

Jammin' Keys™

Jammin' Keys™ is a product of
Voyetra® Technologies.

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For Help on Help, Press F1

Introduction

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

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

The on-screen keyboard shows you which notes are in key so you can always play great sounding leads. Jammin' Keys comes with a built-in demo to give you a quick feel for what Jammin' Keys can do.

To play the demo jam:

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

See also...

[Quickstart Jammin' Tutorial](#)

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Quickstart Jammin' Tutorial

Just to get your feet wet, follow this quick tutorial.

To start your first jam session:

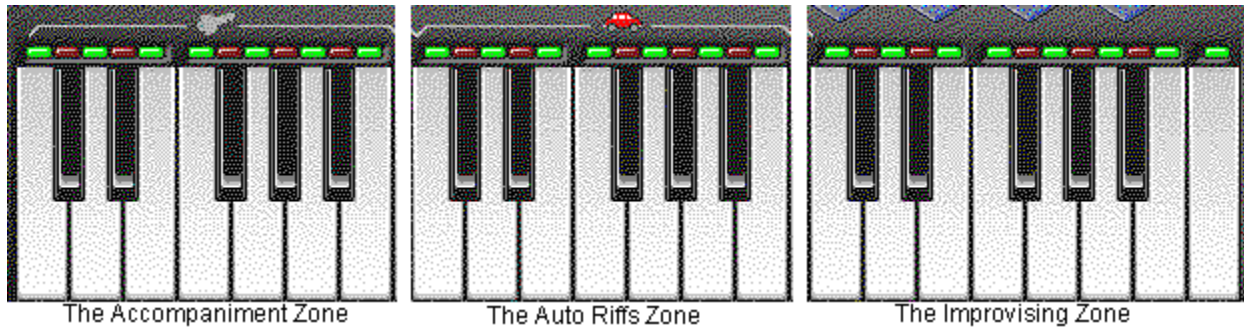
- 1 Click the Start/Stop button. (It looks like a traffic light.)
- 2 Use your mouse to play any of the keys on the keyboard. Now you're jammin'!
- 3 To stop the jam session, click the Start/Stop button again.

Everything else you learn about Jammin' Keys simply adds variety to how you jam. You'll learn how to change the instrument you're playing, add fills and breaks, switch accompaniment styles, save and reload your work, and much more - and it's all just as simple as what you've just done.

NOTE

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

The Keyboard



The Accompaniment Zone

The octave on the left (labeled with a “key” symbol) is called the Accompaniment zone. These keys select the harmonies your backup band will play. To change the harmonies, click on various notes in this octave.

The Auto Riffs Zone

The middle octave, (labeled with the Automobile) is the Auto Riffs zone. For each style of accompaniment, there are twelve melodies you can use in this octave. That makes more than a hundred melodies, ready to go with just a click of the mouse, and no wrong notes!

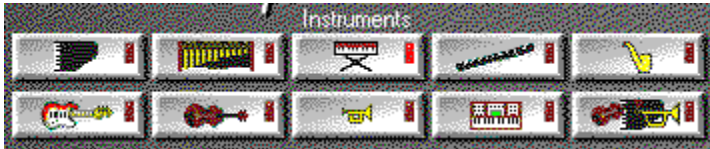
The Improvising Zone

Click the piano keys, on the right, to create whatever melody you can imagine.

The Red and Green Lights

These lights indicate which keys are in the same scale as your backup band. The lights make it easy to stay in key when improvising.

Instrument Selection



The lead instrument is the one you play with the keyboard. Click one of the ten buttons in the Instruments section (near the upper left of the screen) to choose the lead instrument. You can change your lead instrument any time. The tenth button is yours to customize. You can assign it to any instrument you choose from the 128 General MIDI instruments, and change that assignment as often as you wish.

See also...

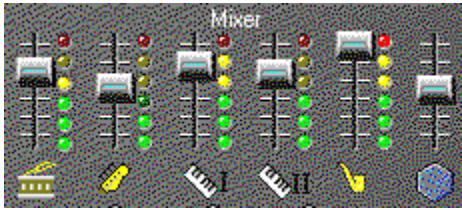
[How to Select a Instrument](#)

Accompaniment Area

Click the area of the screen you wish to learn more about.



Jam Mixer



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

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

To adjust volume levels with the Jam Mixer:

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

Recorder Section



Jammin' Keys includes a recorder that lets you Record, Save, and Play your favorite jam sessions any time you'd like.

