave Selection are turned on; this makes selecting the "right" chords easier.

Once you've prepared your options for entering chords, activate the Pencil by clicking on it (if it is not currently activated.)

Move the Pencil above the color blocks, in the grey area just below the top and above the measure numbers.

Click with the left mouse button, and the Mini-Keyboard menu appears under the pencil.

Move the pencil over the keys until the note you want is highlighted; then click on the left mouse button.

If Automatic Octave Selection is not enabled, the Octave menu appears under the mouse.

Select Upper or Lower Octave by clicking on it.

If Automatic Chord Selection is not enabled, the Chord list appears under the mouse.

Move the mouse pointer over the desired chord and click on it.

The chord appears above the beat of the measure (where the Pencil was pointing when you clicked the mouse.) Now your section has a chord progression. Don't worry if you don't like the sound. You can always change it.

You can enter chords while the section is playing or when the section is not playing.

## **Loading Chords into a Section from Disk**

SuperJAM! includes dozens of pre-designed chord progressions. To load an existing chord progression from disk, use the Open... command in the Chord Changes menu.

SuperJAM! automatically transposes the loaded chord progression to the currently selected key signature.

## Editing a Section's Chords

Use the [mouse modes](#) in the [Section window](#) to edit existing chords.

Select the Magic Wand to change chord parameters. Touch a chord with the wand and select new values for the chord from the pop-up menus that appear under the mouse.

Select the Eraser to remove chords. Touch a chord with the tip to erase it.

Select the Hand to drag a chord to a new location. Click down on a chord with the hand and drag it. Notice that the chord always aligns with beat boundaries.

Select the Duplicator to copy a chord and drag the copy to a new location. Click down on a chord with the duplicator and drag the copy.

## Entering and Editing Grooves and Embellishments

Working with a section's groove and embellishment commands is very similar to working with its chords. A section's grooves and embellishments appear in the [Section window](#) in the gray strip above the colored rectangles and below the chords.

Groove and embellishment commands may be added to a section from the Keyboard the same way you enter chords from the Keyboard. Simply select the Pencil in the Section window, click on the Play button, and click on the Groove and Embellishment buttons in the [Keyboard window](#). The grooves or embellishments that you click on are entered into the section on the fly.

You may also use the [mouse modes](#) in the Section window to enter and edit groove and embellishment commands:

Select the Pencil to enter commands. Click down in the gray strip above the colored rectangles and below the chords. Select the desired groove or embellishment from the pop-up menu.

Select the Magic Wand to change commands. Touch a groove or embellishment with the wand and select a new value from the pop-up menus that appears under the mouse.

Select the Eraser to remove commands.

Select the Hand to drag a command to a new location. Click down on a command with the hand and drag it. Notice that the command always aligns with measure boundaries.

Select the Duplicator to copy a command and drag the copy to a new location. Click down on a groove or embellishment with the duplicator and drag the copy.

## Muting Players in a Section

As the producer, you may want to hear certain players (members of the band) and not others during certain points in your music. More specifically, you may want to hear certain players perform only certain measures and beats within the section.

Notice that the [Section window](#) contains rows of colored bars. These bars are color-coordinated with each Player button. For example, the Guitar button is color-coded red and the corresponding Color Bars in the measure for that player are also red.

SuperJAM! represents the players (band members) with the following colors:

Lead = yellow

Strings = purple

Guitar = red

Keyboard = black

Bass = blue

Drums = green

Whenever a bar is full-sized, the player plays during that beat. If the bar is half-sized and grayed, the player is muted. Use the Eraser to mute beats, the Pencil to unmute beats, and the Magic Wand to toggle the mute status of each beat.

To quickly mute or unmute many players in one beat of a measure or to mute one player across many measures, click and drag the mouse across the appropriate bars. They will all shrink or be restored to original size.

## Setting a Section's Name, Length, and Repeat Count

The [Section menu](#) contains commands for changing various section parameters:

Rename the section by using the Change Name... command. This opens the [Name Section dialog box](#). Enter a new name after the Name: prompt in the text box; then click on OK.

To make the section longer or shorter, select the Change Length... command. This opens the [Section Length dialog box](#). Enter the new length in number of measures. If the new entry is shorter than the current section's length, all chord changes, commands, and mutes beyond the new length are lost. Everything that falls within the new length is displayed in the section as before.

Each section may be set to repeat a certain number of times when SuperJAM! plays a song. Change the repeat count for your section by selecting the Set Repeat... command. This opens the [Repeat Count dialog box](#), where you may set the repeat count using the scroll bar.

## Playing a Section

To hear your section, click on the Start button found in the [Section window](#) (third from the right.) This plays the section through once.

You can hear a two-measure countdown before your section. To do so, select Count Down from the Options menu.

To repeat the section continuously, use the second button, the Play button. The Play button always starts the performance from the left side of the display. For example, if the display is scrolled to start at the fourth measure, the Play button starts the performance at the fourth measure.

Notice that once the section starts playing, the Play button turns into a Stop button so that you can stop at any time.



## Opening, Closing, and Saving a Section

The [Section menu](#) contains commands for creating, loading and saving complete sections:

If you want to create a new section, select the New command. This command has the same effect as clicking on the Section button in the [Keyboard window](#). The [Name Section dialog box](#) appears allowing you to name your new section followed by the [Section Length dialog box](#), which allows you to specify its length.

You may open a section that was previously saved to disk with this command. The Open... command opens the Open Section dialog box, in which you select the section you wish to load. Note that this does not replace the current section with the loaded one.

Use the Save As... command to save the section to disk. This saves the complete section, including the style choice, chords, key signature, and band instruments.

## **Working with Snapshots**

[Creating](#)

[Editing](#)

[Previewing](#)

[Incorporating into a Section](#)

## Creating a Snapshot

In the [Section window](#), the Snapshot button is the camera button located in the upper right hand corner of the window.

The Snapshot button activates SuperJAM!'s Snapshot feature. The purpose of this feature is to capture a particular section of the SuperJAM! performance.

When you activate the Snapshot button and then click on the Play or Start button, the section records everything that it plays. When you like what you hear, stop the playback and click the Snapshot button again to turn the Snapshot off.

Remember that there are two playback modes: Loop (play) and Play Back from the Beginning (start.) You should use the latter (the button with the rectangle and triangle) if you want to Snapshot an exact section once through. If you use the Loop (Play button) mode, the first measure instantly repeats following the last measure.

As long as the Snapshot button is activated (the button is depressed,) every pass of the section is captured or recorded. Each pass through the section erases the previous one and records a fresh pass.

You can leave the Snapshot feature on all the time so that you can stop the playback at any time and be assured that the latest, unique variation of your section is captured.

## Editing a Snapshot

To access and edit your Snapshot for a given player click on the chosen Player button at the far left of the [Section window](#). This opens the [Snapshot Grid window](#) for the player. Edit the player's performance in the Snapshot Grid.

## Previewing a Snapshot

Once you've recorded a Snapshot, you may want to review the performance. Clicking on either the Play or Start button in the [Section window](#) will not work because SuperJAM! will continue to compose as it plays. Instead, select the Preview Snapshot command from the Snapshot menu.

The Preview Snapshot command plays the section through once, performing only the notes stored in the Snapshot. Notice that the buttons across the bottom of the section depress during the Snapshot preview.

These buttons, called Lock Bars, tell SuperJAM! to play the Snapshot instead of composing a new performance.

## **Incorporating Parts of a Snapshot into a Section**

Notice the Lock Bars running across the bottom of the section in the [Section window](#). When depressed, these tell SuperJAM! to play the Snapshot instead of composing a new performance.

For example, maybe you liked what SuperJAM! created for some of the measures in the section that you captured, but you did not like what it created for other measures in the same section. Use the Lock Bars to accommodate your discriminating taste.

The Snapshot menu has three commands that pertain to the Lock Bars and Snapshot:

The Clear command removes all notes previously captured by the Snapshot feature.

The Lock All command automatically activates all Lock Bars, but does not play back the Snapshot for evaluation. The Lock Bars remain activated until they are unlocked either manually or by using the following menu operation.

The Unlock All command releases all Lock Bars and returns the section to performance mode.

## **Working with Lead Lines**

[Playing a Lead Line with the Keyboard](#)

[Playing a Lead Line with the Eas-O-Matic MusicMaker](#)

[Playing a Lead Line with a MIDI Keyboard](#)

[Recording and Playing Back a Lead Line](#)

[Erasing a Lead Line](#)

## Playing a Lead Line with the Keyboard

Click on the Lead button (second from left) in the [Keyboard window](#).

If the Eas-O-Matic MusicMaker option is enabled, disable it by clicking on the Die button, third from the left in the Keyboard window.

If the Keyboard is playing, stop it.

Click on the piano keys with the mouse. Now you should hear individual notes instead of chords.

Click on the Play button to start the band.

Click again on the piano keys or play the bottom two rows of the computer keys. Now the SuperJAM! band plays backup while you play the lead, or solo, line.

You can alternate between playing the melody and changing the chord by using your computer keyboard. Change chords by typing the top two rows of keys. Change lead notes by typing the keys on the bottom two rows. However, you must remember to disable the Eas-O-Matic MusicMaker first.

If you have a MIDI keyboard connected to SuperJAM!, it's even easier. Play the chords in the lower octaves and the melody in the upper octaves. To find the split point on your MIDI keyboard, start in the middle and play up or down until you hear chords change to single notes or vice-versa. Although this may seem like a prehistoric method, each configuration varies from manufacturer to manufacturer.



## Playing a Lead Line with the Eas-O-Matic MusicMaker

Enable the Eas-O-Matic MusicMaker option by clicking on the Die button, third from the left in the [Keyboard window](#).

While SuperJAM! performs, tap out the melody with the four keys on the right side of the [Eas-O-Matic window](#).

The 'M' key causes a melody note to be randomly chosen from the current chord if the style is on the first beat of a measure, and randomly chosen from the current key if the style is on any other beat.

