eJay Dance 3

Welcome to Dance eJay 3

Welcome to Dance eJay 3. With 32 audio tracks, true Panorama control, clearly extended and enhanced Effect Sections - not to mention an integrated Wave Editor, Video Animator, a suspected record number of more than 5 000 sounds and loops and a direct drag & drop connection to the exclusive eJay sample archive on www.eJay.com - this incredible dance adventure is now in its third incarnation.

Every function has been completely revamped and some additional features have been added. Although many more options are now available, Dance eJay 3 is still just as easy to use with everything clearly at hand.

Once again, the samples for Dance eJay 3 have been exclusively created by top music producers and then hand-picked for this product in the eJay studios. Apart from the latest Dance and Trance tunes you will also find Dance Hall, Latin and Big Beat Sounds.

The eJay Team hopes you and your friends will have lots of fun and find the perfect groove with the new edition of this best selling product!

Create your Music now!

![eJay Dance 3 logo]

Installation

System Requirements

Pentium II, 300 mHz
Windows 95, 98, Millennium, 2000
64 MB RAM
4 x Speed CD-ROM drive
170 MB free hard disk space
16 bit color resolution
16 Bit sound card (Direct Sound compatible)

Program Installation

To install the program, you must first insert the Dance eJay 3 CD-ROM into the CD-ROM drive. When autostart is active, Dance eJay 3 will start automatically. To start the program manually, please select "Run..." in the START menu. Enter "D:\DANCE3.EXE" (where "D:" indicates your CD-ROM drive) and click OK.
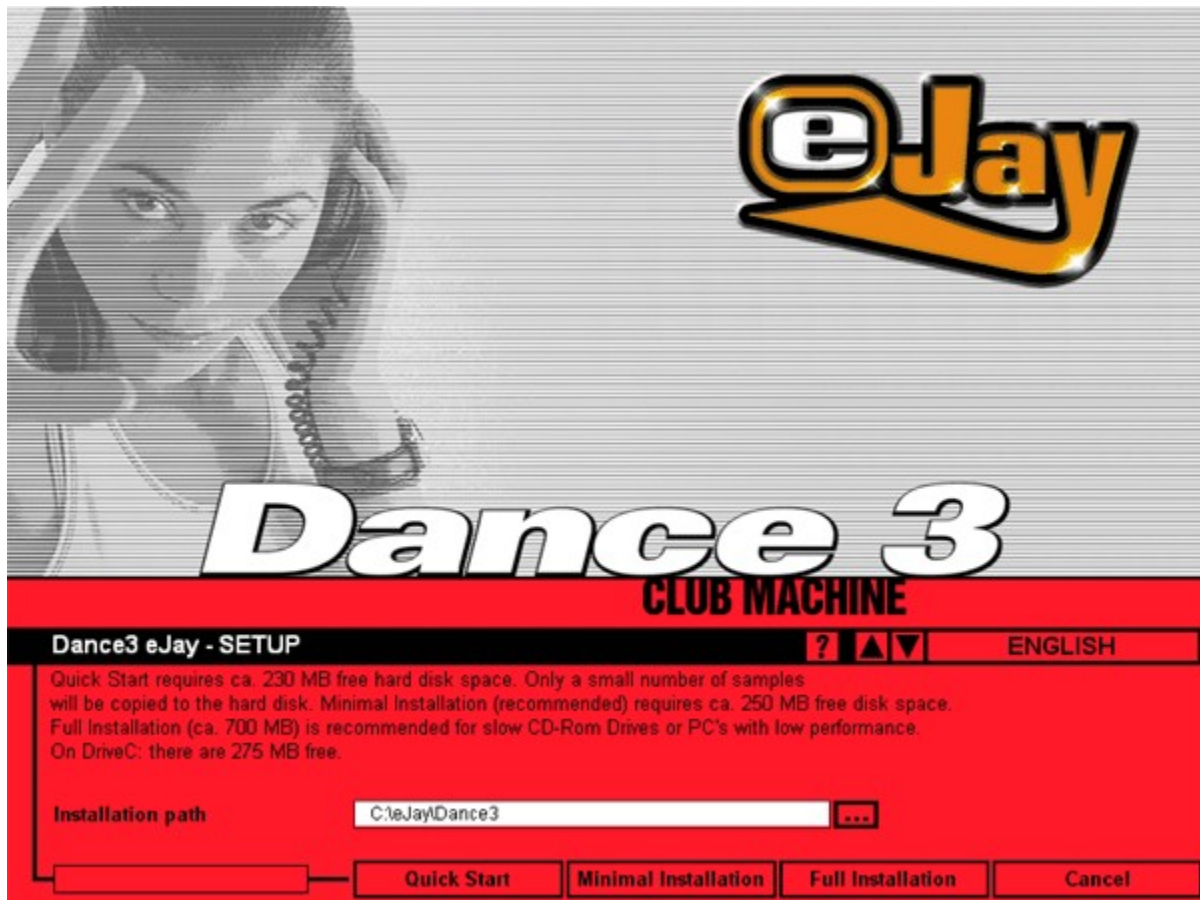
Sample Installation

Following installation of the software, the Dance eJay 3 samples must be installed. Since a large amount of data will be copied during this process, you are given the choice of three different types of installation:

Quick Start
Quick Start is suitable for all high-powered systems. Only a small number of samples will be copied to your hard disk. A total of ca. 150 MB free disk space is required.