At a glance, you can see which recorded jam session you're playing. It also indicates, with moving lights, when the music is playing.

See also...

[To Record a Session](#)

[To Save a Session](#)

[To Load A Session](#)

How to Select a Instrument

To choose a lead instrument:

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

To change the custom instrument:

- 1 Click the Setup button near the top of the screen.
- 2 Open the Custom Patch list and scroll up or down to select an instrument. There are usually 128 instruments to choose from.

See also...

[Instrument Selection](#)

Piano Instrument

Organ Instrument

Vibraphone Instrument

Guitar Instrument

Flute Instrument

Trumpet Instrument

Violin Instrument

Saxophone Instrument

Synth Instrument

Custom Instrument

This is the Custom Instrument. You can assign it to any instrument you choose from the 128 General MIDI instruments and change that assignment as often as you wish.

See also...

[How to Select a Instrument](#)

Playing the Keyboard, Jam Grid and Effect Pads

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

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

The piano keyboard in Jammin' Keys is divided into three zones. Each zone has a separate function.

The Accompaniment Zone

The octave on the left (labeled with a "key" symbol) is called the Accompaniment zone. These keys select the harmonies your backup band plays. To change the harmonies, click the various keys in this octave.

The Auto Riffs Zone

The middle octave is the Auto Riffs zone. When you click a key in this zone, Jammin' Keys plays a melody that professional musicians have put together for you. Every note is just right. For each style of accompaniment, there are twelve melodies you can use in this octave. That makes more than a hundred melodies. Each is ready to go with just a click of the mouse and no wrong notes! This zone is represented by the "car" symbol.

NOTE

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

The Improvising Zone

Click the piano keys, on the right, to create whatever melody you can imagine. It also introduces the risk of playing notes that might sound a bit awkward compared to the rest of the musicians.

The Red and Green Lights

Above the keys you'll see a row of lights, some red and some green. These indicate which keys are in the same scale as your backup band and makes it easy to stay in key with them. Click just the keys with green lights above them to make sure that what you play doesn't sound too far off.

The Jam Grid

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

See also...

[To Turn Auto Jam On](#)

[The Jam Grid](#)

[To Use the Jam Grid](#)

Styles and Variations



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

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

See also...

[To Choose a Style or Variation](#)

To Turn Auto Jam On

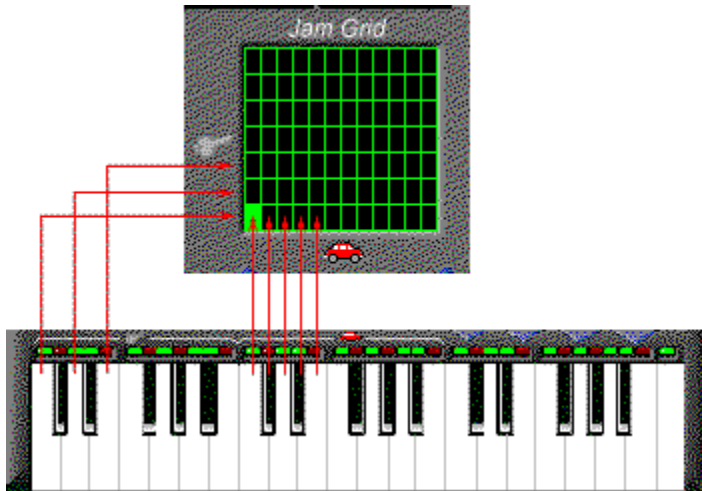
- Click the button that has a little red automobile on it. The blue light turns on to indicate that Auto Jam is active.
- Click again to turn Auto Jam off.

See also...

[The Jam Grid](#)

[To Use the Jam Grid](#)

The Jam Grid



The jam grid is an easy way to make two choices at once. Just click any of the blocks in the grid to change both the harmony and the riff.

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

- Clicking on any of the square in a column is the same as clicking on a key in the Accompaniment zone - it changes the harmony.
- Clicking on any of the 12 squares along a row is the same as clicking on a key in the AutoRiffs zone - it changes the riff.

It's probably easier to understand this by trying it than by reading about it. Just click around in the Jam Grid with your to do some serious jammin'.

See also...