For better control of the melody, you can use the remaining three keys:

The '<' key causes a melody note to be randomly chosen from the current chord.

The '>' key causes a melody note to be randomly chosen from the current key.

The '?' key causes a melody note to be randomly chosen from any note.

## **Playing a Lead Line with a MIDI Keyboard**

If you have a MIDI keyboard connected to SuperJAM!, play along with the song as it plays. As long as the Lead Record button is activated, your performance will be recorded.

## Recording and Playing Back a Lead Line

Once you have a song in the [Song window](#), you can record your own melody line to play along with your song. In the Song window, notice a button on the top right containing a red "R" and two musical notes.

This is the Lead Record button. Use the Lead Record button to add a lead line or melody over the sections in the Song window. When this button is depressed, SuperJAM! enters Record mode.

If you then press either the Play or Start button, SuperJAM! records any notes that you play into a melody track while it performs the song. After you stop playback, the Record button releases and your melody plays with each subsequent performance.

The lead line cannot be edited. You must re-record the lead line until you are satisfied with the results. However, the lead line recording mechanism records over a section at a time. As a result, you can record over just the sections that need to change.

Once you record the lead line, it accompanies your song every time it plays. If you rearrange the order of the sections in your song, the lead line is rearranged as well.

## **Erasing a Lead Line**

To erase the lead line from a section, select the section and go to the Lead Line menu and select Clear from section. To erase the lead line from all sections, choose Clear from song from the Lead Line menu.

## **Working with Styles**

[Creating](#)

[Editing](#)

[Playing](#)

[Using Presets](#)

[Opening, Closing, and Saving](#)

[Choosing Styles to Appear in the Style Palette](#)

## Creating a Style

From the Style menu, select the New... command.

The [Name Style dialog box](#) appears. Enter a name for your style (not more than 12 characters long) and click on OK.

The [Time Signature dialog box](#) opens. Set the Pattern Grid resolution by scrolling through the Smallest Note: choices. This determines the smallest note size allowed in the style, as well as the box size in the Pattern Grid. Typical values are eighth and sixteenth notes. (The grid resolution does not determine the quantization, or rigidity, of the style. Do not set the resolution unusually high in hopes of attaining a better "feel" - you'll get that anyway.)

If you'd like the style to have a triplet "feel," click in the Triplet checkbox.

Set the style's time signature by scrolling through the Beats Per Measure: and Beat: choices. These values are based on standard music conventions. (The default time signature, 4/4, tends to be the most versatile time signature in music. If you are creating your first style, we recommend that you start with 4/4, and branch out to other time signatures once you have that under your belt.)

Click on OK. SuperJAM! creates a new style with its new name of your choice and enters it in the Style Palette. The [Style window](#) opens so that you may immediately start working on the style.

## Editing a Style

Editing a style can be initiated by double-clicking the style's name in the Style Palette in the [Keyboard window](#). (Alternatively, you may single-click the style's name to select it, and then either choose the Style/Edit menu command or press the ENTER key.)

Before attempting to create and edit your own style, please read chapters 6 through 8 in the manual, The Elements of Style, Tour de Style, and You've Got Style. These provide a solid explanation of how styles work. You will need to know this before you create your own styles.

Let's assume you've just created a new style. The title bar of the [Style window](#) displays the name of your new style. Notice that SuperJAM! automatically creates your first pattern and names it "Pattern A". It also selects all four grooves and the W, H, and Q flags.

To change the pattern's name, click after the Name: prompt and edit the name.

You can set the groove, embellishment, and whole, half and quarter note flags by clicking in the strip of buttons just below the name. Notice that turning on or off each flag turns on or off a corresponding initial in the Pattern list to the left.

Before you start to build your first pattern, inspect the two menus associated with the Style window. The [Style menu](#) allows you to set global parameters about the style. The [Pattern menu](#), affects individual patterns in the style.

To edit a pattern, first select the pattern in the Pattern list, then click on the band member (across the bottom right of the window) whose pattern part you would like to edit first. This opens the [Pattern Grid window](#) for the selected band member. We recommend the Drummer, since the drum rhythm usually acts as the rhythmic the foundation for the style.

## Playing a Style

In the [Keyboard window](#), click on one of the styles in the Style Palette to activate it. The style becomes highlighted.

In the horizontal row of buttons just above the piano keys, notice a large, blue triangle pointing to the right. It is located last in the row. This is the Play button. Click on the Play button... Ahh! Instant music!

Notice that, while SuperJAM! plays, the button transforms into a red square. We call this square the Stop button. To stop SuperJAM!, click again on this button.

Watch the Band Member LED's light up as the music plays. The LED's let you monitor each instrument's activity.

Go ahead, play a style and let it run. Now, click on another style. You can switch styles on-the-fly without having to stop first.



## Using Style Presets

Each SuperJAM! style carries a set of patch presets. By default, SuperJAM! automatically resets the patches to the style patches every time you change the style. To enable or disable this feature, open the [Global Options dialog box](#) by selecting Global... from the Options menu and click on the Use Style Presets check box.

Each style also contains a default tempo. When the Use Style Presets option is on, notice that the tempo changes in the [Keyboard window](#) every time you choose a different style in the Style Palette.

## Opening, Closing, and Saving a Style

To open, close, and save styles, use the Style menu from the [Keyboard window](#).

Choose Open... from the Style menu to install a new style. The Open dialog box appears, which displays a list of available styles. Choose a style from the list. The style is loaded and added to the list in the Keyboard window. This style will load automatically every time you run SuperJAM!

Choose Close from the Style menu to remove a style from the Style Palette.

Choose Save... from the Style menu to save the selected style to disk. This is useful if you've edited the style.

## Choosing Styles to Appear in the Style Palette

SuperJAM! comes with a large selection of styles. Many of them are already installed in the Style Palette by default, and are visible in the [Keyboard window](#).

But where are the rest?

All the styles that come with SuperJAM! are not installed when you first run the program. This is done to conserve memory, since each style consumes a significant amount. You may wish to load more styles into SuperJAM! than are originally installed by default. On the other hand, you may wish to remove styles that you never use.

Use the Keyboard window's [Style menu](#) to install and remove styles from the Style Palette.

## Working with Patterns

A style is composed of multiple patterns, each designed to handle a particular circumstance in the SuperJAM! performance. For example, one pattern might handle the Groove A performance, while another handles Intros.

Organize the list of patterns that make up a style in the [Style window](#). Edit the actual pattern performances in the [Pattern Grid window](#).

[Creating](#)

[Editing](#)

[Duplicating](#)

[Playing](#)

[Using the Metronome](#)

[Opening and Saving](#)

## Creating a Pattern

To create a new pattern for an existing style, open the [Style window](#) for the style by double-clicking on its name in the Style Palette in the [Keyboard window](#). Then, select the New command in the Style window's Pattern menu.

The [Pattern Length dialog box](#) opens, prompting for the pattern length in measures. Select a length by dragging the slider and click on OK. The new pattern is inserted in the pattern list for the style.

## Editing a Pattern

To edit a pattern in the [Style window](#), first select the pattern in the pattern list, then click on the band member (across the bottom right of the window) whose pattern part you would like to edit first. This opens the [Pattern Grid window](#) for the selected band member.

## Duplicating a Pattern

Usually, the best way to create a new pattern that handles a different task from a previously created pattern is to duplicate the first pattern, then edit the copy to address its task properly.

For example, you might have a pattern created for handling the A Groove of the style, but you need a pattern for the B Groove. Start by making a copy of the A groove, then upgrading the copy as necessary to become the B Groove.

Duplicate a pattern in the style's pattern list by selecting the Duplicate command in the Pattern menu of the [Style window](#) or [Pattern Grid window](#).

## Playing a Pattern

To perform an individual style pattern, play it from within the [Pattern Grid window](#). First, open the Pattern Grid by selecting the pattern in the [Style window](#)'s pattern list, then click on the band member you would like to see in the strip of band members across the bottom right.

Once the Pattern Grid window opens, click on the Play button, the blue right facing triangle to start the performance. Click on it a second time to halt the performance.



## Using the Metronome

To use the metronome in the [Pattern Grid window](#) to provide audible feedback while recording. The Metronome is absolutely essential for entering notes in real-time. By default, it is on.

Enable the metronome by selecting Metronome in the Options menu. When you select this option, SuperJAM! plays a click on every beat.

Use the Set Metronome command, also in the Options menu, to assign the metronome's click to a particular note (or drum.) The cursor changes to a white metronome. Click on the drum name that you want to use for the metronome. For example, if you choose the Closed Hi Hat, the metronome plays the Closed Hi Hat on every beat.

By default, the metronome is set to the claves sound in the drum kit.

## Opening and Saving a Pattern

The [Pattern menu](#), available from both the [Style window](#) and the [Pattern Grid window](#), provides commands for loading and saving individual patterns.

## Working with Variations

Each band member's portion of a pattern can be broken down into sixteen variations, each representing a unique interpretation of the pattern. The sixteen variations selectors are displayed in a double height strip of buttons across the top right of the [Pattern Grid window](#).

You can view and edit the notes stored in various combinations of variations in the Pattern Grid window.

[Selecting](#)

[Editing](#)

[Sharing](#)

## Selecting Variations

The sixteen numbered buttons in the top right of the [Pattern Grid window](#) are the Variation buttons. The Pattern Grid displays only the notes belonging to the variations you select. To select a variation, click on its button. Notice that you can select several variations at once.

To the right of Variation button eight, you'll find the Solo button. The Solo button displays an icon with three tiny buttons, two of which are depressed. When the button looks this way, you are in Multiple Variations mode and can select more than one Variation button at a time for editing purposes.

Click on the Solo button. Once you've done so, you can select only one Variation button at a time. Click on the Solo button again, to return it Multiple Variations mode.

