eJay Dance 4

Welcome to Dance eJay 4

Welcome to Dance eJay 4, the latest in music creation software from eJay. With 48 audio tracks, Vocoder, Voice Generator and eCard Generator, true panorama control, FX sections, video animator, a record number of 5 000 sounds and beats plus a direct drag & drop connection to eJay's exclusive online sound archive at www.eJay.com – it's time for some serious fun!

Although we offer you a range of options, Dance eJay 4 remains extremely easy to operate. You will find everything as clearly presented as ever.

The samples have been produced exclusively for Dance eJay 4 by top professional musicians and producers before then being specially adapted for this product in eJay's own studios. Another highlight of Dance eJay 4 is that it features samples by world renowned DJs and producers Cut La Roc and Milk & Sugar. Keep reading and you'll find a short profile of each act.

The eJay team hopes that you and your friends have a lot of fun with Dance eJay 4 and always find your own perfect groove!

Create your music now!

eJay Dance 4

Biography

Cut La Roc

Cut La Roc - real name Lee Potter - got his first deck when he was only 13. His current Guinness World record wasn't attempted back then - he needed eight Technics to pull it off, simultaneously mixing and scratching the same number of records!

Cut la Roc's first passion was Hip Hop. Then, in the late eighties, he was introduced to the delights of Acid House. And that's when his own unique style slowly began to evolve:
"I'd never really liked House music up until then, but this was kind of different," he says, "Because it had the Hip Hop element through the breakbeats, it made total sense to me."

Later he met JC and went on to become one of the founding acts for Skint Records. Skint has since become one of the most successful independent labels around, boasting big name artists like Fatboy Slim, Bentley Rhythm Ace, Lo Fidelity Allstars and of course Cut La Roc.
The title of the turntable wizard's debut album says it all: La Roc Rocs!

MILK & SUGAR

Not only since their success with "Higher & Higher" Mike Milk and Steven Sugar belong to the Star DJs of house music. They even influenced the German house scene as Label managers and producers with their own label "Milk & Sugar Recordings", which was founded in 1996. Furthermore both artists have nearly 10 years of experience in music business.

The international breakthrough gained Milk & Sugar with their track "Higher & Higher" which climbed highest positions in all European Dance Charts, was on the playlists of many radio-stations and which was one of the most played house tunes in the clubs worldwide.

Meanwhile Milk & Sugar became a synonym for house music made in Germany. Their label gained the German Dance Award (GDA) for best independent label last year and on top of that the duo recently won the Italian DJ award.

In cooperation with BMG Ariola Media Milk & Sugar release the mix-compilation "Disco-House" which is compiled and mixed by themselves twice a year. This double-CD was the best selling "strictly house" compilation last year.

Worldwide exclusive booking contact:
2B2M

Installation

System Requirements
Pentium II, 300 mHz,
Windows 95, 98, Millennium, 2000 and Windows NT 4.0,
64 MB RAM,
CD-ROM drive,
200 MB free hard disk space,
DirectX compatible graphics card (16 bit colours, 800 x 600),
DirectX compatible sound card (16 bit).

Program Installation
To install the program, insert the Dance eJay 4 CD-ROM into the CD-ROM drive. If Autostart is active, Dance eJay 4 will start automatically. To start the program manually, select "RUN..." from the START menu. Enter "D:\DANCE4.EXE" (where "D:" represents your CD-ROM drive) and click OK.

Sample Installation
Once you have installed the software, you have to install the Dance eJay 4 samples. As a large amount of data will be copied during this process, you are given the choice of two different types of installation:

MINIMAL INSTALLATION (RECOMMENDED): Minimal installation copies only some of the samples to the hard disk. This requires approx. 200 MB of free hard disk space

FULL INSTALLATION: Full installation is for very slow CD-ROM drives only. In this case, all samples are copied to your hard disk. This requires approx. 700 MB of free hard disk space.

During the installation process, a program group called "Dance eJay 4" will be created with an icon for Dance eJay 4 and another icon for the uninstall program. Setup can also be started manually from this program group.
If you choose Full installation, the Dance eJay 4 CD-ROM only needs to be in the CD-ROM drive when the program is started.

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Quick Start

Dance eJay 4 is a piece of software that you can use easily without having to read the entire manual. For all those impatient types among you and those who just can't wait to get going, read the brief instructions on the following page:

Once you have installed Dance eJay 4, the first thing to appear will be the start mix. To hear it, simply click the PLAY button. The buttons STOP, SKIP, FAST FORWARD and REWIND allow you to navigate within the mix.

If you want to create your own mix, click on the DISK button on the menu bar, select NEW MIX and all the samples will then be removed from the track window. You can now listen to individual samples by simply clicking on them with the left mouse button, then drag & drop your chosen samples onto the audio tracks where they can be freely positioned. Using the right mouse button you can copy individual samples and

entire sample sequences. In this way, you can arrange your first track using samples taken from the archive.

Whenever you get stuck, click the small HELP button (top right) and look up the function directly in the Windows help dialogue. The MINIMIZE and CLOSE buttons used to minimize and close Dance eJay 4 are located in the same place.

Basic Functions

![eJay Dance 4 logo]

Samples

Dance eJay 4 includes a total of over 5 000 club sounds from Trance, Latin, Brazilian, Europop, Tech House, Disco House, 2 Step and Garage. All samples have been recorded in A-minor at 140 BPM (beats per minute). This makes them 100% compatible with all the samples from Dance eJay, Dance eJay 2, Dance eJay 3 and Dance eJay sample kits Vol. 1-6.

For fast recognition of all these samples, each has a double-line name describing its content. The samples from Cut la Roc and Milk & Sugar are found at the beginning of each of the sound groups. The samples names reflect those of the artists, ie. the names begin either with Cut la Roc or Milk & Sugar.

Equally, all stereo samples are either marked with an "L" or an "R" at the end of the second line.

All samples can be accessed directly from the sample selection window using the sound group buttons and then dropped directly into your mix. Click one of the sound group buttons on the right to display all samples of this group in the selection window. You can listen to a sample by clicking on it with the left mouse button. Then if you want to transfer it into your mix, drag it onto one of the audio tracks – keeping the left mouse button held down until you find the preferred position – then drop it into place.
The scroll bar on the right-hand side of the sample selection window allows you to access other samples further down.

eJay Dance 4

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, snares or short percussion fills. These are particularly useful for enhancing existing drum loops.

BASS

A wide range of synthesized off-beat bass sounds and sub-waves, as well as real bass instruments.

GUITAR

Guitar riffs and licks.

KEYS

Synthesizer sequences, chords, piano and organ sounds.

RAP

Dance raps, most with a male voice.

VOICE

Sung passages and Addlibs. Most with a female voice.

EFFECT

Various sound effects. Ranging from simple hits to atmospheric sounds.

XTRA

This special group contains various samples. In particular, a number of more unusual or striking sounds and short melodies.

LAYER

Synthesizer waves and other spherical floating sounds.

GROOVE

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

...

This button integrates the functionality of Windows Explorer into the sample selection window so that you can directly access samples from your hard disk or CD-ROM. As soon as you drag & drop a file, it will assume the form of the other sample elements. See also "Sample management".

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. Click the sample selection window using the right mouse button and select the desired sort mode: None (default sort mode), Alphabetical or Length.