[To Turn Auto Jam On](#)

[To Use the Jam Grid](#)

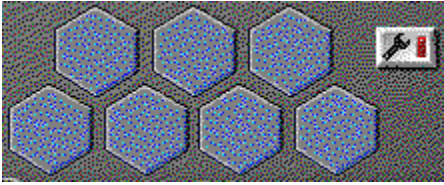
To Use the Jam Grid

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

See also...

[The Jam Grid](#)

The Effect Pads



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

Jammin' Keys includes a set of sounds for the Effect Pads to get you started, but you can freely program any pad to play any digital audio file that is saved in .WAV format. We suggest you stick to brief sounds. Long sound effects can bog down your session.

See also...

[Selecting Effect Pad Sounds](#)

Effect Pad Setup

Click this button to setup the Effect Pads to play any digital audio file that is saved in .WAV format.

See also...

[Selecting Effect Pad Sounds](#)

Selecting Effect Pad Sounds

Jammin' Keys includes a set of sounds for the Effect Pads to get you started, but you can freely program any pad to play any digital audio file that is saved in .WAV format. We suggest you stick to brief sounds. Long sound effects can bog down your session.

To change a Effect Pad sound:

- 1 Click the Setup Effect Pads button. When the red light is on, it is selected.
- 2 Click the Effect Pad you'd like to customize.
- 3 From the Effect Pad Setup dialog box, choose the digital audio file you'd like to hear (it must be in .WAV format).
- 4 Click OK.

To Choose a Style or Variation

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



Fill Button

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

See also...

[To Play a Fill](#)

To Play a Fill

Click the Fill button. It plays at the next correct point in the music.



Break Button

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

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

See also...

[To Play a Break](#)

To Play a Break

Click the Break button to cue up a break to play at the next correct point in the music.

Effect Pads

Click any of the Effect Pads to play effects or drum sounds.

See also...

[Selecting Effect Pad Sounds](#)



Intro/End Button

The Intro/End button starts your session with a bang, or brings it to a crowd-pleasing finish. The Intro/End button always knows what to do. If you haven't started playing yet, click this button to play an introduction and begin a new jam session. If you press it while a jam session is in progress, Jammin' Keys brings your song to a close and ends the session. The intros and endings always go with the jam settings that you've chosen.

See also...

[To Start or End with the Intro/End Button](#)

To Start or End with the Intro/End Button

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

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



Start/Stop Button

The Start/Stop button Starts or Stops your accompaniment background music.



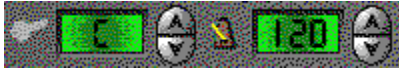
Auto Jam Button

Turns Auto Jam on and off.

See also...

[The Jam Grid](#)

Tempo And Key Signature



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

See also...

[To Change The Key Signature or Tempo](#)

Tempo Button

The Tempo button is used to set the pace of the music.

See also...

[To Change The Key Signature or Tempo](#)

Key Signature Button

The Key Signature button is used to change the key of a song.

See also...

[To Change The Key Signature or Tempo](#)

To Change the Key Signature or Tempo

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

Effect Slider

Controls the volume of the Effect Pads in the accompaniment.

Bass Slider

Controls the volume of the bass in the accompaniment.

Rhythm Slider

Controls the volume of the rhythm in the accompaniment.

Auto Jam Riffs Slider

Controls the volume of the auto jam riffs in the accompaniment.

Lead Instruments Slider

Controls the volume of the lead instruments in the accompaniment.

Drum Pads Slider

Controls the volume of the drum pads in the accompaniment.



Load

Loads a jam session that you've previously saved.



Save

Saves a jam you've recorded.



Record

Records a jam session.



Play

Plays a recorded jam session.



Stop

Stops recording or playback of a jam session.

File Name Display

Displays the current file name of the jam session.

Indicator

Indicates, with moving lights, that a session is playing or recording.

To Record a Session

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

To Save a Session

- 1 Click the Save button in the Transport controls. The Save As dialog box opens.
- 2 Type the desired name in the File Name box and choose the appropriate directory for the file.
- 3 Click OK to save the file. Your file is saved with the .JAM extension. Jammin' Keys can also save ORC, MIDI and RIFF MIDI file formats.

To Load a Session

- 1 Click the Load button in the Transport controls.
- 2 Select the desired file from the Open dialog box.
- 3 Click OK to load the file.

Exit, Setup And Help



Exit

Click the Exit button to close Jammin' Keys and return to Windows.