Minimal Installation (Recommended)
Minimal installation places some of the samples (ca. 60 MB) onto the hard disk. Compared to the Quick Start method, this will result in an improved performance of Dance eJay 3. A total of ca. 170 MB free disk space is required.

Full Installation
Full installation is for very slow CD-ROM drives only. In this case, all samples are copied onto your hard disk. This requires ca. 630 MB of free hard disk space.

During the installation process, a program group called "Dance eJay 3" is created with an icon for Dance eJay 3 and another for the uninstaller. The setup can also be started manually from this program group.

When choosing full installation, the Dance eJay 3 CD-ROM only needs to be inserted into the CD-ROM drive upon program start.

Quick Start

Dance eJay 3 is a piece of software you can operate without necessarily reading the entire manual. For all those impatient types among you who just can't wait to get going, please read these brief instructions:

Once you have installed Dance eJay 3, the first thing to appear is the start mix. To hear it, click the PLAY button. The buttons STOP, SKIP, FAST FORWARD and REWIND allow you to navigate within the mix. If you would like to create your own mix, click on the NEW button on the menu bar, and all the samples will be removed from the track window.

You can now listen to individual samples by double clicking on the left mouse button, drag and drop it onto the audio tracks then freely position it there. The right mouse button also allows you to copy both individual samples and entire selections of multiple samples.

In this way, you can arrange your first track using samples taken from the archive.
Whenever you get stuck, click on the small HELP button (top right) and look up the function directly in the Windows help dialogue.

To minimize or exit Dance eJay 3, in the same position you will find the buttons MINIMIZE and CLOSE adjacent to each other.

Basic functions

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Samples

A total of more than 5 000 club sounds from TRANCE, HARD TRANCE, EURODANCE, TECH HOUSE, LATIN, DANCE HALL and even BIG BEAT are included in Dance eJay 3. All samples have been recorded in A minor at 140 BPM (beats per minute). In this way, they are 100% compatible with all the samples that come with Dance eJay 1, Dance eJay 2 and the Dance eJay sample kits Vol.1-6.

In order to easily recognise the samples, they have double-line names describing their content.
Specific harmonic sequences are marked with an asterisk at the end of the first line. Where samples have the same number of asterisks, the same harmonic sequence was used so they match perfectly.
All stereo samples are either marked with an "L" or an "R" at the end of the second line.

spheric 5 L
spheric 5 R

Sample Selection Window

All samples can be accessed directly from the sample selection window using the sound group buttons, and then brought directly into your mix. By clicking on one of the sound group buttons on the right, all samples of this group will be displayed in the selection window. The small light of the active sound group will now be illuminated.

You can listen to a sample by clicking on it with the left mouse button. And if you want to bring it into the mix, drag it - keeping your left mouse button held down - onto one of the audio tracks.

The scroll bar on the right hand side of the sample selection window allows you to access other samples further down.

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Sound Groups

LOOP

Drum Loops. Complete drum grooves to be used as a drum base for any dance track.

DRUM

Individual Drum Sounds - such as cymbals, snare fills or short percussion fills. These are particularly useful to enhance existing drum loops.

BASS

A wide range of synthesized off-beat Bass sounds and Sub-Waves, as well as real Bass Instruments.

GUITAR

Heavily processed Guitar Riffs and Latin Licks.

KEYS

Synthesizer Sequences, Chords, Piano and Organ sounds

RAP

Dance Raps, mostly male.

VOICE

Sung passages and adlibs, mostly female.

EFFECT

Various Sound Effects. Ranging from simple Hits to Atmospheric sounds.

XTRA

This special group contains a number of more unusual or striking samples and short melodies.

LAYER

Synthesized Waves and other Spherical Floating sounds.

GROOVE

All Groove Generator arrangements are saved in here as individual beats; the so-called Groove Patterns.

...

This button integrates the functionality of Windows Explorer into the sample selection window, so that you obtain direct access to the sounds on your hard disk or a CD-ROM. As soon as you drag & drop a file, it will assume the form of the other sample elements. See "Managing the samples".

WAVE

However, you can still load samples directly into the WAVE sound group using the IMPORT function (see "Loading and Saving"). The program will always pick up samples in this sound group.

Within a sound group, samples can be sorted by different criteria. A right-click on your mouse in the sample selection window will give a choice from the following sort modes:
none (default sort mode), alphabetical order or length.

Depending on the type of installation chosen (see Installation), only a fraction of the samples included in the software package are copied onto your hard disk. In order to make sure all other samples are easily available to you, the Dance eJay 3 CD-ROM must remain inserted in your CD-ROM drive.

You can however still change the CD whilst the program is running, for example to access the more than 30 000 strong archive of loops and sounds available in the eJay Sound Collection Series.