![eJay Dance 4]
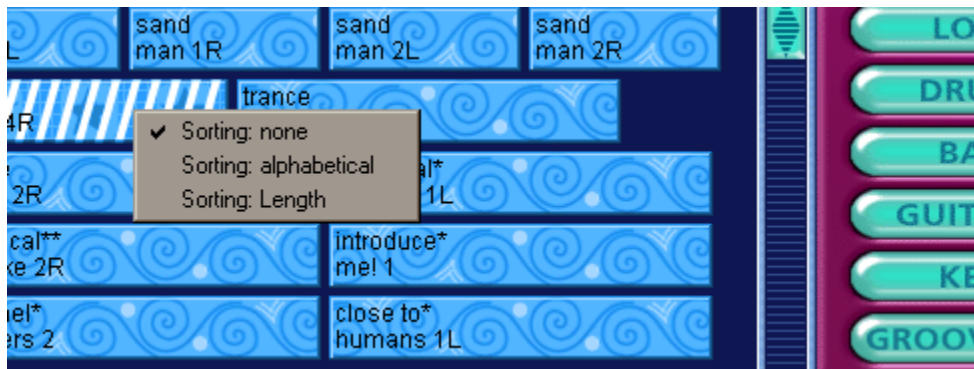
Sample Management

Depending on the type of installation chosen (see "Installation"), only a fraction of the samples included in the software will have been copied to your hard disk. In order to access all the other samples, the Dance eJay 4 CD-ROM must remain in your CD-ROM drive. You can, however, still change the CD while the program is running, for example to access the archive of almost 40 000 loops and sounds available in the eJay Sound Collection series. To do this, insert the sample CD into your drive, click the EXPLORER sound group button and then select the samples as you would normally using Windows Explorer. Any audio file will be played back as soon as you click on it.
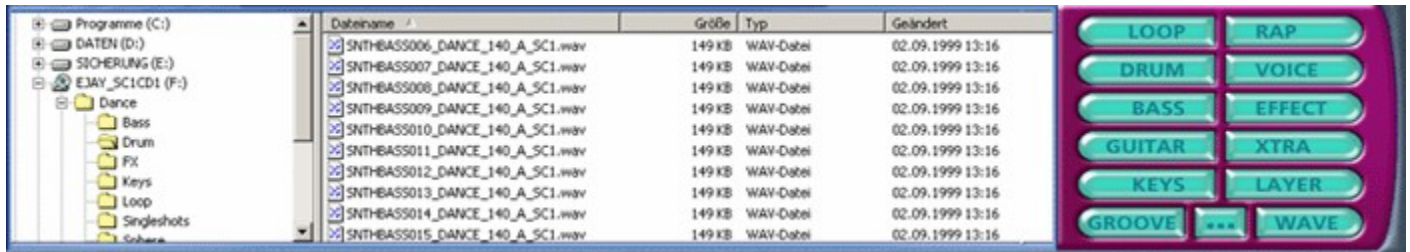
You can now drag the selected sounds directly onto the audio tracks and use them in your mix. At the same time, the sounds selected from your samples CD will automatically be saved in the WAVE sound group, so you will have immediate access to them when you next start the program. Likewise, you can copy the samples directly into the sound groups by dragging them onto one of the sound group buttons. You can also rename the samples here. To do this, simply click the sample with the right mouse button and select Rename sample. A small window will then open in which you can edit the two lines that can be seen on the sample.
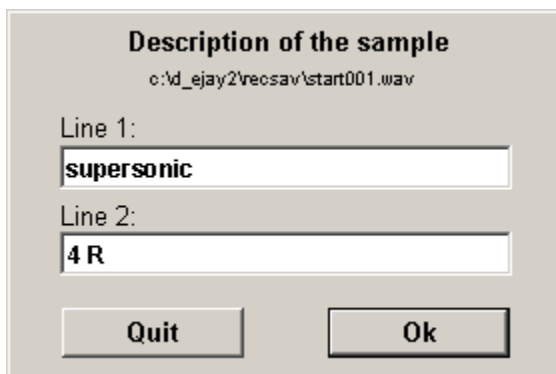
Playback Window and Audio Tracks

The playback window contains the individual audio tracks. A total of 48 audio tracks are available, of which only 16 will be visible at any one time. The bottom track is always displayed and contains the so-called "Groove patterns" that you have created in the Groove generator (see "Groove Generator"). Move the area of the track in view using the scroll bar on the right-hand side of the tracks. Clicking above or below the scroll bar moves the visible area by 16 tracks. The track info is given on the left of the audio tracks. Here you can see the track number, 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, click the DISK button in the menu bar and select NEW MIX. All the samples in the track window are cleared and all other settings, including those from the FX studio and the Booster, are reset to neutral.

Selecting and Deleting Samples
Now select the samples for the new mix from the sound groups and drag & drop them onto the desired audio track. The samples will then automatically position themselves at the beginning of the nearest beat. You can delete samples from the playback window by dragging them out of the window area using the left mouse button or by pressing the Delete button on your keyboard.

Arranging a Mix

The samples can now be moved (left mouse button) or copied (right mouse button) to different locations on the audio tracks. This applies to both individual samples and for groups of selected samples. Several samples can be selected by clicking them one by one while holding down the SHIFT key, or by "lassoing" them (i.e. by dragging over the area in which they are located with the left mouse button held down). By adding further samples you can now complete your mix. Try combining samples from the various sound groups. A mix will sound best if several different elements are used. For example, first of all you could place drum loops on one track, bass on another, a sequence from the Keys sound group on a third track and voices on the fourth.

Individual samples can be modified by briefly clicking on them with the right mouse button in the audio 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. Moving the horizontal line allows you to change the individual volume of the sample. If you want to move a sample to a different position other than exactly at the beginning of a beat, you can do this by holding down the CTRL key while dragging it to its new location. 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.
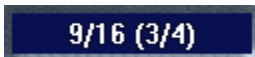
Panorama
The panorama control allows you to determine the position of the track within the stereo landscape. It can be freely adjusted from the extreme left to the extreme right.

Stereo Samples
Stereo samples must be placed on two tracks. In order to keep your mix 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 it on track 16.
You can now determine the stereo effect of the sample by means of the respective panorama controls. If both controls remain at their centre positions, 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 have the maximum stereo effect.

Solo and Mute
The MUTE button switches the entire track to mute. The SOLO button switches all other tracks to mute. This is useful if you want 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. Use the scroll bar below the tracks to move to the other areas of the mix. You can shift the visible area either by moving the scroll bar or by clicking the areas to the left and right of the scroll bar.
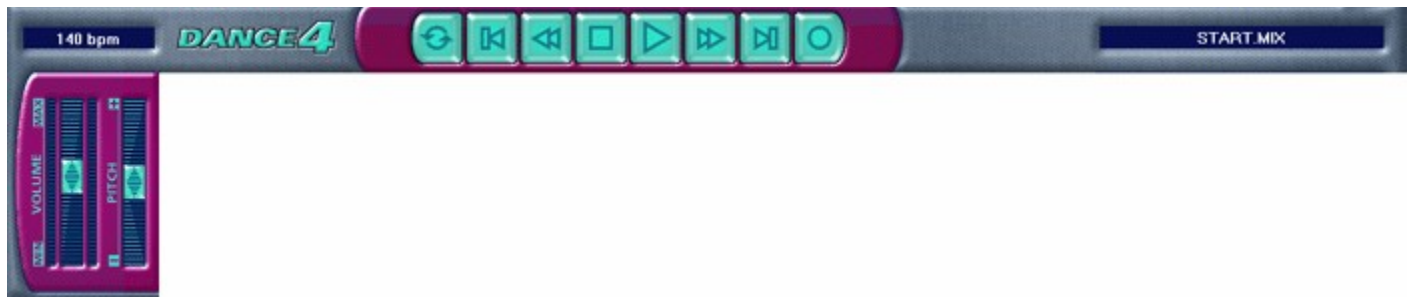
Beat Bar
All beats are assigned a number on the beat bar. The current position is highlighted in red and is also displayed by a playback progress bar which runs vertically across all audio tracks.