To the right of Variation button sixteen, you'll find the All button. The All button's icon displays three buttons, none of which are depressed. Click on the All button. When you do so, it automatically selects all the Variation buttons, without having to select each one individually.

Click on the All button again. This deselects all the variations, allowing you to start from a clean slate.

## Editing Variations

Build a style pattern in the [Pattern Grid window](#) by editing the sixteen variations.

Start by selecting the variations you would like to work with by clicking on the variations buttons on the top right of the window. Edits that you make apply only to the chosen variations. All unselected variations remain untouched.

When you're in the Pattern Grid, you have access to all the SuperJAM! [mouse modes](#). Use these to add, edit, erase, drag, and otherwise alter the notes in the pattern.

Use the Magnifying Glass to closely inspect notes. This opens the [Note window](#) and the mouse pointer turns into the Magnifying Glass. Move the Magnifying Glass over a note and click on it. The Note window displays all of the note's internal values. Edit them by dragging the seven sliders in the Note window. Click on different notes and watch the values in the Note window change.

Use the Pencil to enter notes in the grid. Draw notes by clicking down in the grid and drag the mouse to set the velocity and duration. If you click on an existing note with the Pencil, it edits the existing note instead of creating a new one. Alternatively, start the grid playing by pressing the Play button and play notes in from a MIDI keyboard.

Use the Magic Wand to change the length or dynamic level of a note. Put the wand tip on any note in the grid, click and hold on the note. Drag the note to change the length and dynamics and release the mouse button. Watch the values change in the Note window (if it's still open.)

Use the hand to move the position of a note. Point the Hand at the note, then click and drag it anywhere in the grid. SuperJAM! plays the note as you drag it.

To make a copy of a note, use the Duplicator. Position it so that the tip of the arrow is anywhere on a note. Then, click and drag the note to a new position. When you lift up on the mouse, you'll find a copy of the note.

Use the Eraser button to remove notes. Position the mouse pointer over a note and click down to erase it. If you hold the mouse button down and drag the pointer, you can erase several notes at once by dragging the Eraser over them. Like the Pencil, you can use the Eraser from your MIDI Keyboard as well. Erase notes by holding down the notes you'd like to remove while the pattern plays.

## Sharing Variations

As you build your pattern in the [Pattern Grid window](#), remember that all edits to the notes are shared by the currently selected variations.

For example, if you select two variations and enter a note, it will appear in the two variations.

Then, if you deselect one of the variations and drag a note that belongs to both, the note in the selected variation moves while the note in the deselected variation remains unchanged.

The [Variations menu](#) provides additional commands to assist you in the process of creating and editing the variations.

## Working with Variation Choices

Use the [Variation Choices window](#) to determine which variations may be used for which chords. Open the Variation Choices window by clicking on the Variation Choices button, the icon with a question mark just to the right of the Solo and All buttons in the [Pattern Grid window](#).

[Editing](#)

[Printing](#)

[Opening and Saving](#)

## Editing Variation Choices

The [Variation Choices window](#) lists each variation vertically in the far left column and displays a row of chord criteria to the right of it. Click on any button to enable or disable its criteria.

By default, SuperJAM! enables all variations for all chord types and scale positions. You can rearrange the Variation Choices by clicking on these buttons. You can also use the Command buttons across the top as well as several menu options.

The Command buttons refer to the currently selected variation. Select a variation by clicking on the variation number in the far left, or by clicking on any criteria button (which also toggles the button.)

To use a Command button, first select a variation, then click on the command:

The Copy button copies the variation's criteria to a second variation. Notice that the Copy button remains depressed until you select a second variation, the destination variation.

The Clear button clears all variation criteria.

The Set button enables all variation criteria.

The Invert button toggles all variation criteria.

The Remaining Combinations button can be very useful when you are building a complex set of variation criteria. This scans the variations and finds any chord types or scale positions that have not been covered. It's very important that you've covered all possible combinations. For example, you may have a variation that supports Major chords and another variation that supports the I chord, but no variations that support both I and Major chords. Under such circumstances, the Remaining Combinations button would set the I and Major buttons in the selected variation.



## Printing Variation Choices

Sometimes, it's very useful to have a printout of the Variation Choices for a particular pattern. If the Variation Choices are reasonably complex, this makes it easy to see when each variation will be used while editing in the [Pattern Grid window](#).

The Print... Command in the Variation Choices menu sends the table of variation choices to your printer.

## Opening and Saving Variation Choices

The [Variation Choices menu](#) in the [Variation Choices window](#) has commands for loading and saving variation choices. This is very useful because you can build a complex variation choices table, save it to disk, then bring it in to use with a different pattern.

## **Working with Bands and Band Members**

To configure your bands, first open the [Band window](#), which can be accessed from the following windows: [Keyboard window](#), [Section window](#), [Snapshot Grid window](#), [Pattern Grid window](#).

In each case, the Band window is accessed by clicking on the Band button found in the above-mentioned windows.

The Keyboard and Pattern Grid windows share the same band (the House Band), while each Section window (and its associated Snapshot Grid windows) has its own band. This way, each section in a song can have a different set of instruments playing.

[Setting up the Members](#)

[Muting, Unmuting, Soling, and Unsoloing the Members](#)

[Using Style Presets](#)

[Opening and Saving](#)

## **Setting up a Band Member**

[MIDI Output Device](#)

[MIDI Channel](#)

[MIDI Instrument Patch](#)

[Octave](#)

[Volume and Panning](#)

[Patch List](#)

[Auditioning Patches](#)

## Setting a Band Member's MIDI Output Device

To the right of each Player button in the [Band window](#), notice a large MIDI Output button.

This button determines what sound device the band member uses. Click on it to see a list of available output devices. If you are using a sound card without an additional MIDI instrument, the sound card should be the only choice available to you. If you are using a sound card and a MIDI interface, you can select from either one. If you are using a MIDI interface which has multiple output ports, SuperJAM! displays each port as a separate output choice.

Alternatively, use the Windows [MIDI Mapper](#).

## Setting a Band Member's MIDI Channel

To select a particular MIDI Channel, click down on the numbered button to the right of the MIDI output button in the [Band window](#) and choose from the pop-up list.

If you set two players to perform on the same MIDI channel, they will both play the same instrument and at the same volume (even if you set different values for each.) Unless you are limited by your MIDI equipment, always set a different MIDI channel for each player.

## Setting a Band Member's MIDI Instrument Patch

In the [Band window](#), to the right of the MIDI Channel button, you'll find the Patch Selector button.

The Patch Selector button displays either the MIDI patch (program change) number and the specific name of the patch. Click on this button to change the patch for each Band Member.

## Setting a Band Member's Octave

Once you've selected a patch for your player, you may find that it's too high or low in pitch. To change the octave range, use the Octave Selector buttons in the [Band window](#).

To raise or lower the pitch in octave intervals, click on the Octave Selector button and choose from any of the Up or Down Octave choices. Each choice specifies the number of octaves the instrument range is displaced up or down.

If the band member is set to a higher register, the Octave Selector button displays a plus (+) sign followed by the number of octaves it is shifted up. If the band member is set to a lower register, the button displays a minus (-) sign followed by the number of octaves it is shifted down.

To reset your instrument's octave to its original setting, click on the No Change selection from the available octave choices. When your instrument is in its original octave, the Octave Selector button displays a broken dash (--).



## Setting a Band Member's Volume and Panning

To set the MIDI volume, drag the band member's instrument icon up or down in the Mixing Grid.

Doing so sends a MIDI controller (control change #7) event, which in turn sets the volume.

Most MIDI instruments receive this type of event; however, if your synthesizer does not respond to volume changes in the Mixing Grid, you can open the [Band Member window](#) and click on the volume->velocity button.

## Setting a Band Member's Patch List

Set a Band member's patch list from the [Band Member window](#). To open the Band Member window from the [Band window](#), click on the Player buttons to the left of the MIDI Output buttons.

The top button in the Band Member window is the Patch List Selector button. This button displays the currently selected patch list for the band member.

If you haven't selected a different patch list for the band member, the Patch List Selector button displays "General MIDI." This is the patch list SuperJAM! uses by default. If you have selected a different patch list, the button reveals the name of the patch list. To reveal your choices of patch lists, click on the button. Click on a different patch list name to select it for the band member.

To create, open, save, and close Patch Lists, use the [Patch List menu](#).

## **Auditioning Patches**

Directly beneath the Patch List button in the [Band Member window](#) is the Patch Selector button.

Click on this button to choose from the 128 possible MIDI patches. To hear the currently selected patch, click on the Test button (the speaker button in the bottom right hand corner of the window.)

## Opening and Saving a Band

Once you've set up all of your MIDI instruments in the [Band window](#), you can save your configuration for later use. Use the Band menu Save As... and Open... commands to save your setup to disk; then retrieve it at a later date.

If you want a particular setup to be loaded automatically in the House Band every time you run SuperJAM!, choose Save as Default House Band in the Band menu.

## **Muting, Unmuting, Soloing, and Unsoloing Band Members**

Across the top of your screen and under the Menu Bar, you'll find a strip of buttons referred to as the Tool Bar. On the right side of the Tool Bar are the six Band Member LED's.

Each LED corresponds to a different band member, which can be identified by a colored icon. When a band member plays, its LED illuminates. Just like a cassette deck, each LED bounces as the level strength changes.

To mute a band member, click on its associated icon, located to the left of each LED. To unmute, simply click on its icon again.

To solo a band member double-click on its associated icon. To unsolo, double-click on its icon again.

## **Working with Chords and Chord Changes**

[Creating a Chord](#)

[Creating a Chord Based on an Existing Chord](#)

[Editing a Chord](#)

[Assigning a Chord to a Key in the Keyboard](#)

[Playing a Chord in Context of a Style](#)

[Using Chords in Sections](#)

[Choosing Chords to Appear in the Chord Palette](#)

[Opening, Closing, and Saving a Chord](#)

## Creating a Chord

Go to the [Keyboard window](#) and select New in the Chord menu

The [Chord window](#) opens. Click on any number of white piano keys to activate them. The keys turn red. Each time you add a note, the chord plays. You can actually create a two octave chord with more than three or four notes. If you do so, SuperJAM! uses the lower notes of the chord for the Bass part and the upper three or four notes for the Piano, Guitar, String, and Lead parts (more on this in a second.) This is extremely useful for complex Jazz voicings.