Setup

Usually the correct setup parameters are chosen for you during the install process. However, if you are having problems using Jammin' Keys, you may need to adjust your setup.

If your MIDI drum sounds are not playing correctly try changing the base/extended synth option. You can change your MIDI input device from here as well as select your custom instrument.

Help

Clicking on this button displays online help.

NOTE

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

See also...

[Setup](#)

Setup

When you install Jammin' Keys you are prompted to setup your MIDI configurations. Therefore it is unlikely that you will need to open the Setup dialog box. If your MIDI keyboard is not responding, check to make sure the settings in the Setup box are correct for your system.

To open the Setup dialog box:

- Click the Setup button.

See also...

[MIDI Input](#)

[MIDI Output](#)

[MIDI Thru](#)

[Patch Map](#)

[Base and Extended Level Synth](#)

[Custom Patch](#)

[MIDI Options](#)

[WAVE Options](#)

MIDI Input

The MIDI Input dialog box lets you choose the MIDI port you want to receive MIDI information from. This can be your sound card or a MIDI interface. The box only displays available MIDI ports.

To select the MIDI Input port:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click the MIDI Input box. It highlights and your choices display. If you have more than one MIDI Input device, use the arrows to scroll through your choices.
- 3 Click the MIDI input port you want to receive information from.
- 4 Click OK when you are satisfied with your choice.

MIDI Output

The MIDI Output dialog box lets you choose the MIDI port you want to send MIDI information out through. This can be your sound card or a MIDI interface. The box only displays available MIDI out ports.

To select the MIDI Output port:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click the MIDI Output box. It highlights and your choices display. If you have more than one MIDI Output device, use the arrows to scroll through your choices.
- 3 Click the MIDI Output port you want to send information through.
- 4 Click OK when you are satisfied with your choice.

NOTE

The default setting for MIDI Output is the MIDI Mapper.

Patch Map

The Patch Map is an ordered listing of the patches (sounds) on your synthesizer. If you are using an external synthesizer and it has a patch map different than the General MIDI map, choose the appropriate one for your synthesizer.

To select a different patch map:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click the Patch Map box. It highlights and your choices display.
- 3 Click the Patch Map appropriate for your synthesizer.

NOTE

The default setting for the Patch Map is General MIDI.

MIDI Thru

When this option is checked, MIDI Thru is turned on, allowing MIDI data to be echoed to the MIDI Out port. If you are using a keyboard to play MIDI through your sound card, you may not hear the sound from the sound card when MIDI Thru is turned off.

To turn MIDI Thru off:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click MIDI Thru. The check disappears from the box.
- 3 Click OK.

NOTES

- If you wish to enable MIDI Thru, click MIDI Thru again.
- On is the default setting for MIDI Thru.

Base and Extended Level Synth

By selecting Base or Extended Level synth, you can choose how MIDI data is sent through your sound card.

- If you have a base level sound card, choose Base Level Synth.
- If you have an extended level sound card, choose Extended Level Synth.

The settings for your sound card are configured during the install. It is unlikely that you will have to make any changes to these configurations.

To change the synth settings:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click Base Level Synth to select a Base Level Synth setting or click Extended Level Synth to select an Extended Level Synth setting.
- 3 Click OK when you are done.

NOTES

- A Base Level Synth uses only Channels 13 through 16, where Channel 16 is the reserved for percussion.
- An Extended Level Synth uses only Channels 1 through 10, where Channel 10 is reserved for percussion.

Custom Patch Box

If you want to select a different instrument for soloing, use the Custom Patch dialog to choose one.

To change the custom instrument:

- 1 Click Setup.
- 2 Click the Custom Patch Box. The box opens displaying instruments.
- 3 Use the arrows to scroll through the list of instruments.
- 4 Click the instrument you want as your custom instrument.
- 5 Click OK.

MIDI Options

If you need to make any changes to your MIDI options, you can do so through the MIDI Options dialog box.

To open the MIDI Option dialog box:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click MIDI Options. The MIDI Options dialog box opens.

The following is a list of the settings that can be changed in the MIDI Options box:

[Keep MIDI Drivers Open While Inactive](#)

[Send Reset Controllers on Stop](#)

[Close MIDI In While Using Wave](#)

[Clock Rate](#)

Keep MIDI Drivers Open While Inactive

The Keep MIDI Drivers Open While Inactive setting determines how your MIDI configuration changes when you switch between two Windows' programs.