To do this, please insert the sample CD into your CD-ROM drive, click the sound group EXPLORER button and then select the samples as you would normally do using Windows Explorer. One click on an audio file will cause it to be played.
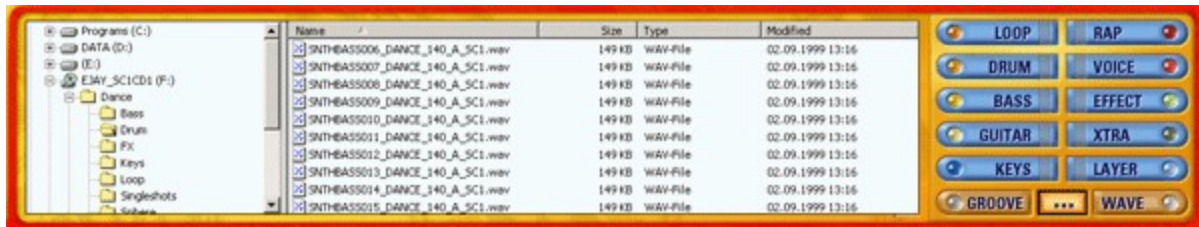
You can now drag the selected sounds directly onto the audio tracks and use them in your mix. At the same time, the sounds selected from your samples CD will automatically be saved in the WAVE sound group and will then be immediately available to you when you next start the program.

Likewise, you can copy the samples directly into the sound groups by dragging them onto one of the sound group buttons. It is also here that you are able to rename the samples.

To do this, simply right-click your mouse on the sample and select the option "rename sample". A small window will then open for you to edit the two lines visible on the sample.
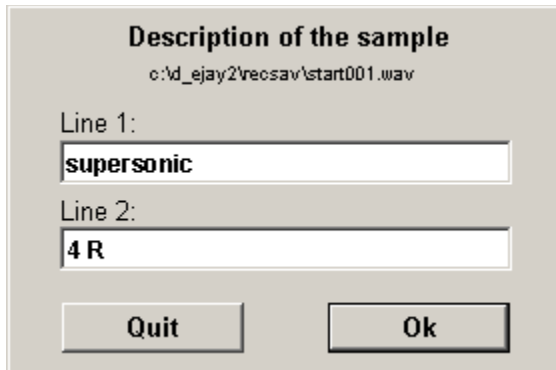
The Play Window contains the individual audio tracks. A total of 32 audio tracks are available to you, of which only 16 are visible at any one time. The lower track is always displayed and contains the so-called Groove Patterns that you created in the Groove Generator (see Groove Generator).
Select the visible track by means of the scroll bar on the right hand side of the Play Window. To the left of the audio tracks you will find the track info. Here you will find the track number, be able to switch the track ready to record, modify the panorama position and either fade out the track or switch it to solo.

New Mix
To begin a new mix, please click on the NEW button in the menu bar. All the samples in the track window will now be deleted and all other settings will be reset to default.

Select/Delete Samples
Now select the samples for the new mix from the sound groups and drag & drop them onto the audio tracks. The samples will automatically position themselves at the beginning of the nearest beat. You can delete samples from the Play Window by dragging them out of the window area with the left mouse button, or by removing them with the eraser. Clicking on its symbol on the menu bar activates the eraser.

Arranging a Mix
The samples can now be moved using the left mouse button, or copied with the right mouse button, to different locations on the audio tracks.
This applies both for individual samples and a group of selected samples. Several samples can be selected by clicking on them one by one while holding down the SHIFT key, or by circling them, i.e. by "pulling open" the area they are located with the left mouse button held down.

By adding further samples, you can now complete your mix. It is here that it makes sense to combine samples from the various sound groups. A mix will sound best of all when several different elements are used.
For example, first of all you could place drum loops on one track, bass on another, a `keys' sequence

from this sound group on the third and then some voices on the fourth track.

Individual samples can be modified with a brief click of the right mouse button in the sound track window. Lines that you can reposition now appear on the sample.

Trim the start or end of a sample by moving the vertical lines at the beginning or end of that sample, while moving the horizontal line allows you to change the individual volume of the sample.

If you would like to move a sample to a different location other than exactly at the beginning of a beat, you can do this by holding down the CTRL key while your drag it to its new destination. The sample will now be placed at the next appropriate 16th note. The current position during this shifting process will be displayed in the left hand display above the Master Controls.
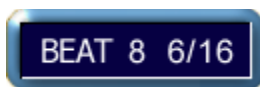
Panorama
The panorama control allows you to determine the position of the track within the stereo image, and can be purposefully adjusted all the way from the very left to the very right.

Stereo Samples
Stereo Samples must be placed on two tracks. In order to keep your arrangement as clear to navigate as possible, it is best to select two adjacent tracks, for example 15 and 16. Now put the sample marked "L" on track 15 and the sample marked "R" directly below, on track 16.

You can now determine the stereo effect of the sample by means of the respective panorama controls. If both controls remain in their center position, the sample will sound mono. If you turn one of the controls all the way to the left and the other all the way to the right, the sample will sound in full stereo breadth.