With the right mouse button held down, you can mark an area of several beats on the beat bar which can then be played back by clicking LOOP on the master control panel.

Master Control Panel

All playback functions are located on the control panel in the bottom centre of the screen. The status indicators are also located in this control panel.

LOOP
Plays back the area marked in the beat bar or the entire mix repeatedly until you press STOP.

SKIP BACK
Moves the playback position to beat 1.

FAST REWIND
Moves the playback position towards the beginning of the mix beat by beat.

STOP
Stops all functions (playback in particular).

PLAY
Plays the mix starting at the current position.

FAST FORWARD
Moves the playback position towards the end of the mix beat by beat.

SKIP FORWARD
Moves the playback 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 playback position is shown in minutes and seconds, both during playback and even when nothing is currently being played back. When positioning individual samples in the 16th note grid, this is where the exact position is displayed. When modifying the speed of your mix using the pitch 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.

Pitch controls the playback speed of the entire mix.

Saving, Loading, New Mix and Background

There are various ways to load or save your completed mix, or to import sounds into the mix. Click the LOAD and SAVE symbol in the menu bar and select the required function.
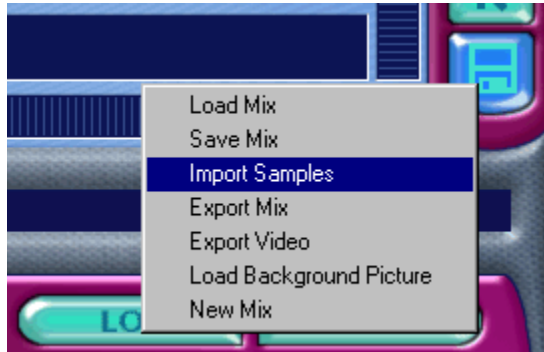
Load Mix
If you select LOAD MIX, a dialog box will open where you can select and load a mix from your hard disk or another drive. The bottom part of the dialog box also contains additional information about the selected mix.

Save Mix
If you select SAVE MIX, the Save dialog box is opened. Select the location on your hard disk or another drive where you want to save your mix.
If the "Save mix with imported samples" checkbox is active, 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 your imported samples on their own computer.

Export Mix
If you select EXPORT MIX, the mix will be saved as a stereo wave file. In this way you can burn your mixes onto an audio CD and play them back on a standard CD player.
If the "Export mix as video" checkbox is active, the mix is saved as a video, including the video animations you have created using the Animator. You can then play your video on all standard media players.

New Mix
To clear all samples from the audio tracks and to reset all settings in the track info, FX studio and Booster to neutral, select NEW MIX.

Background
To adjust the appearance of Dance eJay 4 to your own taste, you can load your own pictures as a background to the main arranger window.
To do this, select LOAD PICTURE in the menu. In the dialog box that now appears, simply select the desired picture and click OK.

Advanced Functions

Apart from the basic functions, Dance eJay 4 offers many more options to help you edit the sounds and create your own samples to achieve the perfect mix. In particular, the new features of Dance eJay 4 such as the Vocoder and Voice Generator, as well as the integration of the Hyper Generator, offer you new ways to realize your own creativity. All these advanced functions can be called up from the menu bar on the right-hand side of the main window.

Mixer

FX Studio

Vocoder

Voice Generator

eCard Generator

Recording Your Oown Sounds
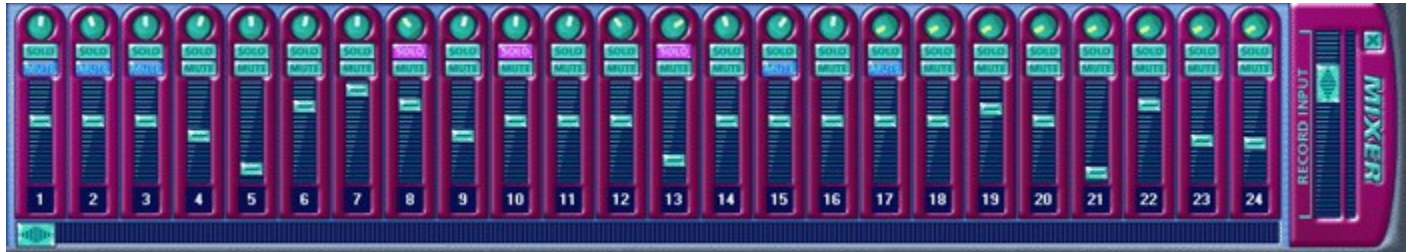
Groove Generator

Hyper Generator

Time Stretcher

Booster

Animator

Online Sound Archive

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Mixer

The mixer is used to get the best volume balance across all tracks and to create a balanced stereo landscape (i.e. the position of all the instruments from the extreme left to the extreme right). Here you can adapt each audio track individually to 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 control allows you to adjust the volume of the 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 scroll bar under the channels is used to select the visible area of the mixer. The recording volume or "RECORD INPUT" allows you to adjust the input level on your sound card. Quiet signals can have their level raised, while loud signals can be reduced. Always make sure that no over-modulation occurs. The level peaks, i.e. the loudest segments, should be in the upper section but they should not touch the upper limit of the display. These settings will be maintained, even if the window is closed again, and will be saved together with your mix.

FX Studio

The FX Studio not only allows you to edit the samples that come with Dance eJay 4, but also any other wave files including, of course, your own recordings – making it easy to create your own cool samples! To open the FX Studio, simply click the symbol on the menu bar and then move the sample you want to edit over to the respective window in the FX Studio. Alternatively you can drag your chosen sample onto this symbol on the menu bar for it to be opened directly in the FX Studio.
You can then process the sample in the wave editor and at the same time alter it using six different effects. You can also harmonize samples in a different key to the one used in your mix.

Wave Editor
In the wave editor, 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 and therefore the sample itself. To highlight a section, move across it with the left mouse button held down, i.e. click the point where you want to begin highlighting and drag the mouse to the right with the button held down, releasing the button at the point where you want the highlighted section to end.
If you now press the PLAY button from within the FX Studio (and not the main program PLAY button), the highlighted section will play through once. If you press the LOOP button, the highlighted section will be played through repeatedly. By doing this, you can check that it 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 section.
If you want to listen to the entire sample, either press CTRL + A to highlight everything or move the position line to the beginning of the sample using the return key. It is always the entire highlighted section or the entire sample from the position of the line that is played back.

Cut. This button allows you to cut the highlighted section, giving you the option to either delete it altogether or cut it from its original position and paste it somewhere else.

Copy. This button allows you to copy the highlighted area so that you can paste it somewhere else without deleting the original section.

Paste. Using this button, you can paste a section that has previously been copied or cut at the position of the line or in the entire highlighted area.

Paste silence. Silence is inserted according to the length of the highlighted section. The section of the sample under the highlighted area is not deleted but moved back.

Trim. Everything to the left and right of the highlighted section is deleted.

Normalize. 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 the FX Studio. These effects will only be reset when Dance eJay 4 is closed.