Click on any red keys that you do not want as members of your chord. The keys turn white when they are deactivated.

Give the chord a new name by entering it in the text box in the Chord window. Press the ENTER key to refresh the Keyboard window's Chord Palette, which now contains your new chord.

By default, a chord can be inverted during performance (for example, the bottom note might be flipped up above the other notes.) Some complex chords do not sound good inverted. Click on the Chord Invert button, the first button after the text box, to select or deselect Inversion during performance. (Inversion is enabled when the chord lies partly outside the dotted boundary.)

If you create a chord with notes in the upper octave, use the  to determine whether notes in the upper half of the chord should play up or down an octave.

If you create a chord with more than four notes, SuperJAM! uses the upper notes for the Piano, Guitar, String, and Lead parts. Determine whether it should play three or four notes by clicking on the .

The Arrow button allows you to determine the placement of the chord in the Chord Palette. If you want the selected chord to appear in the top (simpler chords) area of the list, select the up arrow. If you want the chord to appear in the bottom (more complex chords) area of the list, select the down arrow.

Select the Chord/Save As... menu command to save it to disk. You can now use your new chord in your SuperJAM! compositions.

## Creating a Chord Based on an Existing Chord

To create a new chord based on an existing chord, select the chord you wish to base the new chord on in the [Keyboard window](#). Then, select the Duplicate menu command in the Chord menu and modify the chord just as you would in [Creating a Chord](#).



## Editing a Chord

To edit an existing chord, double-click on it in the Chord Palette in the [Keyboard window](#). (Alternatively, you may single-click it to select it, and then either choose the Chord/Edit menu command or press the ENTER key.)

Then, modify the chord just as you would in [Creating a Chord](#).

## Assigning a Chord to a Key in the Keyboard

To assign a chord type to one of the [Keyboard window](#)'s piano keys, simply grab a chord from the Chord Palette, drag it over the piano key, and let go of the mouse button.

## Playing a Chord in Context of a Style

If you'd like to hear how your chord sounds once the SuperJAM! Band gets its hands on it, click on the Play button in the [Keyboard window](#), then edit the chord while the band performs it live!

## Using Chords in Sections

### Entering Chords from the Keyboard

To enter a Chord into the [Section window](#), activate the Pencil (enter mode) by clicking on it (if it is not currently activated.)

Click on the Play button to start recording in a loop. The music begins playing in the style you've chosen.

Move the mouse pointer into the [Keyboard window](#) and click on a piano key. The chord assigned to that piano key appears in the Section window at the point in time that you played it.

If you enter a chord on the same beat and measure presently occupied by another chord, the new chord replaces the old chord entry.

Just as you may press the keys to play chords in the Keyboard window, you may also use them to enter chords into the Section window. Likewise, you may use the bottom octaves of your MIDI keyboard to enter chords.

### Entering Chords with the Pencil

Use the following method for entering chords from the Section window:

Activate the Pencil to enter by clicking on it (if it is not currently activated.)

Move the Pencil above the color blocks, in the grey area just below the top and above the measure numbers.

Click with the left mouse button, and the Mini-Keyboard menu appears under the pencil.

Move the pencil over the keys until the note you want is highlighted; then click on the left mouse button.

If you enable Automatic Octave Selection, SuperJAM! decides in which octave (upper or lower) to place the chord; otherwise, it lets you decide. If Automatic Octave Selection is disabled, select Upper or Lower Octave by clicking on it.

If you enable Automatic Chord Selection, SuperJAM! tries to find a chord for you, based on the note that you select and the section's key signature. Otherwise, it prompts you with a list of available chords. Move the mouse pointer over the desired chord and click on it.

The chord appears above the beat of the measure (where the Pencil was pointing when you clicked the mouse.)

### Erasing a Chord

To erase a chord, select the Eraser and click the Eraser tip on the chord you wish to erase.

### Replacing a Chord

To change a chord, select the Magic Wand and click the wand tip on the chord you wish to change. Like entering a chord with the Pencil, the Magic Wand conforms with the Automatic Chord Selection and Automatic Octave Selection options.

You can also change existing chords by clicking on them with the Pencil.

### Dragging or Duplicating a Chord

To drag a chord from one location to another, select the Hand, click down on a chord and drag it to a different beat. And to duplicate a chord, select the Duplicator, click down on a chord and drag a copy of it to a different beat.

### Loading Chord Changes from Disk

With the [Section window](#) active, the Open... command from the Chord Changes menu loads a chord progression from disk. SuperJAM! automatically transposes this chord progression to the currently

selected key signature.

### **Saving Chord Changes to Disk**

With the Section window active, the Save As... menu command from the Chord Changes menu saves a chord progression to disk.

## Choosing Chords to Appear in the Chord Palette

The Arrow button in the [Chord window](#) allows you to determine the placement of the chord in the [Keyboard window](#)'s Chord Palette. If you want the selected chord to appear in the top (simpler chords) area of the list, select the up arrow. If you want the chord to appear in the bottom (more complex chords) area of the list, select the down arrow.

## Opening, Closing, and Saving a Chord

Select Save As... in the Chord menu to save it to disk. You can now use your new chord in your SuperJAM! compositions.

If you previously saved a chord and then removed it, you can restore it to the list by using the Open... command in the Chord menu. Alternatively, click on a chord and press the INSERT key to Open a new chord.

You can also remove a chord from the Chord Palette in the [Keyboard window](#). To do so, click on the chord, then select Close from the Chord menu. Doing so removes the chord from the list but does not erase it from disk. Alternatively, press the DELETE key to close the selected chord.

Keep in mind you can restore the chord list to its original state at any time. Simply select Entire List in the Reset submenu of the Chord menu and SuperJAM! replaces the Chord Palette with the originally-installed chord list.

## Working with Drum Maps

[Creating](#)

[Editing](#)

[Resetting](#)

[Opening and Saving](#)

You'll find SuperJAM!'s drum map editor within the Drum Player's [Pattern Grid window](#).and within the Drum Player's [Snapshot Grid window](#).



## Creating a Drum Map

Most MIDI instruments include a complete set of drums, in addition to their standard musical instruments. Each drum sound is mapped to a given MIDI note, so that you can play each individual percussion part via a MIDI keyboard or drum controller. This process, called drum mapping, provides a simple method for integrating drums with tonal instruments.

Before the General MIDI Specification, no standard existed for drum mapping. As a result, each MIDI instrument used a different scheme to map its drums. In other words, a "C" in the fifth octave might play a crash cymbal on one MIDI instrument and a conga slap on another. A drum performance that sounds great on one synthesizer may sound completely inappropriate on another.

SuperJAM! solves this incompatibility by letting you choose which drum map to use. When you set up your instruments in the [Band window](#), you can load a drum map from disk with the Drum Map menu. Right out of the box, SuperJAM! includes several drum maps for some synthesizers that don't support the standard General MIDI drum map format.

By default, SuperJAM! uses the General MIDI drum map format. This is by far the most popular format, largely because it builds on the previous MT-32 drum map format. Most MIDI instruments support it directly. However, if you find that your MIDI Instrument does not support this format, or any of the other formats we provide on disk, you can easily create your own.

You can use the Windows MIDI Mapper to translate SuperJAM! drums to your machine's drums instead.

## Editing a Drum Map

Click on the Edit button to enable it.

Click on the Magic Wand, the third button from the left in the [Pattern Grid window](#). Notice that the mouse pointer becomes a wand.

Click on a drum name. The [Edit Item dialog box](#) opens. It displays the internal drum ID number, the name, and the MIDI note value for the drum. Don't touch the name or ID.

Drag the Note: scroll box to the proper drum value. As you drag the scroll box, it plays each note so that you get instant feedback. When you've found the proper sound in your MIDI instrument, click on the OK button.

Repeat steps 3 and 4 for every drum in the list. You'll need to use the scroll bar at the right edge of the grid to view all of the drums.

## Resetting a Drum Map

The Reset command in the Drum Map menu replaces the current drum map with the default [General MIDI](#) drum map. This is the format that most MIDI equipment recognizes.

## **Opening and Saving a Drum Map**

The Open command in the Drum Map menu replaces the current drum map with one loaded in from disk.

The Save As... command in the Drum Map menu saves the current drum map to disk, allowing you to name it.

## **Working with Notes**

Both the [Pattern Grid window](#) and the [Snapshot Grid Window](#) use the same set of operations for editing notes.

[Entering Notes](#)

[Displaying and Editing Note Parameters](#)

[Duplicating Notes](#)

[Moving Notes](#)

[Erasing Notes](#)

## Entering Notes

Use the Pencil when entering a note for the first time.

Place the Pencil tip in a box and click once. The note plays and it appears in the box as a red bar. To make a longer note, click and drag the Pencil to the right. To make the note louder or softer, click and drag to the right while angling its path slightly up or down.

With the Pencil enabled and the Play button activated, enter notes on the fly by clicking on the piano-roll to the left. Alternatively, you can play notes on your MIDI keyboard or the SuperJAM! Keyboard.

When you enter notes on the fly, SuperJAM! can lock the incoming notes to the grid, or record them exactly as you play them. Select Auto Quantize in the Options menu if you want the notes locked to the grid.

## Displaying and Editing Note Parameters

Use the Magnifying Glass button to inspect a note and alter its parameters.

Once the Magnifying Glass is activated, the [Note window](#) instantly appears and the mouse pointer turns into a Magnifying Glass.