Solo and Mute
The MUTE button turns the entire track to mute. The SOLO button turns all other tracks to mute. This makes sense, if you would like to listen to an individual track without being distracted by the sounds on the other tracks.

Scrolling
Of course, your mix may get longer than just the length of the visible area. In order to get to the other areas of the mix, please use the scroll bar. You can shift the visible area either by moving the scroll bar or by clicking in the areas left and right of the scroll bar.

Position display
All beats are numbered throughout on the position display. The current position is highlighted in red and is also displayed by a play progress bar, which runs vertically across all audio tracks.
With the right mouse button held down, you can mark an area of several beats on the position display, which will then be replayed by clicking LOOP on the master control panel.

Master Control Panel

All play functions are located on the control panel in the bottom centre of the screen. This bar is also used to indicate the current status of operation.

LOOP
Repeatedly plays the area marked on the position display or the entire mix until you press STOP.
SKIP BACK
Moves the play position to beat 1.
FAST REWIND
Moves the play position beat by beat towards the beginning of the mix.
STOP
Ends all functions, in particular the Playback.
PLAY
Plays the mix from the current position.
FAST FORWARD
Moves the play position beat by beat towards the end of the mix.
SKIP FORWARD
Moves the play position to the last beat of the mix.
RECORD
Starts recording on the activated track (see "Recording your own sounds").

The display to the right of the master control panel shows the name of the current mix.
The display on the left is a multi function display. The current play position is shown in minutes and seconds, both during playback and even when nothing is currently being played. When positioning individual samples in the 16th note grid, this is where the position is displayed.   When modifying the speed of your mix, using the pitch slide control, the speed is displayed here in BPM (beats per minute).

The volume control allows you to adjust the volume of the entire mix. The volume can be checked on the level display to the right of this control.

The pitch controls the playback speed of the entire mix.

The equalizer, compressor and stereowide buttons allow you to directly switch on/off the three effect units in the eJay Booster (see below).

Loading and Saving Tunes

There are various options to load or save your completed mix, or to import sounds into the mix. To do so, please click on the Loading and Saving symbol on the menu bar and select the required function:

Loading a mix
Upon selecting LOAD MIX, a dialogue box will open where you can select and load a mix from the hard disk or another drive. The lower area of the dialogue box also shows additional information about the selected mix.

Saving a mix
Upon selecting SAVE MIX, the save dialogue box will open. Select the destination on the hard disk or another drive where you want to save the mix.

If the tick box "save mix with imported samples" is activated, your mix will be saved with all samples from the WAVE sound group and any samples currently being read from your CD-ROM drive.
In this way, you can exchange the mix with friends who do not have the same imported samples on their own computer.

Exporting a mix
If you select EXPORT MIX, the mix will first be saved as a stereo wave file. That way you can store your mixes on an audio CD and play them on any normal CD player.

If the tick box "export mix as video" is activated, your mix will be saved as a video including the video animations you created in the animator. Your video can now be played using any common MEDIA PLAYER.

Advanced Functions

Apart from the basic functions above, Dance eJay 3 offers many more options to help you edit the sounds and create your own samples to achieve the perfect mix. All these advanced functions can be called up from the menu bar on the right hand side of the main window.

Mixer

FX Studio

Recording Your Own Sounds

Groove Generator

Time Stretcher

Booster

Animator

Online Sample Archive

![eJay Dance 3 logo]

Mixer

The mixer is used to get the best volume balance across all tracks and to create a balanced stereo image (i.e. the position of all the instruments from the very left to the very right). It is here is that you can directly adjust each individual audio track within the mix.

The panorama controls allow you to change the position. It is the same control as in the track info to the left of the track window, so you can effectively change the panorama in either window.

The volume controls allow you to adjust the volume of the respective track between +6dB and minus infinity, i.e. "off".
MUTE turns the track completely silent, while SOLO mutes all other tracks. It is also possible to switch several tracks to mute or solo at the same time.

The recording volume or "REC Volume" allows you to adjust the input level on your sound card. Lower signals can have their volume raised here, while loud signals can be lowered. Please ensure that no over-modulations occur. The level peaks, i.e. the loudest segments should be in the upper section, however they should not touch the upper limit of the display.

The settings will be maintained, even if the window is closed again, and will be saved together with the mix.

FX Studio

The FX Studio not only allows you to edit the samples that come with Dance eJay 3, but also any other Wave files including of course your own recordings - to create your own cool samples!
To open the FX Studio, simply click on the relevant symbol on the menu bar and then move the sample you want to edit over to the respective window in the FX Studio. Equally you can just drag a sample onto the symbol on the menu bar. This way the sample will be directly opened in the FX Studio.
You can then edit the sample in the Wave Editor and at the same time process it using 6 different effects. You can also harmonize samples in a key different from that used in your mix.