Equalizer
The equalizer has five 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 when the program is closed.

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 fall in the individual frequencies. This is a 10-band equalizer, which means you can make modifications to ten different frequencies across the frequency spectrum. To do so, simply click 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 4. 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 repeat or "echo" the original sound. You can choose from five 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 of the walls and other surfaces of the hall. Again, you have the choice of five different types, selected using the TYPE buttons 1 to 5.
PRE-DELAY   controls the time that passes before the effect signal can be heard.
TIME   controls the reverb time before the effect 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   continuously adjusts between a weak and an extreme setting for this effect.
VOLUME   controls the volume of the effect.

Mid-sweep
Mid-sweep is an equalizer moving back and forth continuously within a specific frequency range.
RANGE   sets the frequency range.
GAIN   determines the increase in the frequency of resonance and therefore 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 and lower the pitch of the samples by up to one octave in steps of one semitone. The current value is shown in 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 quiet.

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

SAVE allows you to save the sample as it currently sounds. You will then 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.

Vocoder

The Vocoder is a special effect that can be used to mix and modify vocals or drum loops with another sample. It is an extension of the FX Studio but has its own window, in which you can work with two samples at the same time.
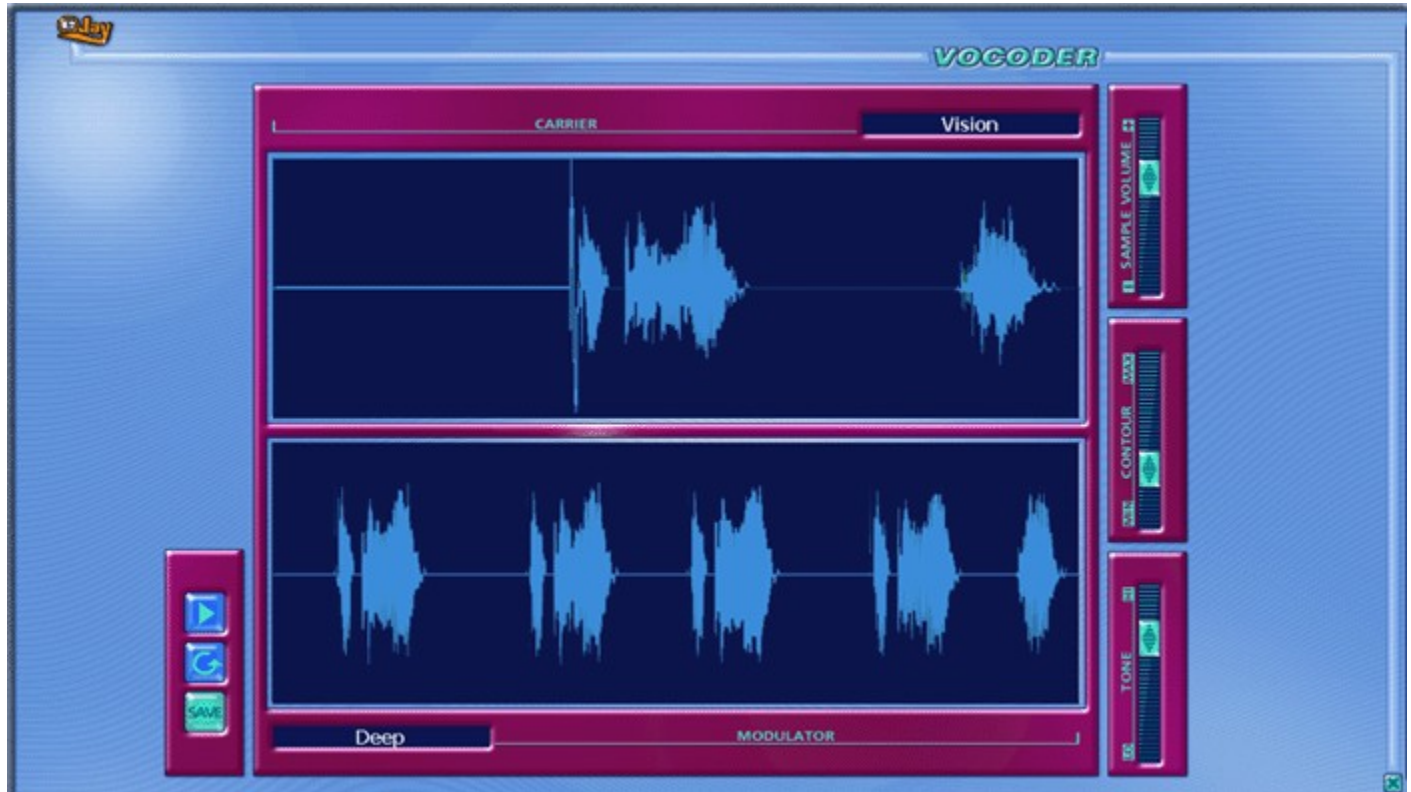
Modulator
The modulator is the sample you want to modify. Raps, vocals or drum loops are very well suited to this – but experiments with every other kind of sound are worthwhile.
Simply drag your chosen sample from its sound group and drop it onto the lower of the two wave displays, i.e. the modulator.

Carrier
The carrier is the so-called carrier signal. The modulator sample will later take on the sound properties of the carrier signal. The expansive sounds from the Spheres sound group LAYER are particularly suited for this purpose. Here too, you simply drag the desired sound from its sound group and drop it onto the upper wave display.

Play and Loop
Now press PLAY, and you will immediately hear how the words of a rap sample or the groove of a drum loop remain recognizable while they have taken on the harmonic properties of the carrier signal.
LOOP plays the sample continuously according to the modulator length. When you click the LOOP button playback stops.

Contour, Tone and Volume
These fades offer further options for fine-tuning the sound. CONTOUR is used to set how much the modulator is modulated by the carrier, i.e. how strong the effect of the Vocoder actually is. You can use TONE to improve the overall sound quality, particularly at higher frequencies.   Most sounds will be clearer as a result. VOLUME controls the volume of the new sample.

Save
To save the new sample you have developed for use in your mix, simply press SAVE. The sample will now appear in the WAVE sound group and can be dropped into your mix, or you can open it in the FX Studio to make further refinements to the sound. No rules, no limits...

Voice Generator

You can use the Voice Generator to create your own robotic voices and cool voice FX samples. You have full control over the content and you can select the most suitable from several different voices.

Text Field
First of all, using your keyboard, enter the text here you wish to be spoken by the Voice Generator. You can change or add to this text at any time. If the Voice Generator does not pronounce a word as you had first imagined, a minor change to the text (different from the correct spelling) will typically produce the more desired pronunciation. It is worthwhile experimenting here so you can discover the entire range of possibilities!

Voice Selection
The small text field above the voice selection always shows the voice that is currently being used. You can change the voice by simply clicking on the box below.
Apart from the voices offered in Dance eJay 4, you can download more voices from the Internet (for example at www.microsoft.com/speech). To use them in Dance eJay 4, you simply have to install them. Here you will also find so-called Language Packs, which you can then use to optimize the individual voices for different languages. The next time you start the program, they will appear in the box and you can use them in the same way as the other voices.

Play
If you press PLAY, either the entire text is spoken or, if applicable, only the highlighted section of the text.

Speed, Tune and Volume

SPEED is used to change the speed of the spoken text. In this way, you can adjust the sample to the speed of the music or simply set it to the speed you want.