Move it over a note and click on the note. The Note window displays all of the note's internal values as follows:

**TIME:** This is the note's time offset from the grid, measured in 192 pulses per quarter note. For example, a note that plays slightly before the grid box could have a Time value of -12.

**RANGE:** SuperJAM! randomizes the timing of the note as it plays it to give it some extra "feel." This scroll bar sets the degree of randomization.

**OFFSET:** This moves the note into a later grid box and compensates by adjusting the time. This feature, designed for the Pattern Grid, is of no use when editing a Snapshot.

**VEL:** This represents the note's velocity, a MIDI value from 1 (very soft) to 127 (very loud.)

**RANGE:** SuperJAM! also randomizes the velocity of each note. This scroll bar sets the degree of "feel."

**DUR:** The note's duration, measured in 192 pulses per quarter note.

**RANGE:** SuperJAM! also randomizes the duration of each note.

Click on different notes and watch the values in the Note window change.

You can also use the Magic Wand to change the length or dynamic level of a note. Put the wand tip on any note in the grid, click and hold on the note. Drag the note to change the length and dynamics and release the mouse button. Watch the values change in the Note window (if it's still open.)

## **Duplicating Notes**

To make a copy of a note, use the Duplicator. Click on the Duplicator button to activate it and position it so that the arrow is over the note. Then, click and drag the note to a new position. When you lift up on the mouse, you'll find a copy of the note.



## **Moving Notes**

To move the position of a note, use on the Hand. Point the Hand at a note, and click and drag it anywhere in the grid. SuperJAM! plays the note as you drag it to its new location.

## **Erasing Notes**

To remove notes, use on the Eraser. Position the mouse pointer over a note and click down to erase it.

If you hold the mouse button down and drag the pointer, you can erase a bunch of notes at once by dragging the Eraser over them.

Like the Pencil, you can use the Eraser from the Keyboard as well. Erase notes by holding down the notes on your keyboard that you'd like to remove while the Pattern or Snapshot plays.

## Working with Patch Lists

To organize each of your MIDI instruments properly, we've included a feature that catalogues each instrument according to patch name and synthesizer type. This feature is called the patch list.

To work with Patch Lists, access the [Patch List menu](#) from a [Band Member window](#).

[Creating](#)

[Editing](#)

[Using](#)

[Renaming](#)

[Setting the Default](#)

[Opening, Closing, and Saving](#)

## Creating a Patch List

Creating a patch list will ultimately save you a great deal of time. Once your instruments are organized, you can set up your band quickly and easily. To create a patch list, follow these steps:

Select New... in the Patch List menu. The [Name Patch List dialog box](#) appears.

Name the patch list and click OK. The [Patch Names window](#) appears.

You can now edit the patch list.

Select a patch name to edit by clicking on its name or by pressing the up and down arrows.

Edit the name of the patch in the text box at the top of the window.

After you enter the name, press the ENTER key and the dialog box automatically prompts you for the next patch name to edit.

When you have finished, save and name the patch list by selecting the Save As... command in the Patch List menu.

You can now open and select your new patch list from the available patch lists anytime.

You don't need to create a new patch list if you are working with a General MIDI, or MPC, compatible sound card. Conversely, if you aren't using General MIDI, disable the Use Style Presets option in the [Global Options dialog box](#), since the style patch presets are bound to be incorrect and a nuisance at best.

## Editing a Patch List

In a [Band Member window](#), choose a patch list to edit by clicking on the top button, the Patch List Selector button.

Select Edit in the Patch List menu to edit the patch list.

## Using a Patch List

In a [Band Member window](#), choose a patch list to edit by clicking on the top button, the Patch List Selector button.

## **Renaming a Patch List**

The Change Name... command in the Patch List menu allows you to rename the current patch list.

## **Setting the Default Patch List**

The Set As Default command in the Patch List menu makes the current patch list the default patch list in SuperJAM!

New bands created will have the default patch list specifying patch names.



## Opening, Closing, and Saving a Patch List

Use the commands in the [Patch List menu](#) to save and load patch lists to and from disk. Access the Patch List menu from the [Patch Lists window](#) or a [Band Member window](#).

## **Working with Microsoft Windows and your Sound Hardware**

[Preparing your System to run SuperJAM!](#)

[Working With Device Drivers](#)

[Working with the MIDI Mapper](#)

[Using a MIDI Keyboard](#)

[Conserving Memory](#)

## **Preparing your System to run SuperJAM!**

To run SuperJAM!, you must have a Windows 3.1 compatible sound card or MIDI interface installed in your computer. Also, you must assure that the proper software device drivers are installed, so that SuperJAM! (and other programs) can communicate with your sound producing hardware. We recommend using the Windows [MIDI Mapper](#) to interface between SuperJAM! and your sound card, although it's not required.

## **Working With Device Drivers**

[Installing](#)

[Resolving Conflicts](#)

[Reconfiguring](#)

[Updating](#)

[Removing](#)

## **Installing Device Drivers**

To install a device driver, go to the Control Panel and double-click on the Drivers icon. A list of installed drivers appears. If you see your sound device driver listed, you do not need to install it.

To view a list of device drivers provided with Windows 3.1, click on Add..., If you are using a Windows-supplied device driver, select the one you want to install and click OK. If you are not, select Add Unlisted Or Updated Driver and click OK. The Install driver dialog box appears.

Insert the disk the driver is located on and click OK. Follow the instructions to set up your device driver as needed, if applicable.

## **Resolving Device Driver Conflicts**

Make sure that the settings you specify do not conflict with the settings used by other drivers in your system. For example, you may run into an interrupt conflict, where two or more devices use the same interrupt setting. An interrupt conflict causes your system to work improperly. Please check the documentation accompanying each device to assure that your device settings do not create any problems.

## **Reconfiguring Device Driver Settings**

If for some reason you need to alter your driver settings after you've installed the driver, do so by going to the Control Panel again. Double-click on the Drivers icon to view the list of installed drivers, and select the driver you want to reconfigure. Click on Setup... and select the options as needed. Keep in mind the changes you make do not take effect until you restart Windows.

## **Updating Existing Device Drivers**

You may not install an updated version of a driver that is already installed on your system. You must first remove the old driver. If you do not do this, you will receive an error message when trying to install the new one.



## **Removing Device Drivers**

You may wish to remove a device driver from the Installed Drivers list if you are not using the device any longer. Removing a driver from the list does not remove the device driver file from your hard disk, so if you ever need to use the device later, you will not need to install the driver again.

To remove a driver, double-click on the Drivers icon in the Control Panel. A list of the currently installed drivers appears. Select the driver you want to remove and click Remove. Once again, you need to restart Windows for this change to take effect.

## **Working with the MIDI Mapper**

The MIDI Mapper routes all MIDI Channels to the different devices for you. To enable or disable the MIDI Mapper, open the [Global Options dialog box](#) by selecting Global... in the Options menu.

Click on the Use MIDI Mapper option to enable or disable the MIDI Mapper.

If the MIDI Mapper is enabled, each band member's MIDI Output button displays "MIDI Mapper" and you cannot change this by clicking on the MIDI Output button.

If you are using the MIDI Mapper, you may need to access its controls. To do so, open the Windows Control Panel and double-click on the MIDI Mapper icon. To open the Control Panel, select Control Panel from the SuperJAM! control-menu box (the very top left button, also used to exit the program and perform other Program Manager tasks.)

[Configuring](#)

[Enabling and Disabling](#)

[Mapping Drum Sounds](#)

## Configuring the MIDI Mapper

Double-click on the MIDI Mapper icon inside the Control Panel. Doing so opens the MIDI Mapper dialog box. The Setups radio button is selected in the Show area, and the name of the currently selected setup is visible in the Name: combo box underneath.

Select the combo box to view the available MIDI setups. If you see your device listed, click on its name to select it in the combo box, and then click on Close to activate the setup. If you do not see your device listed, continue with this example. (A complete description of the MIDI setups included in Windows can be found in your Windows documentation.)

### Creating a MIDI Setup

To create a new MIDI setup, close the combo box and click on New... . The New MIDI setup... dialog box appears, allowing you to name your new setup.

Name your setup and give it a description if you wish; then choose OK.

The MIDI setup dialog box appears, displaying your new setup's name in the title bar.

You can now edit your setup. The Src Chan (source channel) column displays the General MIDI channels before mapping. They directly correspond to the channels that SuperJAM! transmits on. The Dest Chan (destination channel) column shows the channels to re-map to. These directly correspond to the channels on your sound device. Re-configure the channel mappings for your sound device as needed here.

Once you've set up your channels, continue with the following steps:

Select a port location, if needed, in the Port Name column. Its default setting is None. This selects the location that the sounds on the source channel are sent to. You can change this setting for each channel if the channel's corresponding sounds are in different sources.

Select a patch map in the Patch Map Name column if you see your device listed. The default is None. If, after changing setups, you notice that instrument names in SuperJAM! do not correctly indicate what patches are playing, you need to select or create a patch map in the MIDI Mapper. This is described in the next section. (You can find a complete description of each patch map supplied in Windows in your Windows documentation.)

The Active column is where you can activate and deactivate particular MIDI channels. When you select a port name, this box is selected automatically.

After you have made all of your setup selections, choose OK and save your new setup. You are now ready to use SuperJAM!

### Creating a MIDI patch Map

If, after running SuperJAM! with your new MIDI setup, you discover that instrument names in SuperJAM! do not correctly indicate what patches are playing, you need to select or create a patch map in the MIDI Mapper. To do so, follow these steps:

Double-click on the MIDI Mapper icon in the Control Panel. Doing so opens the MIDI Mapper.

Click on the Patch Maps radio button in the Show area of the MIDI Mapper dialog box. The currently selected patch map is visible in the combo box underneath.

Choose New... and the New MIDI Patch Map... dialog box appears, allowing you to name your new patch map.

You may also type in a description, if you wish. Choose OK. The MIDI Patch Map dialog box appears, displaying your new patch map name in the title bar.