Wave Editor
The Wave Editor is where you can now see the sample's wave image. The buttons to the right of the editor window allow you to modify the highlighted section of the wave, i.e. the sample itself. To highlight a section simply move your cursor across the preferred selection with the left mouse button held down, i.e. click the point where you want to begin your edit (using the left mouse button), drag the mouse to the right (whilst keeping the button held down), and release the button where you want to end the section for editing.
If you now press the FX Studio play button, the highlighted section will play through once. If you press the loop button, the highlighted section will then play through repeatedly. By doing this you can check whether the selected section is rhythmically "sound".
With the CTRL key held down, you can now move the beginning or end of the highlighted section without deleting the entire highlighted area.
If you would like to listen to the entire sample, either simply click CTRL + A to highlight everything, or move the position line to the beginning of the sample by means of the return key. By doing this, it will always be either the entire highlighted section - or the entire sample from the position of the line - that is played.

Cutting. This button allows you to cut the highlighted section, with the option to either delete it altogether or paste it somewhere else.

Copying. This button allows you to copy the highlighted section before pasting it somewhere else.

Pasting. This button allows you to paste a section (previously copied or cut out) at the position of the line or into the entire highlighted section.

Pasting silence. Silence is inserted according to the length of the highlighted section, i.e. the section of the sample below the highlighted section is not deleted, but moved to the back.

Trimming. Anything on the left and on the right of the highlighted section is deleted.

Normalization. Amplifies the highlighted section to the maximum possible volume without causing distortion.

Fade In. Fades in the highlighted section.

Fade Out. Fades out the highlighted section.

Undo. Reverses the last action.

Effects
You can switch all effects on and off independently; the settings will not be lost. Any settings will be saved, even if you close FX Studio. Only upon closing Dance eJay 3 will the effects be reset.

Equalizer
The EQ has 5 buttons allowing you to directly activate the three most important default settings and save two additional settings of your own. Your settings on the buttons U1 and U2 will always be maintained. They will be available to you whenever you next start the program. The three other settings will be reset upon closing the program.

Low-pass. All higher frequencies are cut off.

High-pass. All lower frequencies are cut off.

Band-pass. All higher and lower frequencies are cut off.

User-defined setting 1.

User-defined setting 2.

Each of these buttons creates a curve indicating any rise or lowering of the individual frequencies. This is a 10-band equalizer, meaning you can make modifications on 10 different frequencies across the frequency spectrum. To do so, just click on the curve and move it up or down at that point.
The spectrum ranges from 40Hz (the lowest tone the human ear can pick up is 20Hz) up to 20kHz (this is the highest tone we can pick up).

This means that if the bass sounds are too loud, you should lower the left section of the curve; alternatively you should lower the right section if the sample sounds too "sharp" or uncomfortably shrill. There are very few rules in this area. Only your ear and your own personal taste can decide what sounds right!

Overdrive
This is a distortion effect specifically optimized for use in Dance eJay 3.
The FILTER allows you to control the area of distortion. DRIVE allows you to control the degree of saturation.

Echo
This effect enables you to cause the original sound to be repeated or `echoed'. You can choose from 5 different delay types, selected using the TYPE buttons 1 to 5.
TIME controls the interval between repetitions.
FEEDBACK controls the number of repetitions triggered by the feedback.
VOLUME controls the volume of the effect.

Reverb
The Reverb effect is an echo device allowing you to simulate the sound produced in a hall. The sound of a hall is created by a number of reflections generated off the walls and other surfaces of the hall. Again, you have the choice of 5 different types, which can be selected using the TYPE buttons 1 to 5.
PREDELAY controls the time that passes before the effect signal can be heard.
TIME controls the echo time before the effect signal has faded.
VOLUME controls the volume of the effect.

Chorus
Chorus adds artificial upper tones and additional voices to the original signal. A sample treated with this effect then sounds fuller and "wider"; in this way, your own voice will also sound larger and more convincing.
COLOUR adjusts continuously between a weak and an extreme setting for this effect.
VOLUME controls the volume of the effect.

Midsweep
Midsweep is an equalizer moving back and forth continuously within a specific frequency range.
RANGE sets the frequency range.
GAIN sets the increase in the frequency of resonance, and thereby the intensity of the effect.
SPEED controls the speed at which the frequency of resonance travels through the section.

Transpose
Transpose allows you to raise or lower the pitch of the samples by up to one octave by semitones. The current value is shown on the small display window beneath the control.

Volume
Volume allows you to adjust the overall volume of the entire FX Studio. The use of effects may lead to over-modulation, which can be prevented by lowering the volume accordingly. Likewise, it is possible to amplify any samples that are too low.

Samples in the FX Studio must be listened to with the PLAY and LOOP buttons to the right of the Reverb panel. The PLAY button on the master control panel only affects the entire mix and will instead start playback of the completed song.

SAVE allows you to save the sample as it currently sounds. You will find it in the same sound group, right next to the original, so you can integrate it straight into your mix.

The CLOSE button closes the FX Studio without saving the sample.

Recording your own sounds

To give your mixes a personal touch, you can record your own voice with a microphone (not included). Or, you can record other sounds and integrate them into the songs. To do so, the microphone must be connected to the sound card (please take into account the instructions for use of the sound card).

Dance eJay 3 supports full duplex recording, which means you can listen to the mix whilst recording and sing or rap directly along with it. However, your sound card also needs to be full duplex-enabled, or else the playback cannot be take place during recording.