TUNE changes the pitch. If a new voice sample does not match the key of your song, you can correct it here. As not all voices have the same original pitch and do not speak at the same speed, there is no fundamental setting to automatically adjust the results one hundred percent to your mix. But with a little trial and error, you will definitely get there!

VOLUME changes the volume of the sample.

Save and Load

SAVE is used to save the content of the text field and the current settings for voice selection, speed, tune and volume, so that you can access them again later. Simply press SAVE, enter the name you want to save the settings under and click OK.

If you want to reload the "Setup" at a later date, press LOAD, select the entry and click OK.

FX

If you press FX, the current voice sample is converted to a wave file and automatically opened in the FX Studio. Here, you can edit and tune it using the familiar effects.

WAVE

Clicking on the WAVE button saves the current voice sample as a wave file in the WAVE sound group. From here, you can drag and drop it onto any of the audio tracks or, of course, onto the FX Studio or the Vocoder.

eCard Generator

There may be one thousand reasons to send an eCard in this net generation.   Whatever your motive, with Dance eJay 4 you can now send a totally original eCard – complete with your best mix – directly to the object of your affection … or just your best mates!

Click on the eCard button in the menu bar. First of all you need to select one of your Dance eJay 4 mixes, then click OK.
The next step is to select a suitable eCard and confirm your choice with OK.
Then it's down to business: enter the address of the person you are sending to and write whatever your crazy heart desires … now just add your own email address and send! Clicking OK loads your message onto our server and your intended recipient will be emailed to say that an eCard is waiting for them. It's that simple!

Recording Your Own Sounds

To give your mixes an even more personal touch, you can record your own voice – or in fact any other ambient sounds or instruments – and integrate them straight into your songs. To do this, a microphone (not included) must be connected to your PC (see the instructions with your sound card on how to set this up).

Dance eJay 4 supports full duplex recording. This means that you can listen to the mix during a recording session as you sing or rap directly over the top at the same time. However, your sound card also needs to be full duplex-enabled, otherwise playback will not be possible during recording in this way.

Making the Recording
Each of the 48 audio tracks can be used for recording. First, make one track ready-to-record by pressing the REC button in the track info box.
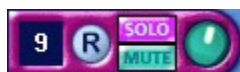

Now select the position on the beat bar where you want the recording to begin and click the RECORD button on the master control panel. Recording begins after a lead-in of two beats. Click STOP to end recording – the new audio file is now on the track you previously selected.

The recording will be automatically saved in the WAVE sound group and is assigned the same file name as the mix, plus a subsequent sequential number.   There, you can sort, rename or delete it.

You can now edit and perfect these "dry" recordings, both in the FX Studio and in the Vocoder, 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 dancefloor beats live with your songs or program them directly into the song using the Drum Matrix.
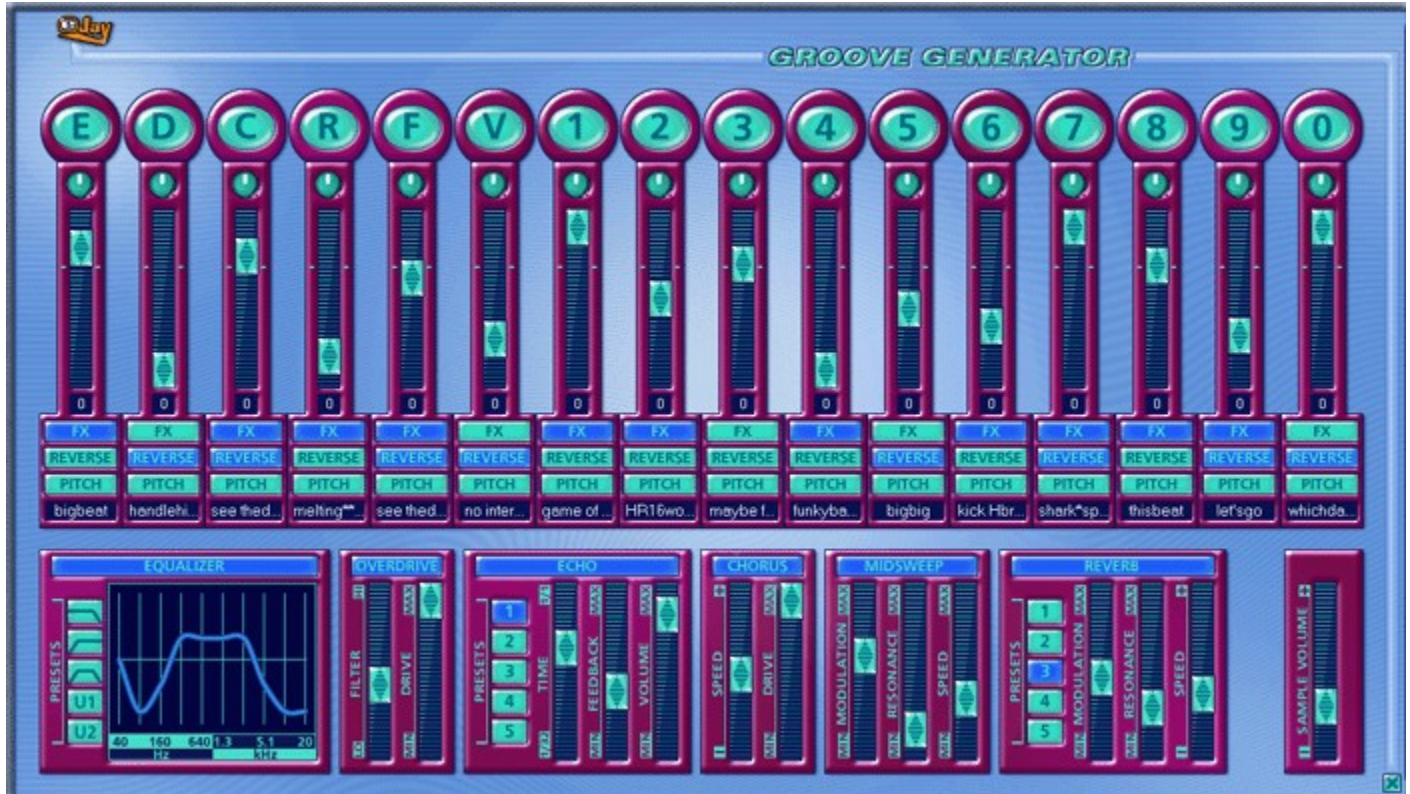
Drumpad

Clicking 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 sequentially numbered drum pads. Each pad is already assigned a default sound. The individual pads can be played using the keys E, D, C, R, F and V, and the number keys 0 to 9 on the keyboard or numerical keypad. Of course, you can also audition each respective sound by clicking on the individual pads with your mouse.

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

The Groove Generator includes an archive of more than 500 drum sounds that can be modified here. Of course, you can also use any of the other samples from Dance eJay 4 or your imported samples. Simply drag your chosen sample from its sound group and drop it onto a drum pad.

You can use a number of editing functions to fit the individual sounds to your mix:

FX
The FX button activates the effects located below the drum pads to achieve that perfect sound. Here you have a choice of Equalizer, Overdrive, Echo and Reverb. The functions of the individual effects are described in the section entitled "FX Studio". All pads whose FX button is not pressed will be unaffected by these effects and, therefore, remain "dry".

Panorama
The panorama control allows you to freely position each sound towards the left or the right of the stereo spread.

Pitch
Pitch allows you to modify the pitch of any chosen sound. If you click PITCH, a control is displayed with which you can adjust the pitch between + and – one octave.