You can now edit your patch map setup. The Src Chan (source channel) column displays the General MIDI channels before any re-mapping. They directly correspond to the channels that SuperJAM! transmits on. The Dest Chan (destination channel) column shows the channels to you are re-mapping to. These directly correspond to the channels on your sound device. Re-configure the channel mappings for your

sound device as needed here. Refer to your device documentation for its patch list.

Select a volume percentage for the patch, if needed, in the Volume % column. This specifies the volume for the destination patch, measured as a percentage of the volume specified inside SuperJAM! Change these settings if you need to smooth out the volumes between patches.

Select a key map for the patch in the Key Map Name column. The default is None. Usually this does not need to be changed for any melodic instrument patch. However, you must create a key map for your drum patch if your SuperJAM! drummer seems to be playing the wrong drums. This procedure is described in the next section.

Choose OK, and then save your new patch map. Now you can select this patch map for any MIDI channel inside a MIDI setup, as described previously.

## Enabling and Disabling the MIDI Mapper

To enable or disable the MIDI Mapper in SuperJAM!, go to the Options menu and select Global... The [Global Option dialogs box](#) opens. Click on the check box to the left of Use MIDI Mapper to set your preference.

## Mapping Drum Sounds with the MIDI Mapper

The Drum Kit in your sound card or MIDI synthesizer performs percussion by assigning a unique note to each drum. This note assignment is called a drum map or key map.

If the General MIDI drum map used in SuperJAM! does not correctly correspond to the drums on your device, you need to create a key map to use in your newly-created patch map. Doing so correctly routes the SuperJAM! drums to the right drum sounds on your device.

To create a key map, follow these steps:

Double-click on the MIDI Mapper icon in the Control Panel.

In the Show area of the MIDI Mapper dialog box, select the key maps radio button. The currently selected key map is visible in the Name combo box underneath.

Choose New... and then name your key map and give it a description. Click OK. The MIDI key map dialog box appears, displaying the new key map name in the title bar and the keys 35 through 81.

The Src Key (source key) column displays the keys directly corresponding to the General MIDI keys SuperJAM! transmits on. The Src Key Name column lists the names of the percussive sounds as defined by General MIDI for each key. The Dest Key (destination key) column shows the keys you are re-mapping to. They directly correspond to the keys received on your sound device. Re-map the key mappings for your sound device in this column.

When you are done, choose OK, and save your new key map. You can now select your new key map from inside your MIDI Mapper patch map.

## Using a MIDI Keyboard

If you have a MIDI keyboard, you can hook it up as an input to SuperJAM! Just connect it to your computer's MIDI interface input port (if you have one.) SuperJAM! automatically listens to the port. If you have more than one MIDI input port, SuperJAM! listens to them all, so choose any one.

If you're using MIDI for output as well, remember to configure the [band](#) to use MIDI.

## Conserving Memory

It's not a good idea to have lots of styles permanently installed. They consume memory and dramatically slow the startup time of the program. Use the Close command in the [Style window](#)'s Style menu to remove a style from the Style Palette but not from disk.

Multiple windows consume memory, and, on slower machines, slow things down. If you are using a "lower end" computer configuration, we recommend that you leave Multiple Grid Windows menu command deselected in the [Pattern Grid window](#).



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## **I**

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## Band

A band is what plays the music in SuperJAM!, at least conceptually. A band consists of [band members](#), which are sometimes also called players, musicians, or instruments. Bands are set up in the [Band window](#). Each band can be set up in its own way to sound the way you want. For example, one band's guitar player might use an "Electric Guitar" patch, while another band's guitar player might use an "Acoustic Guitar" patch. In fact, a third band's guitar player could use a "Glockenspiel" patch - it's up to you.

The most commonly used band in SuperJAM! is the House Band. The House Band is the band that plays when you are playing music in the [Keyboard window](#). The House Band also plays when you audition a pattern in the [Pattern Grid window](#).

However, the House Band doesn't always play the music. Every [section](#) of every [song](#) has its own band, called the Section Band. This allows you to set up every part of every song you make so that it sounds exactly the way you want.

## **Band Member**

Any SuperJAM! band is composed of six band members, or players. These band members are the [drummer](#), the [bass player](#), the [keyboard player](#), the [guitar player](#), the [strings player](#), and the [lead player](#).

Each band member knows how to play his or her part in the performance. For example, the bass player plays the bass part, regardless of the style you choose. However, band members are not restricted to playing only their type of instrument. The guitar player can play a brass section just as easily as a guitar sound, if necessary.

Use the [Band window](#) to set up each band member. Set the volume and pan by dragging the band member in the Mixing Grid. Select the instrument by clicking down on the Patch Selector button and choosing from the menu. Alternatively, click on the band member button in the Band window to open the [Band Member window](#), and use it to set the patch.

## **Bass Player**

The bass player is one of the six members of the SuperJAM! [band](#). The bass player always performs the bass line, a low note melody that defines the root of the current chord.

## Chord

A simple definition of chord is a group of three or more notes sounded together.

A more sophisticated definition of chord is a group of notes that define a particular harmonic relationship. SuperJAM! performs by applying a [style](#) to a chosen chord. The notes that make up the chord determine the notes performed within the style.

SuperJAM! maintains a set of predefined chords in the Chord Palette in the [Keyboard window](#).

When you use a chord, either in the Keyboard window or the [Section window](#), you also define what the root note of the chord is. This takes the predefined chord and builds it on top of that note. For example, dragging the Major chord symbol from the Chord Palette onto the C key in the Keyboard window creates the C Major chord, and dragging the Major chord symbol onto the G key in the Keyboard window creates the G Major chord. The G Major chord sounds just like the C Major chord, except at a different pitch.

Add, remove, and edit predefined chords in the Chord Palette by selecting commands in the [Chord menu](#). Design an individual chord with the [Chord window](#).

## Chord Change

A chord change is a new [chord](#) that changes the SuperJAM! performance because it defines a new chord to apply to the [style](#).



## Chord Symbol

SuperJAM! displays each chord type with a unique symbol, or name. Many of the most used chord symbols are one syllable in length so they easily fit on a piano key in the [Keyboard window](#). Some of the more frequent chords:

M: Major

m: minor

o: diminished

+: augmented

7: dominant 7

M7: Major 7

m7: minor 7

## **Device Driver**

Windows programs communicate with specific hardware components via device drivers. Of interest to SuperJAM! users are the sound card device drivers that take MIDI notes and convert them into hardware commands to control sound cards appropriately.

In order for SuperJAM! to perform with your sound card, you must have a device driver for that sound card installed in the system. Conversely, a device driver for a card you don't have is useless, and, in some cases, dangerous because the device driver might try to communicate with the hardware even though there's nothing there.

## Drum Map

MIDI instruments and sound cards perform drums by assigning a specific drum sound to each note of the keyboard. In the past, different manufacturers assigned similar drums to different notes.

SuperJAM!'s drum mapping feature converts an internal drum representation into notes. By default, these drum notes adhere to the [general MIDI](#) standard. However, you can create your own drum map for a different synthesizer or drum machine.

You can also set up a drum map in the Windows [MIDI Mapper](#). This converts SuperJAM!'s general MIDI drum map into the appropriate format.

Fortunately, you need only worry about drum mapping if your synthesizer does not support standard general MIDI drums.

## Drummer

The drummer is one of the six members of the SuperJAM! [band](#). Unlike the other five players, the drummer never pays attention to the [chord changes](#). Instead, the drummer always performs the drum portion of the performance, which is completely percussive and non-melodic.

## Duration

The duration of a note determines how long it is played. Both the [Snapshot Grid window](#) and the [Pattern Grid window](#), as well as the [Note window](#), allow editing of an individual note's duration.

## Duration Range

To maintain a realistic feel, SuperJAM! randomly alters the [duration](#) of every note it plays. The duration range parameter sets the amount of randomness to be applied to a note's duration when it is played. The duration range parameter can be accessed in the [Note window](#) after clicking on a note in the Pattern Grid window or the Snapshot Grid window when the [Magnifying Glass](#) mouse mode is on.

## Embellishment

SuperJAM! provides four embellishments, each describing a musical moment. The embellishments are Intro, Break, Fill, and End. Like the [groove](#) commands, you may place embellishment commands on measure boundaries within a [section](#).

## General MIDI

General MIDI is a standard protocol that most MIDI equipment manufacturers utilize in order to maintain compatibility between MIDI instruments and sound cards. It contains guidelines for instruments patch settings and drum map assignments. Its standardization ensures that any General MIDI performance plays accurately on any General MIDI compatible sound device.

Windows supports General MIDI by default. Music written to be played by a Windows MIDI program should use General MIDI for all instrument selections. Windows supplies the [MIDI mapper](#) to translate soundcards and synthesizers that are not General MIDI compliant to General MIDI.



## **Grid Resolution**

The smallest resolution allowed for note placement when designing a style is the grid resolution. Set the grid resolution in the [Resolution and Time Signature dialog box](#).

## Groove

In addition to the four embellishments, SuperJAM! provides four grooves. Each groove describes a different musical intensity or variation on the theme. The grooves are named 'A', 'B', 'C', and 'D'. Like the [embellishment](#) commands, you may place groove commands on measure boundaries within a [section](#).

## Guitar Player

The guitar player is one of the six members of the SuperJAM! [band](#). The guitar player performs the guitar portion of a SuperJAM! performance. However, the guitar player is perfectly capable of putting down its guitar and picking up other guitar-like instruments such as mandolin or banjo, or even switching to horns, piano, or any other instrument your MIDI synthesizer may provide.

## **Hanging Note**

Sometimes, due to a MIDI transmission error, a note stays permanently stuck on. This is called a hanging note. Also, some MIDI synthesizers can not handle overlapping notes of the same value and leave the second note hanging. Click on the Notes-Off button, which is fourth from the left in the Tool Bar at the top of the SuperJAM! [screen](#), to release any hung notes.