Recording
Each of the 32 audio tracks can be used for recording. First make one track ready-to-record by pressing the REC button by the track info section.

Now select the location on the position display where you want the recording to begin and click on the RECORD button on the master control panel. Following a lead-in of two beats, recording will begin. One click on STOP will end the recording and the new audio file is placed on the track you previously made "live".

The recording will be automatically saved in the WAVE sound group and is temporarily assigned the same file name as the MIX. You can find all recordings made in this way by number in the WAVE group, where you can sort, rename and delete them.

You can now edit and perfect these "dry" recordings in the FX Studio until they match your mix perfectly.

Groove Generator

To introduce your own drum sounds and grooves into the mix, the Groove Generator provides you with an independent and fully integrated drum computer to make your PC keyboard really groove. You can play your own dance floor beats live with the songs or program them into the song using the Drum Matrix.

Drumpad
Clicking on the drum symbol on the menu bar gives you easy access to the sounds and settings of the Groove Generator's drum pads.

Here you will find 16 consecutively numbered drum pads. As a default setting, each pad is already assigned a sound. The keys E, D, C, R, F and V, and the numeric keys 0 to 9 on the keyboard (or the numeric keypad) allow you to play the individual pads. Of course, you can also click on the individual pads with the mouse and then listen to each respective sound.

In order to assign other sounds to the pads, you simply choose a sound from one of the five sound groups at the bottom edge of the Groove Generator and then drag & drop it onto one of the sixteen drum pads.

The Groove Generator includes an archive of more than 500 drums sounds, which can be further modified in the Groove Generator. Of course, you can equally use any of the many other samples from Dance eJay 3 or your imported samples. Simply drag and drop them from the relevant sound group onto your chosen drum pad.

In order to make the individual sounds fit in with your overall desired mix, you can apply any of the following editing functions:

FX
The FX button activates the effects located below the drum pads for that particular sound. Here you have a choice of Equalizer, Overdrive, Echo and Reverb. The functions of the individual effects are described in the "FX Studio" section. All pads whose FX button remains not activated will be unaffected by these effects, and therefore "dry".

Panorama
The panorama control allows you to freely position each sound toward the left or the right.

Pitch
Pitch allows you to modify the pitch of the sound. Clicking on Pitch will cause a control object to then be displayed, allowing you to adjust the pitch between + and - one octave.

Rev
The sound can be played in reverse by clicking on the Reverse button.

Volume
The volume control allows you to adjust the volume of the sound.

The overall volume of the Groove Generator can be altered using the volume control above the Close button. It is here that you should balance the volume of the drums with your actual mix.

The close button allows you to close the drum pads of the Groove Generator and to return to the main mix.

Recording the Drums
If you want to record a drum rhythm live with a song, first click on the REC button of the drum track (bottom track in the Play Window). The button is now active and the drum track is ready to record. Now select the location on the position display above the Play Window where you want the recording to begin. As soon as you click on the Record button on the master control panel, you will hear a lead-in of two beats. The recording will then start. The drum sounds can be recorded live with the song using the keyboard. The recording can be stopped by clicking on the Stop button.

To ensure that your recorded grooves match with the mix playback, they are automatically adjusted to the Dance eJay 3 beat grid, i.e. each note of the drum grooves is aligned with the nearest 16th note. The completed rhythm is then saved in single beat sound elements in the GROOVE sound group.

To change the rhythm further, drag the sample onto the matrix symbol on the menu bar.

Drum Matrix
The Drum Matrix gives you access to each individual note of the drum track. This is where you can most easily arrange and edit your own dance floor beats.

On the left you will find the individual sounds used by the drums. The length of the sequence is exactly one beat. The numbers 1 to 16 above the matrix mark the 16th notes. The rhythm for each individual drum pad can now be programmed step-by-step, or a fully recorded rhythm can be edited using the mouse.

Loop
Clicking on the Loop button will result in continuous playback of the sample. Any changes can now be heard immediately.

Metronome
The metronome helps when recording the rhythm by always giving the correct tempo.

Reset
Reset will delete all tones from the matrix.

The close button allows you to return to the Play Window, where you can resume working on your mix.

Time Stretcher

If you want to change the tempo of individual samples, for example in order to integrate imported samples or sounds from a different eJay product into your mix, they can easily be adjusted to the tempo of Dance eJay 3 using the Time Stretcher.

To do this, a sample is first dragged from the WAVE sound group onto the clock symbol on the menu bar.

Now the Time Stretcher opens in the sound group window. The sample can be heard by clicking on the PLAY button. Now you can either accelerate or decelerate the tempo of the sample using the slide controls. The Time Stretcher only changes the tempo, ensuring the pitch remains the same.

The Time Stretcher automatically detects the original tempo of the sample and displays it in bpm (beats per minute). Dance eJay 3 takes clues from the file length of the sample. If a sample does not consist of distinct beats, the software will not be able to detect their precise tempo. In this case, you will have to adjust it using the upper slide control, which controls the original tempo.

The default setting for the target tempo is the tempo of Dance eJay 3 (140 bpm).