Reverse
Clicking the REVERSE button plays the sound backwards.

Volume
The volume control is used to change the volume of the sound.

The overall volume of the Groove Generator can be set using the volume control directly above the CLOSE button. Here you can adjust the volume of the drums in line with that of your mix.

Clicking the CLOSE button closes the Groove Generator drum pads and returns you to the main mix.

Recording the Drums
If you want to record a drum rhythm live with a song, first click the RECORD button for the drum track (bottom track in the playback window). The button is now active and the drum track is ready to record. On the beat bar above the playback window, select the position where you want the recording to begin. As soon as you click the RECORD button on the master control panel, you will hear a lead-in of two beats before recording actually begins. The drum sounds can be recorded live with the song using the keyboard. Clicking the STOP button ends recording. To ensure that your recorded grooves match the mix playback, they are automatically adjusted to the beat grid of Dance eJay 4, i.e. each note in the drum groove is aligned to the nearest 16th note. The completed rhythm is then saved in single-beat sound elements in the GROOVE sound group.

To change the rhythm, 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 dancefloor 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. You can use the mouse to program the rhythm for each individual drum pad step-by-step or to edit a previously recorded rhythm.

Loop
If you click the LOOP button, the sample will be played back continuously. Any changes can now be heard immediately.
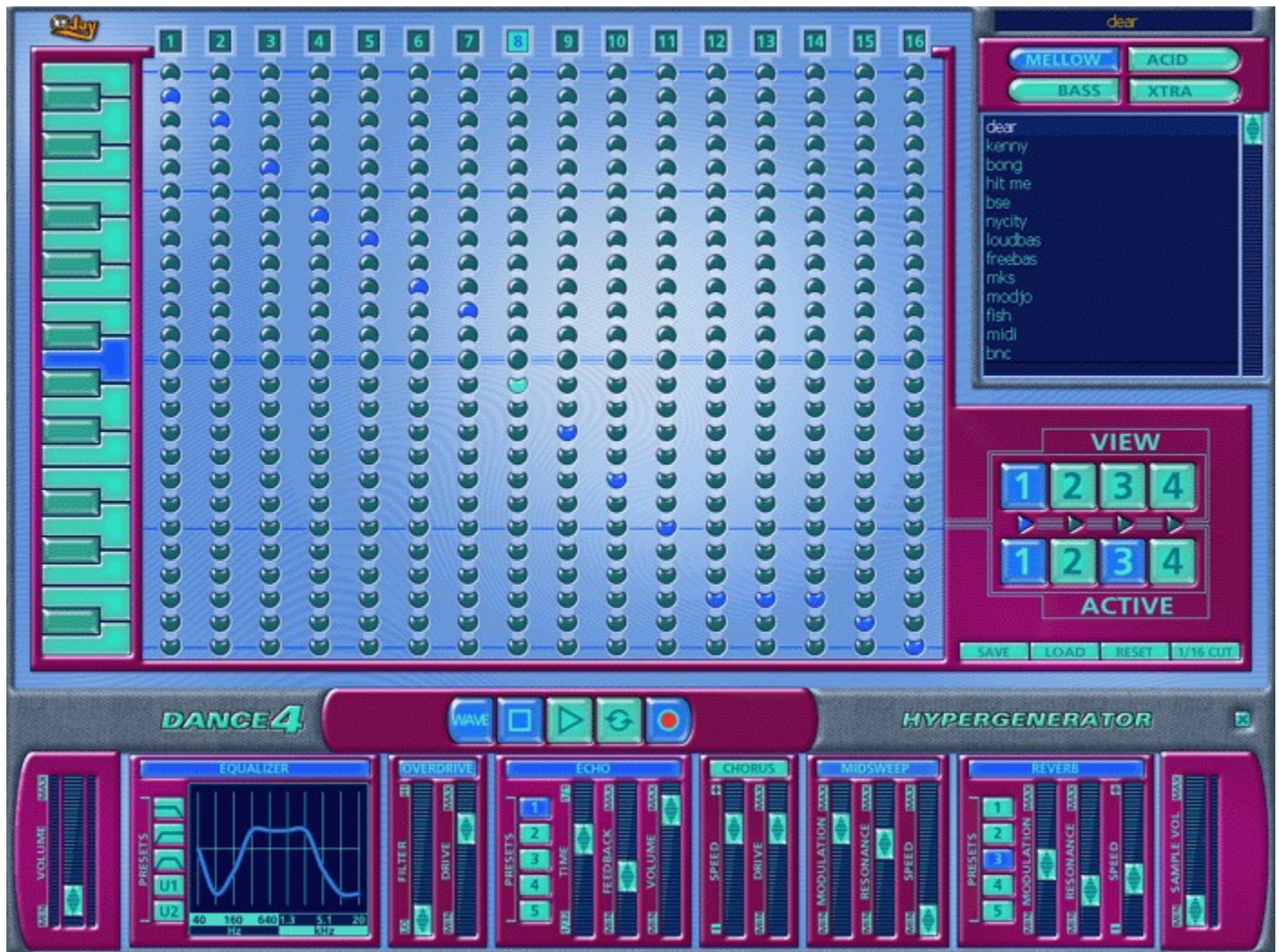
Metronome
The metronome helps when recording the rhythm by always giving the correct tempo.

Reset
Clicking Reset deletes all notes from the matrix.

Hyper Generator

The Hyper Generator combines a monophonic synthesizer with a sequencer. This allows you to easily create your own unbelievable samples and sounds in no time at all!

Sequencer Matrix
You can use the mouse to click on and activate individual notes in the central matrix field. Only one note can be active on each vertical line, i.e. multiple tones are never produced simultaneously. The length of a sequence can be freely set between one and four beats. The numbers 1 to 16 above the matrix mark the 16th notes. (One beat is made up of sixteen 16ths). The pitch can be read from the piano keyboard.

Bars
In the Hyper Generator, one to four-beat sequences can be created. One beat is always visible. This can be activated in the window with the relevant VIEW button. The ACTIVE button is used to determine which beats are to be contained in the sequence. For example, sequences can be created from beat 1 and beat

3 without repeating the input of the note.

Sound Selection
Selecting the MELLOW, ACID, BASS and XTRA buttons allows you to choose between more than 500 different existing sounds. Each sound group contains a list of sounds that can be reached using the scroll bar. As soon as a sound is highlighted, it is played in the sequence. Apart from these sounds, any other samples can equally be loaded into the Hyper Generator. To do this, all you have to do is drag & drop a sample onto the Hyper Generator icon on the main screen of Dance eJay 4. The Hyper Generator is then automatically opened with that sample active. The sound name is always displayed in the field above the sound group buttons.

Effects
To give your hyper sequences the right kick, the Hyper Generator has the same effects section as the FX Studio, here found in the lower section of the screen.

1/16 cut
This function cuts the reproduction of the sound to a length of 1/16. If this function is not activated, the sound is played at its entire length or set to the nearest note.

Save and Load
You can use the SAVE and LOAD buttons to save the current Hyper Generator settings and recall them later. This allows you to reload individual samples you created earlier and to then play them again later, as a wave file with different settings. If you have created particularly successful sequences, it always makes sense to not only export the wave file but also to save the settings.

Reset
Deletes all the notes in the matrix and resets the effects settings.

Be aware – eJay's Hyper Generator can be used to create extreme sounds, which can then damage your speakers at very high volumes!!