## House Band

The House Band is the default SuperJAM! band used in the [Keyboard window](#) and [Pattern Grid window](#). When you create a new [section](#), SuperJAM! places a copy of the House Band in the new section. This gives the new section the same instrument choices and Mixing Grid values that the Keyboard window has. However, the [section bands](#) are unique and you can change their values without affecting the House Band.

## Internal Drum ID

SuperJAM!'s drum mapping mechanism translates internal drum identifiers into MIDI note numbers which correlate to the drum assignments of your intended drum source. Usually, SuperJAM! translates from the internal drum ids into [general MIDI](#) drum assignments. However, you can edit these to work with your own drum kit if the drum kit doesn't follow the standard general MIDI drum assignments. The reassignment consists of simply assigning the internal drum id to the appropriate note on your MIDI drum kit.

## Key Signature

In written music, the key signature is the arrangement of sharps and flats placed on the left of a staff to denote a specific key and scale.

The key signature determines the tonal center and scale of the performance - the key.

The tonal center is the root note, the note which defines the first note of the scale. Most chord progressions start with a chord on the root note and eventually resolve back to the root. By default, SuperJAM! sets the root note to C, but you can change the root note to be any note. Set the root note of the key in the [Keyboard window](#) or the [Section window](#) by clicking down on the root note letter just to the left of the happy/sad face and drag it. Notice that the root note of the key is displayed with a red line under it in the Keyboard window.

The scale determines the set of notes that should be played to be considered within the key versus the notes that should not. SuperJAM! indicates which notes are within the key in the Keyboard window by drawing a blue or red line under them. SuperJAM! supports two scales: major and harmonic minor. The major scale is a series of notes that typically sound upbeat. The harmonic minor scale, on the other hand, is a series of notes that sound sadder and more emotional.

## Keyboard Player

The keyboard player is one of the six members of the SuperJAM! [band](#). The keyboard player performs the keyboard portion of a SuperJAM! performance. However, the keyboard player is perfectly capable of putting down its piano or organ and picking up other instruments such as banjo or horns or any other instrument your MIDI synthesizer may provide.

The keyboard player is in no way related to the [Keyboard window](#) any more than are the other band members.



## Lead Line

A lead line is a melody played over the SuperJAM! accompaniment. Once you've created a set of sections for SuperJAM! to perform, you may record a lead line in the [Song window](#). Use the Record button to activate lead line recording. You may play notes directly from your MIDI keyboard or by clicking with the mouse in the [Keyboard window's](#) keyboard or by pressing keys in the [Eas-O-Matic MusicMaker window](#). Once recorded, the lead line is performed by the [lead player](#).

## Lead Player

The lead player is one of the six members of the SuperJAM! band. The lead player performs the lead portion of a SuperJAM! performance. Unlike the other five players, the lead rarely has a part written in the [style](#). Instead, the lead part is left blank so that you may record your own [lead line](#)

## Magnifying Glass

The Magnifying glass mouse mode mode allows you to use the mouse to inspect a note in the Pattern or Snapshot grid directly and view the numeric parameters of the note in the [Note window](#).

## **Melody**

A melody is a series of individual notes played in succession that define a tune. Lyrics are usually sung to the melody. Although all SuperJAM! band members can play melodies, that task is usually left for the [lead player](#).

The [Eas-O-Matic MusicMaker](#) can help you write a melody.

## Metronome

A metronome is a device which emits a constant beat and can be set to reflect a specific [tempo](#) setting.

The [Snapshot Grid window](#) and [Pattern Grid window](#) provide a metronome to help you time your performance as you record notes. The metronome plays a click on every beat.

## **MIDI Channel**

The MIDI specification allows up to sixteen different instruments to be addressed through one MIDI cable. This makes it possible to connect several different tone modules and have each play a different part in the performance. To differentiate between a note intended for one or another instrument, MIDI assigns a MIDI channel number to each of the sixteen instruments.

Although internal soundcards do not communicate via a MIDI cable, they follow the complete MIDI protocol, including MIDI channel.

## **MIDI Controller**

Many continuously variable performance parameters are communicated by MIDI as continuous controller events. SuperJAM! uses two MIDI controller message, volume and pan, to set the loudness and stereo position in the Mixing Grid in the [Band window](#).

## **MIDI File Format**

Any MIDI performance can be saved to disk in the MIDI File Format. This stores the MIDI performance exactly as it was played so any MIDI compatible music program can read the file and play it exactly as it was originally recorded.

Windows supports the MIDI File Format as the standard method for saving music performances to disk. In fact, Windows provides system calls so any application can easily perform MIDI files.

Convert your SuperJAM! performance into a MIDI file by selecting [Export](#) in the Song menu.



## **MIDI Interface**

To send a SuperJAM! performance to an external MIDI tone module, you need a MIDI interface in your computer. The MIDI interface provides input and output connectors into which you plug MIDI cables. Many Windows soundcards provide options for a MIDI interface.

## **MIDI Mapper**

Windows provides a music interface feature called the MIDI Mapper. The MIDI Mapper ensures that all MIDI tone modules and sound cards provide consistent behavior, no matter what MIDI song they perform. Most new MIDI tone generators as well as sound cards support a standard set of instruments and drums, as defined by the [general MIDI](#) specification. A song written for general MIDI always plays the right instruments at the right times when used with general midi compliant synthesizers. However, if your tone module or sound card does not support general midi, you can organize it to behave as if it does by setting up patch translations in the MIDI Mapper.

## **MIDI Output Device**

Both Windows and SuperJAM! allow more than one MIDI tone module or sound card to be hooked up at once. Each piece of sound producing hardware is represented by a MIDI output device. In turn, each MIDI output device must be installed in the system as a device driver in the Windows Control Panel.

Choose a MIDI output device for each band member by clicking on the MIDI Output button in the [Band window](#).

## **MIDI Patch**

MIDI compatible sound cards and tone modules select instruments with the MIDI patch change command. Up to 128 different MIDI instruments may be selected at any time. The [general MIDI](#) specification defines what each of these 128 instruments should be for consistency.

## Mouse Modes

Many SuperJAM! windows provide multiple mouse modes for editing. Click on a mouse mode button to enter that mode and leave another. The mouse modes are:

Magnifying Glass: Inspect a note and display data in the Note window.

Pencil: Enter a new note, section, chord, or command, depending on the window.

Magic Wand: Edit a note, section, chord, or command, depending on the window.

Eraser: Remove a note, section, chord, or command, depending on the window.

Hand: Drag a note, section, chord, or command to a new location.

Duplicator: Copy and drag a note, section, chord or command.

## Mouse Pointer

The mouse pointer is the graphic arrow that moves across the screen as you drag the mouse. If you are editing with one of the [mouse modes](#), the shape of the mouse displays as the appropriate mode. For example, if a [Section window](#) is in the pencil mouse mode, the mouse pointer displays as a pencil.

## Octave Range

The octave range button in the [Band window](#) shifts all notes played by a particular band member up or down by one or more octaves. Change this if the player is performing too high or low.

## Offset

Some styles require that performed notes "anticipate" an upcoming chord change. This means that a note played before a chord must perform as part of that chord instead of the current chord. The solution is to enter the note at the desired time in the [Pattern Grid window](#), then use the [Magnifying Glass](#) to display the note in the [Note window](#). Drag the offset slider to move the note later to the next beat boundary, where the new chord will land. Notice that the time offset for the note changes dramatically to accommodate the note change.



## **Patch**

A patch is an instrument assignment. For example, in general MIDI, patch number 0 is piano. The term patch comes from the early days of synthesizers when a particular instrument was created by connecting electronic elements with "patch" cords.

## Patch Change

The MIDI patch change command instructs the MIDI tone module or sound card to switch to the instrument, or [patch](#), defined by the patch change.

## Patch List

MIDI instruments organize instruments by number, from 1 to 128. Unfortunately, these numbers are hard to remember. A patch list provides an association between descriptive names, like "piano," and the underlying patch numbers they represent. Use SuperJAM!'s [Patch Lists window](#) to organize patch lists for all your synthesizers.

## Pattern

A SuperJAM! [style](#) is composed of multiple patterns, each of which represents how to play the style under certain conditions. For example, there are patterns for each of the four [embellishments](#), intro, break, fill, and end.

The pattern is broken down into six parts, one for each of the six band members. The parts play simultaneously. In turn, each part can be broken down into sixteen individual variations.

Edit the style's patterns in the [Pattern Grid window](#).

## **Player**

Player is a synonym for [Band Member](#), a member of a [band](#).

## Presets

Each SuperJAM! style comes with preset tempo and general MIDI instrument choices built in. If you'd like to use these presets, enable the Use Style Presets option in the [Global Option dialog box](#).

## Quantization

Quantization is the process of aligning notes with grid boundaries. Quantized notes perform precisely on time. Notes performed without quantization have more expression, but can be sloppy. Enable automatic quantization of your recording in the [Pattern Grid window](#) by selecting Auto Quantize in the Options menu.

## Section

A section represents a distinct chunk of a piece of music. Construct a [song](#) out of multiple sections. Each section has everything needed to perform, including [style](#) choice, [chord changes](#), [embellishments](#) and [grooves](#), [tempo](#), and even a unique [band](#). String several sections together in the [Song window](#) to build a complete performance.



## Section Band

Unlike the [Keyboard window](#) and the [Pattern Grid window](#), which use the [House Band](#), every [section](#) has its own [band](#). This is important because it lets you assign different instruments and volume and pan levels for each section.

## Snapshot

Every time SuperJAM! performs a [section](#), it composes a fresh set of notes. If you'd like to record and keep the performance, enable the Snapshot button in the [Section window](#) and play the section once. This creates a recorded copy which may be edited in the [Snapshot Grid window](#) and enabled on a measure by measure basis by selecting the Lock Bars across the bottom of the section window.