In order to check whether the new tempo is in line with that of Dance eJay 3, you need to activate the metronome. If you now press PLAY, the sample and the metronome will start simultaneously. If both the metronome and the sample run in synch, the tempo of the sample is exactly right.

If you click on the text box of the Time Stretcher, a dialogue box will appear where you can then enter the original and target tempo manually.

Once the tempo is correctly set, you have only to click "Save". You will find the new sample right next to its original in the sample window.

The Close button allows you to close down Time Stretcher and to return to your mix.

Booster

The BOOSTER allows you to add the finishing touch to your mix. In a way, it is the tuning lab for your songs.
Just send the completed mix through this device, with all audio tracks - including the drum track - in order to get the best possible sound out of your mix. To achieve this you have a choice of three special effects, which you can switch on and off individually using the buttons to the left, next to the master control panel. It makes no difference here whether the Booster is opened or closed.

The equalizer, which has the same setting options as the EQ in the FX Studio, allows you to smooth out any unevenness in the frequency response of your mix. Just lower any frequencies that stick out too much, or enhance frequencies that are too low. Usually, just the slightest changes are sufficient to enhance the sound.   At the same time, excessive control settings do not often sound very good at all. This is where you will need to rely on your instinct and your finely tuned ear!

The Compressor makes the mix louder without necessarily raising the level indicators. Loud and quiet signals are effectively "compressed", making the mix sound more compact and considerably fuller and more convincing.
DRIVE controls how effective the compressor is.
SPEED controls the rate at which the effect of the compressor kicks in. If the speed control is set on Slow and the Drive on MAX, this may lead to what is typically known as compressor "pumping". This is where the compressor starts immediately after the loud section and the level indicators are immediately seen to fall. This creates "holes" in the sound which sound very unnatural.
The best control settings of a compressor depend on the original material, i.e. your mix. However, just as with the EQ, any extreme settings will virtually destroy any real sound quality.
GAIN controls the volume of the compressor.

Stereowide controls an artificial stereo spread. You can use this feature if your mix does not sound sufficiently expansive, or if everything seems to somehow be coming too much from the centre.

The Close button allows you to close the BOOSTER down and to continue mixing. The settings will be saved.

Animator

The Animator makes grooves and sounds come to life! Spectral generators create psychedelic motions in line with frequencies and beats. You can trigger various effects live during the playback of your mix, change colors and basic moves, and then save the whole lot so your animation can be reloaded directly with your mix file. Open the Animator via the Animator symbol on the menu bar.

WAVES, the Basic Moves
The buttons OSCILLOSCOPE, SPECTRAL LINE, SPECTRAL BOW, CLASSIC, SPACE GRID, ORBITAL and PANGEA allow you to change the basic types of graphic display.
STEREOSCOPE adds another essential display to these Basic Moves.

COLOURS
Presets for the colors include specifically matched color-clusters expressing various moods.

EFFECTS
The effect group allows you to distort the Basic Moves. This way, you can twist or fade the depiction. Motion sequences can be zoomed in or out, and it is possible to create 3D effects.

FADE and **PACE** change the fade effect and the fade time, otherwise their sequential speed.

A left mouse click anywhere on the Animator screen creates a whirl from that point, while a right mouse click changes the centre point of any motion sequences.

You can introduce your own IMAGES into the animation at any time using the relevant selection buttons. First select them using the path selector.

FULL SCREEN allows you to switch the animation to full screen at any time. You can return to the Animator by hitting on ESC, SPACE or RETURN.

AUTOMODE activates a random animation.

Recording an Animation
You can record and save a separate animation with every mix!
To do so, first set the play position to the start of the mix. Beat 1 is now highlighted. Now open the Animator via the Animator button on the menu bar.
Click RECORD, check that AUTOMODE is not activated, then click on PLAY in the Master Control Panel. The mix will now play back and any clicks or control movements you make in the Animator will be recorded. From now on, every time your mix is opened in Dance eJay 3, the data in the Animator will be opened and the show loaded!

Pressing STOP during recording will stop the process.   The data, however, will be saved.

CLEAR allows you to delete all data recorded in the Animator from your mix. To keep you notified on the activity of the Animator in your mix at all times, the ACTIVE light between the RECORD and CLEAR buttons will always show the current status:

Light off: no animation recorded
Light green: a recorded animation exists
Light flashes: animation is being recorded.

To enable playback of your animation on other Media Players, you can export it as a complete video in AVI format. To do so, click on the LOAD and SAVE button on the menu bar and select the option EXPORT VIDEO. Then a Windows dialogue box will appear, containing options about the desired Codec, depending on the Media Player installed on your PC. Typically, you can choose between "uncompressed" and any other forms of compression available.