Time Stretcher

If you want to change the tempo of individual samples, for example to better integrate imported samples or sounds from a different eJay title into your mix, they can easily be adjusted to the tempo of Dance eJay 4 using the included Time Stretcher.

To do this, first drag a sample from the WAVE sound group onto the CLOCK symbol on the menu bar. The time stretcher will then open in the sound group window. Click the PLAY symbol to play back the sample. You can now either increase or decrease the tempo of the sample using the slide controls. The time stretcher only changes the tempo – the pitch will always remain the same.

The time stretcher detects the original tempo of the sample automatically and displays it in BPM (beats per minute). Dance eJay 4 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 its precise tempo. In this case, you will have to adjust it manually using the upper slide control, which controls the original tempo.

The default setting for the target tempo is the tempo of Dance eJay 4 (140 BPM).

To check whether the new tempo is in line with that of Dance eJay 4, activate the metronome. If you then press PLAY, the sample and metronome are started simultaneously. If both the metronome and sample run in synch, the tempo of the sample is exactly right.

If you click the text box of the Time Stretcher, a dialog box appears where you can then enter the original and target tempo manually.

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

Clicking the CLOSE button will close the Time Stretcher and return you to your mix.

eJay Dance 4

Booster

The BOOSTER allows you to add the finishing touch to your mix. It is the "tuning lab" for all your songs. Just send the completed mix through this device (with all audio tracks including the drum track) to get the coolest sound out of your mix. You have a choice of three special effects that you can individually switch on or off.

The equalizer, which has the same setting options as the equalizer in the FX Studio, allows you to correct any irregularities in the frequency response of your mix. Simply lower any frequencies that stand out too much, or enhance frequencies that seem too low. Usually, even slight 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 own finely tuned ear!
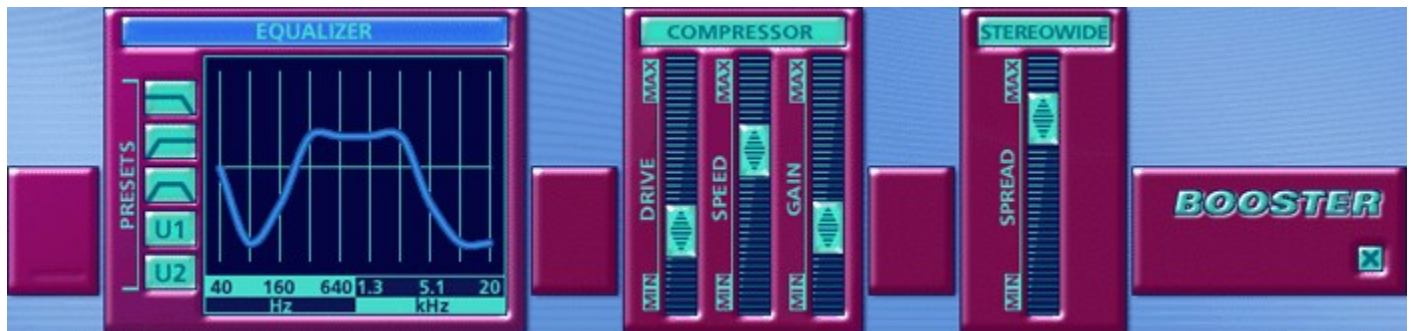
The **COMPRESSOR** makes the mix louder without necessarily raising the level indicators. Loud and quiet signals are "compressed", so to speak, making the mix sound more compact and considerably fuller and more convincing.
DRIVE controls how effective the compressor is.
SPEED controls the rate at which the effect of the compressor kicks in. If the speed control is set to SLOW and the drive to 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 instantly seen to fall. This causes "holes" in the sound which sound very unnatural.
The best control settings for the compressor depend on the original material, i.e. your mix. However, just as with the equalizer, any extreme settings will 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 be coming too much from the centre.

Clicking **CLOSE** closes the Booster to allow you to continue mixing. The settings will be saved.

Animator

The Animator brings grooves and sounds to life – visually! Spectral generators create psychedelic motions in time with your own frequencies and beats. You can trigger various effects live during playback of your mix, change colours and basic moves, and then save everything so that your animation can be reloaded directly with your mix file. Open the Animator by clicking the ANIMATOR symbol on the menu bar.

Brand new moves and colour clusters give the Animator in Dance eJay 4 even greater spirit than before and a whole new look!
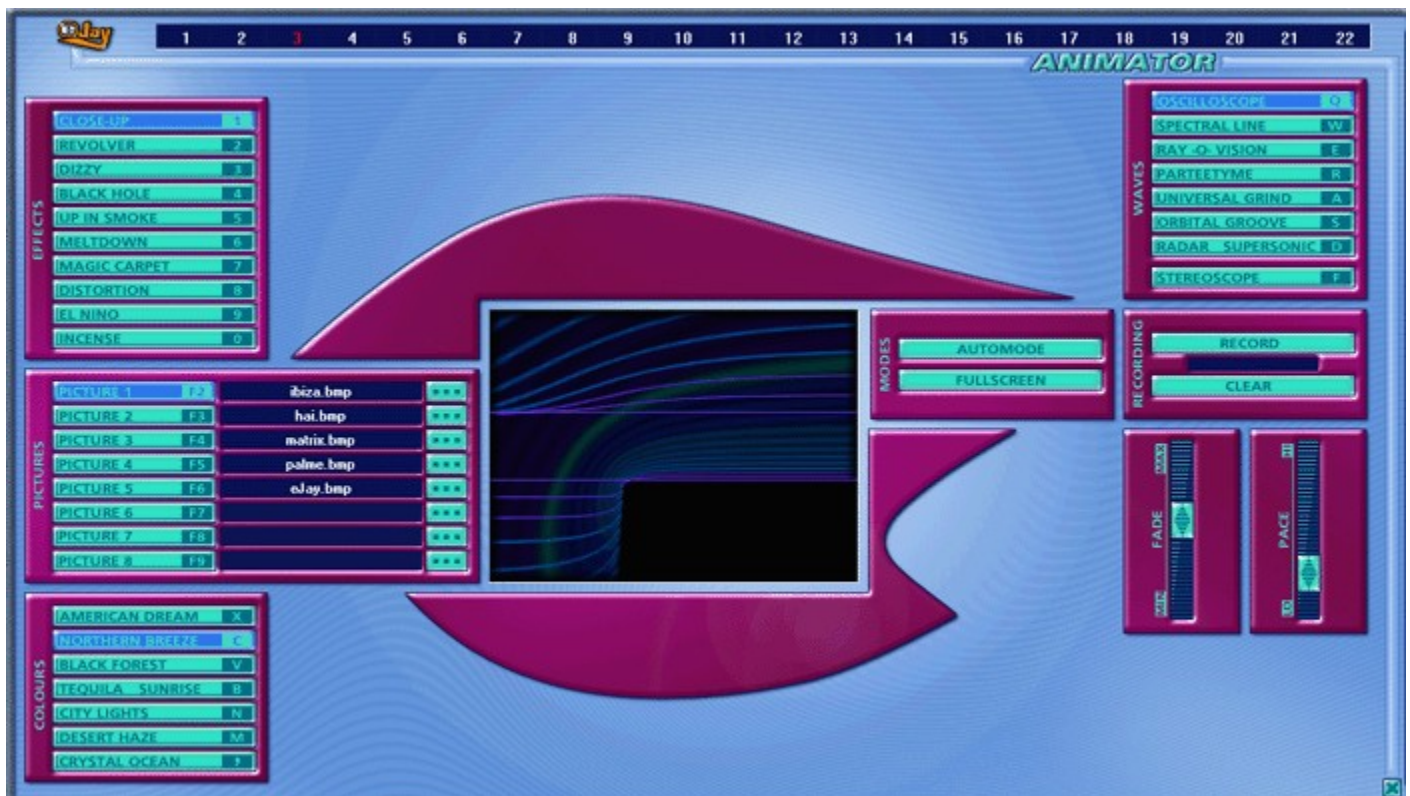
WAVES - the basic moves
By selecting any one of the available WAVE buttons, you can change the basic graphic types used in your animation.
STEREOSCOPE then adds one more type of display mode to these basic moves.