## Solo Variation Mode

When editing a pattern in the [Pattern Grid window](#), it's often necessary to inspect each [variation](#) on its own. When the Solo Variation button is enabled, the Pattern Grid will not let you select two variations at once. Instead, when you select a new variation, it deselects the previous variation, enabling only one at a time.

## Song

A song is a complete SuperJAM! composition, created by arranging one or more [sections](#) together in the [Song window](#).

## **Sound Card**

A sound card is an audio peripheral that plugs into your computer and provides a bank of musical instruments in hardware. Many sound cards also have an optional MIDI interface.

You must have a sound card or MIDI interface in order to run SuperJAM!.

## Strings Player

The strings player is one of the six members of the SuperJAM! [band](#). The strings player performs the strings portion of a SuperJAM! performance. Like the other band members, the strings player is perfectly capable of putting down its violins, cellos, etc., and picking up other instruments such as banjo or horns or any other instrument your MIDI synthesizer may provide. However, the primary purpose of the strings player is to perform parts that are slow and sustained, like strings.

## Style

Probably the single most important concept in SuperJAM! is the style. The SuperJAM! band performs by applying the [chords](#) you provide to a style you select. For example, if you want to create country music, you select the country style. The SuperJAM! band then performs in the country style, adapting it to fit the chords you choose in the [Keyboard window](#) or [Section window](#).

Each style is built out of multiple [patterns](#). Each pattern defines how the style performs under certain circumstances. For example, each style has at least one pattern for each [groove](#).

## Tempo

Tempo is the speed of performance. Increase the tempo and SuperJAM! plays faster. Each individual [section](#) sets its own tempo. Set the tempo in the [Keyboard window](#) or [Section window](#) by clicking down on the Tempo button (the button with a purple metronome) and dragging the mouse.



## Time

Although each note in the [Pattern Grid window](#) displays exactly on a grid line, you can actually set it to play ahead of or behind the grid line. Do so by viewing the note in the [Note window](#) by selecting the note with the [Magnifying Glass](#). Drag the Time slider in the Note window to determine where the note should play relative to the grid time.

## Time Range

To maintain a realistic feel, SuperJAM! randomly alters the [time](#) of every note it plays. You may determine for each note just how much the note timing may vary. Set this with the Time Range slider in the [Note window](#). Access the Note window by selecting a note in the [Pattern Grid window](#) with the [Magnifying Glass](#).

## Time Signature

Time signature determines the rhythmic basis of a performance. Time signature is specified as two numbers: Beats per measure, and what size note is used for the beat. For example, the most common time signature is 4/4, which translates to four beats per measure and each beat is a quarter note. In written music, the time signature appears at the beginning of the piece.

Time signature in SuperJAM! is always determined by the [style](#). This makes sense because the style describes the rhythm of the performance.

When building a style, set the time signature in the [Resolution and Time Signature dialog box](#).

## Timer resolution

SuperJAM! uses the Windows multi-media timer as a basis for its performance timing. The multi-media timer can run up to one thousand times a second, or at 1 millisecond intervals. However, faster is not necessarily better. The faster the timer ticks, the more computer processing it takes and the slower everything else gets. We recommend a timer resolution between two and five milliseconds.

Set the timer resolution by opening the [Global Options dialog box](#).

## Triad

A triad is a [chord](#) composed of three notes.

## Variation

Each [pattern](#) in a [style](#) is made up of parts for each of the six [band members](#). In turn, each band member's part can be broken down into sixteen variations. The sixteen variations are very important because they are responsible for much of the complexity of a SuperJAM! performance. Each variation represents a subtly different performance. When you play one style in the [Keyboard window](#) and hear the music constantly changing even though you don't do anything, each band member is independently selecting different variations for its performance.

## Variation Choices

Some styles require different [variations](#) for different [chord](#) types. For example, a particular [pattern](#) may sound great when played on a major chord, but out of place on a minor chord. The [Variation Choices window](#) determines which of the sixteen variations in a pattern may be used for which chords. The options are:

I, II, III, IV, V, VI, and VII: These allow the pattern to be used for a chords based on the 1st, 2nd, 3rd, etc. note of the scale.

b/#: This allows the pattern to be used on chords outside the scale.

Maj. min: These allow the pattern to be used to major and/or minor chords.

oth: This allows the pattern to be used for chords that are not major or minor.

->I, ->V: These allow the pattern to be used if the next chord is based on the 1st or 5th note in the currently selected scale.

## Velocity

Velocity is a MIDI term which refers to the force with which a key is pressed. Velocity is indicated by numerical value between 0 and 127.

Each note in SuperJAM! has a velocity that determines how loudly it was played. You can edit a note's velocity by selecting it with the [Magnifying Glass](#) in the [Snapshot Grid window](#) or [Pattern Grid window](#). This opens the [Note window](#), where you may drag the note velocity from 1 (quietest,) to 127 (loudest.)



## Velocity Range

To maintain a realistic feel, SuperJAM! randomly alters the [velocity](#) of every note it plays. You may determine for each note just how much the note velocity may vary. Set this with the Velocity Range slider in the [Note window](#). Access the Note window by selecting a note in the [Pattern Grid window](#) with the [Magnifying Glass](#).

## **Musical Terms**

## **Accent**

Musicians place emphasis on particular notes by playing them louder. Emphasized notes are called accents. Accents help define the rhythm (or feel) of a piece of music.

## **Accidental**

An accidental is any chromatic note not normally found in the key signature. For example, in the key of C Major, all sharps and flats are accidentals, since the C Major scale has no sharps or flats.

## **Algorithmic Composition**

Algorithmic composition refers to computer-based improvisation within performer-defined parameters. SuperJAM! composes its music algorithmically. The patterns in a SuperJAM! style contain information that is used in conjunction with real-time events to help SuperJAM! make decisions when improvising.

## **Articulation**

Articulation is the punctuation given to a note. For example, a note might be played short or long.

## **Augmented**

To create an augmented interval, raise the top note one half-step higher in pitch. For example, the interval from C to F is a fourth, while the interval from C to F# is an augmented fourth.

## **Beat**

The simplest manifestation of rhythm in traditional music is the beat. The pulse of music is measured in beats.



## **Chromatic Half-step**

A chromatic half-step is a half-step which uses only one basic note, for example, F and F#.

## **Chromatic Scale**

A succession of chromatic half-steps one octave in length is called a chromatic scale. A chromatic scale contains all of the notes in one octave.

## **Common Time**

The 4/4 time signature is often referred to as common time.

## **Diatonic**

A diatonic note or melody stays completely within the scale.

## **Diminished**

A diminished interval is the regular interval shortened by one half step. To create a diminished interval, lower the top note one half-step in pitch. For example, a diminished fifth would extend from C to G $\flat$ .

## **Double-time**

Double-time halves the beat resolution, resulting in a beat that feels twice as fast.

## **Dynamics**

The varying and contrasting degrees of intensity or loudness in music are often called the dynamics. Traditional terminology describes dynamics with a range from fortissimo to pianissimo, or very loud to very soft.

## **Enharmonic**

When two or more notes represent the same pitch, for example, C# and Db, the relationship between the notes is called enharmonic.



## **Flat**

The flat symbol, denoted by a "b;" lowers a basic note by a half-step.

## **Half Note**

A half note carries half the value of a whole note and is represented in traditional music by a white circle with a stem.

## **Half-step**

The half step is the smallest interval in the tonal system used in most Western music; two half-steps combine to make a whole-step.

## **Half-time**

Half time is a rhythmic feel where the tempo remains the same, but the accent of the beat changes to double the resolution.

## Harmonic Minor Scale

The harmonic minor scale is a minor scale with the raised seventh degree providing a leading tone. Select the harmonic minor scale in the [Keyboard window](#) and the [Section window](#) by setting the happy/sad face to sad.

## **Harmony**

Harmony refers to the chordal structure of a musical composition; several voices sounding simultaneously within the key.

## **Interval**

An interval is the difference in pitch between two tones. For example, C and E are apart by an interval of a Major 3rd.

## Major Scale

The Major scale conforms to the following stepwise pattern: whole, whole, half, whole, whole, whole, half, or all the white notes on the piano from C to C. Select the Major scale in the [Keyboard window](#) and the [Section window](#) by setting the happy/sad face to happy.



## **Measures**

Measures are divisions of music containing the full value of the current time signature.

## **MIDI**

MIDI, or Musical Instrument Digital Interface; is a hardware and software standard that allows electronic instruments to communicate between themselves.

## **Modulate**

Modulation shifts the pitch of a performance from one scale or mode to another. This is often used to "freshen" a motif during recapitulation.

## **Natural**

The natural symbol cancels a previous accidental, resulting in the original, basic note.

## **Octave**

An octave is an interval between two notes where the frequency of pitch is either doubled or halved. The resulting distance is eight consecutive notes in a major or minor scale.

## **Quarter Note**

A quarter note, denoted by a black circle and a stem; represents one-fourth of a whole note.

## **Rhythm**

Rhythm describes the motion of the music; the organization of beats of various lengths.

## **Root**

The root of a chord is the lowest tone of the chord. It defines the basis of the chord while the other notes are built upon it harmonically.



## **Scale**

A scale is the tones contained in one octave arranged in a stepwise ascent.

## **Sharp**

A sharp, denoted by a #, raises the pitch of a basic note by a half-step.

## **Simple Time**

Simple time divides the time signature by two.

## **Timbre**

Timbre describes the sound in a musical instrument. For example, piano and bassoon have very different timbres (they sound different.)

## **Transpose**

The transpose operation shifts a note or configuration of notes by a specified interval within the key.

## **Triplet**

A triplet is three even beats which occur where normally only two do.

## **Upbeat**

The upbeat is the second half of a beat; emphasized in syncopation.

## **Volume**

Volume is loudness, aural intensity.



## **Whole Note**

In its most commonly accepted definition, a whole notes is a note containing four beats.

## **Whole-step**

A whole step is an interval of two half-steps.