The Online Sample Archive

One click on the WEB button on the menu bar and your computer will be directly connected to an online sample archive on the eJay website.
A special search system allows you access to all Exclusive Weekly Sounds ever produced, and many more samples and great sounds that are regularly produced in the eJay studios - exclusively for all Dance eJay 3 users.
For the first time ever, you can now drag and drop these sounds into your mix, direct from the Internet. Listen - select - mix!
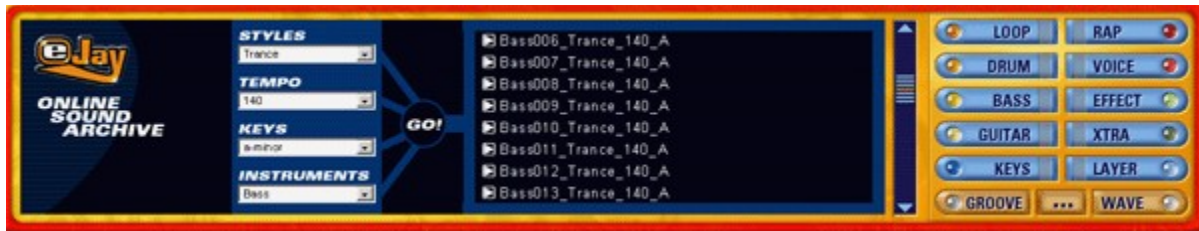
First select the desired characteristics in the 4 pull-down menus for all the samples corresponding with these settings to be displayed. You can then select by style, instrument, tempo and key.
Style offers you a selection of various musical styles, such as Techno, House and Trance.
Tempo allows you to select the desired tempo of the required samples. This will usually be 140bpm.
Instrument defines the instrument group to search in, such as bass, drum loops, voices and so on.
Key is for the key selection. In line with Dance eJay 3, all samples will be "A minor" and "neutral".

Now you can "preview" the displayed samples in low quality, by clicking the small "preview" button in front of the file name.
If you like the sample, drag it - holding down your left mouse button - to the desired position in your mix.
The sample will then be downloaded from the Internet and saved in the WAVE sound group, from now on making it directly available to you at any given time.

In order to copy several samples simultaneously onto your local system using this method, you can highlight them all by clicking each one whilst at the same time holding down the ALT key. Alternatively you can `circle' them all at once with the left mouse button held down. Now drag the highlighted samples with the mouse onto the WAVE sound group button, and the samples will be copied.

eJay Dance 3

Keyboard commands

Main Screen

Ctrl+O	Load mix
Ctrl+S	Save mix
Ctrl+N	New mix
Ctrl+D	Eraser
Ctrl+I	Wave import
Ctrl+E	Wave export
Ctrl+Z	Undo
Ctrl+C	Copy samples
Ctrl+V	Paste samples
Ctrl+X	Cut samples
Ctrl+A	Highlight all samples
Shift+mouse	Select samples
Ctrl+mouse	Position sample in 16th beat grid
Alt+mouse (move)	Copy sample
Del	Delete highlighted samples
Space bar	Start/Stop
Arrow key left	Rewind
Arrow key right	Fast forward
Pos1	Go to beginning of mix
End	Go to end of mix

Groove Generator

E, D, C, R, F, V and numeric keys 1 to 0	play drum pads

Animator

Waves

Q	Oscilloscope
W	Spectral Line
E	Spectral Body
R	Classic
A	Space Grid
S	Orbital
D	Pangea
F	Stereoscope
T	Switch off Waves

Colours

X	Red Room
C	Frozen Land
V	Green Sea
B	High Noon
N	Dark Forest

M	Indian Summer
,	Coral Reef

Effects
1	Spin
2	Spiralization
3	Parboiled
4	Whirly
5	Waveomatic
6	Scifizoom
7	Rotatax
8	Stormy
9	Chekov

Z	no effect

("Y" on English language keyboards)

Pictures
U	Image 1
I	Image 2
G	Image 3
H	Image 4
I	Image 5

Other
O	Fade -
P	Fade +
K	Pace on the left
L	Pace on the right

ENTER	Full screen on/off
ESC	Full screen off

eJay on the Web

Music on the Net

For eJay and much more you'll find us "keeping it loud!" on the World Wide Web. The community already awaits you at www.eJay.com

Here you'll find not only the daily news from the music scene and MP3 world, but also absolutely free sound samples for all your eJay programs. www.eJay.com offers plenty of active and interactive features such as the eJay Mixlab and Artist Area, 24 hour Radio and MP3s, live events, live mixing, reports, interviews, newsletters, top downloads, free software and links to your very own eJay sites. Begin your music & internet journey every day at www.eJay.com. Just press the web button on the software and go!

www.eJay.com - Go join the Community!

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eJay Dance 3

Credits

Respect to all Producers and Sound Engineers:

Alex Connors
Maki Fotiadis
Jost Gerisher
Nico Herz
Heiko Klingler
Boris Koller
Heiko Maile
Petra Nestler
Novasonic (Andi Bückle and Martin Knauer)
Sally
Marco Scherer
S. Sparxx

And to the Artists:

Claudio (Guitar)
Antonio Farris (Keys)
Karolina Georgieva (Vocals)
Eva Latticia (Vocals)
Anthony Locks (Vocals)
Mo Man (Vocals)
Carlitos Megran (Trumpet)
Muri (Vocals)
Lillo Scrimalli (Keys)
Phroncene Stennet (Vocals)
Sven Stichter (Guitar)
Birgit van Straelen (Percussion)

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