COLOURS
The existing colour presets include specially matched colour clusters expressing a number of different moods.

EFFECTS:
The effect group allows you to distort the basic moves. For example, you can twist or fade the image, motion sequences can be zoomed in or out and it is also possible to create 3D effects.

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

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

You can also introduce your own **PICTURES** into the animation at any time using the relevant SELECTION buttons. To do this, you must first select the pictures 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 pressing ESC, SPACE or RETURN.

AUTOMODE activates a random animation.

RECORD ANIMATION
With Dance eJay 4 you can record and save a separate animation with every single mix! To do so, first set the playback position to the start of the mix. Beat 1 is now highlighted. Then open the Animator by clicking the ANIMATOR button on the menu bar. As soon as you click RECORD, the mix is played back and all the clicks and control movements you make in the Animator window are recorded. From now on, every time your mix is opened in Dance eJay 4, the data in the Animator will also be opened and the entire show will be loaded!

Pressing **STOP** at any point during recording will stop the process. The data, however, will be saved.

CLEAR allows you to remove all data recorded in the Animator from your mix. The ACTIVE light between the **RECORD** and **CLEAR** buttons indicates the current status to let you know what the Animator is doing in your mix:

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 simply need to export it as a complete video in AVI format. To do so, click the LOAD and SAVE button on the menu bar, select EXPORT and activate the "Export mix as video" checkbox. Click OK and a Windows dialog box will then appear in which you must select 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.

Online Sound archive

One click on the WEB button on the menu bar and your computer will be directly connected to an online sound archive on the eJay website.

Here, a special search system allows you access to all the Exclusive Weekly Sounds eJay has ever produced – and many more samples and great sounds that are regularly produced in eJay's own studios – uniquely for all Dance eJay 4 users!

You can now drag & drop these sounds straight into your mix, directly from the Internet. In three simple words: Listen – Select – Mix!

First select the desired criteria in the four pull-down menus. All samples matching these criteria are then displayed. You can select by style, instrument, tempo and key.
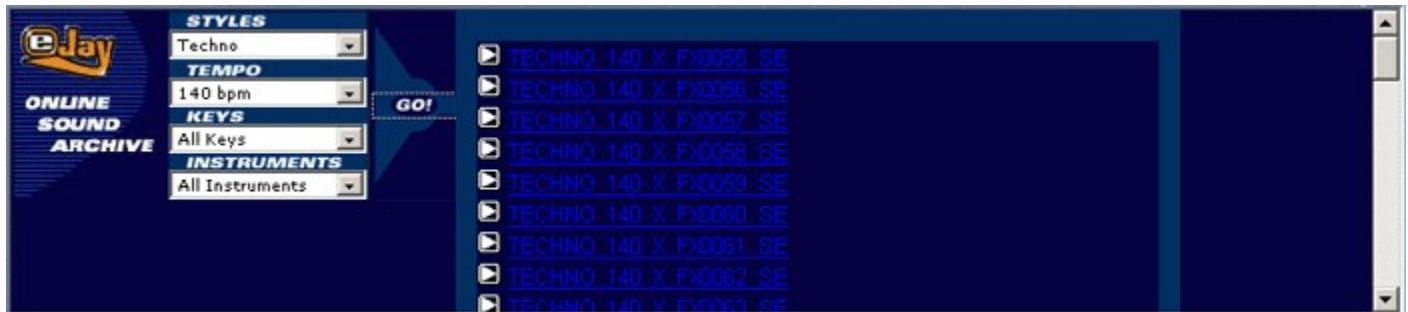
STYLE offers you a selection of various musical styles, such as Techno, House and Trance.

TEMPO allows you to select the desired tempo of the required samples. For Dance eJay 4, this will typically be 140 BPM.

INSTRUMENT defines the instrument group in which the system searches for samples, i.e. bass, drum loops, voices and so on.

KEY is for the key selection. In line with Dance eJay 4, all samples will be "A minor" and "neutral".

Now you can "preview" the displayed samples in low quality by clicking the small PREVIEW button to the left of the file name. If you like the sample, drag it (holding down the 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 so that it is directly available to you at any time.

To copy several samples simultaneously to your local system using this method, you can highlight them all by clicking each one in turn while holding down the ALT key. Alternatively, you can "lasso" them all in one go while holding down the left mouse button. Now, using your mouse, drag & drop the highlighted samples onto the WAVE sound group button. The samples have now been copied!

Keyboard Commands

Main Screen:

Ctrl+O	Load mix
Ctrl+S	Save mix
Ctrl+N	New mix
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 and move sample
Del	Delete highlighted samples
Space	Start / Stop
Arrow key left	Rewind
Arrow key right	Fast forward
Home	Go to beginning of mix
End	Go to end of mix

Groove Generator:

E, D, C, R, F, V and Number keys 1 to 0	Play drum pads

Animator:

Q, W, E, R, A, S, D, F,	Waves
X, C, V, B, N, M and ,	Colours
1, 2, 3, 4, 5, 6, 7, 8, 9, 0	Effects
Z	No effect

("Y" on English language keyboards)

Pictures	F2 to F9	Picture 1 to Picture 8
Other	O	Fade -
	P	Fade +
	K	Pace left
	L	Pace right
	ESC	Full screen off

Music on the Net

eJay on the Web

The worldwide eJay community can always be found exchanging music and views on our homepage at www.eJay.com. Here you'll find not only the renowned and exclusive 24/7 eJay NetRadio but also – and totally free of charge – the hottest new samples for all your eJay programs.   The eJay site is also the official home to the eJay of the Week on MTV contest, along with hosting a gigantic collection of the latest MP3 uploads from your fellow eJay artists, regular new music and event promotions, cool prize competitions, chart updates, "eJay Shocked" online mixing and last but not least an incredibly active community chat forum..!

www.eJay.com is the perfect starting point for all your excursions into the refreshing world of music on the net. And it's so easy with the software web button – just one click and you're in!

www.eJay.com

Join the community – Get your music now!

eJay NetRadio

eJay NetRadio is the non-stop genuine internet radio for the dance music scene. The latest charts and the best DJ mixed sessions are available on over 10 distinctive channels - continuously updated and regularly extended. eJay NetRadio broadcasts exclusive tapes from big names like eJay's own Carl Cox as well as local residents and new up-and-coming DJs from the best European clubs. And all that 24/7 in non-stop power rotation.   Pure music – no chat.

eJay Dance 4

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eJay Dance 4

Credits

Thanks to the producers and sound engineers:

Jens Buchert
Nico Herz
Heiko Klingler
Marco Scherer
Alex Connors
 (…and many more…),

…as well as all artists - especially Cut la Roc and Milk & Sugar - whose commitment means we can keep offering the best samples, now in Dance eJay 4!

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