Whenever you're working with Jammin' Keys your MIDI drivers are open, allowing you to play and record songs. However, you might want to open another program taking advantage of Windows' ability to multitask.

To turn on Keep MIDI Drivers Open While Inactive:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click MIDI Options. The MIDI Options dialog box opens.
- 3 Click the option, Keep MIDI Drivers Open While Inactive. A check appears in the box.
- 4 Click OK in the MIDI Options box.
- 5 Click OK in the Setup dialog box.

NOTES

- If the option is selected, you'll find that your external MIDI synth doesn't make sound when another program is active. Jammin' Keys closes down the MIDI drivers, including those for your MIDI In and MIDI Thru.
- If the option is selected, the MIDI functions are not available to other MIDI programs that are running. This will cause conflicts and system instability if different MIDI programs try to access the drivers at the same time.
- To enable this option, click Keep MIDI Drivers Open While Inactive again.

Send Reset Controllers on Stop

If your MIDI scores involve many controller change events, you may want to select this option. If, for example, you have the Volume and Pan controllers changing to simulate the motion of a musician moving around a stage and you stop the song, auto-rewind, then play it back, Volume and Pan are set to the values at the stop playback position.

By enabling Send Reset Controllers on Stop, you can prevent this type of subtle error. Jammin' Keys resets all the controllers so that every song starts out clean, with no controller remnants from a previous song or playback session.

To turn off Send Reset Controllers on Stop:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click MIDI Options. The MIDI Options dialog box opens.
- 3 Click the option, Send Reset Controllers on Stop. The check is removed from the box.
- 4 Click OK in the MIDI Options box.
- 5 Click OK in the Setup dialog box.

NOTES

- The default setting is On.
- To enable this option, click Send Reset Controllers on Stop again.

Close MIDI In While Using Wave

Some sound card drivers may report “Wave Device Already in Use” if you try to record .WAV files while simultaneously using external MIDI. If you encounter this problem, select the Close MIDI In While Using Wave option when you are going to record digital audio tracks. This closes the MIDI In port, enabling you to simultaneously play MIDI tracks and record digital audio.

To turn on Close MIDI In While Using Wave:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click MIDI Options. The MIDI Options dialog box opens.
- 3 Click the option, Close MIDI In While Using Wave. A check appears in the box.
- 4 Click OK in the MIDI Options box.
- 5 Click OK in the Setup dialog box.

NOTE

To turn off this option, click Close MIDI In While Using Wave again.

Clock Rate

Clock rate sets the number of clicks per quarter note.

If Jammin' Keys appears to start playing but halts immediately, before any note is played, you need to adjust the clock rate.

To set the Clock Rate:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click MIDI Options. The MIDI Options dialog box opens.
- 3 Click the Clock Rate box. It opens displaying the choices.
- 4 Click the Clock Rate you want.
- 5 Click OK in the MIDI Options box.
- 6 Click OK in the Setup dialog box.

NOTE

You may want to use the fastest clock rate that works for your system.

WAVE Options

Click the Wave Options button to open the Digital Audio Options dialog box. Here you can make a number of choices for setting up your sound hardware and Jammin' Keys' operating parameters.

The following is a list of the settings that can be changed in the Digital Audio Options box:

[Stereo Playback](#)

[Device Can Play and Record Simultaneously](#)

[Play Buffer Seconds](#)

[Record Buffer Seconds](#)

[Default Sample Rate](#)

[Temp Directory](#)

Stereo Playback

Activate this option if you have a stereo sound card and want to hear playback in stereo. Note that this affects the performance of digital audio playback. If your system slows down noticeably or the sound breaks up, turn this feature off or lower the sample rate.

To select Stereo Playback:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click WAVE Options. The Digital Audio Options box opens.
- 3 Click the option, Stereo Playback. A check appears in the box.
- 4 Click OK in the Digital Audio Options box.
- 5 Click OK in the Setup dialog box.

NOTES

- If Stereo Playback is not selected, it sets playback to mono and the pan controls for the digital audio tracks have no effect.
- To turn off Stereo Playback, click Stereo Playback again.

Device Can Play and Record Simultaneously

Some sound cards can play and record digital audio files simultaneously. If your sound card has this feature, known as full-duplex, you may want to activate it. Note that simultaneous record/playback places heavy demands on your computer system. If you receive an error message saying the “wave device is busy” or telling you to expect “poor performance” while recording and playing simultaneously, you should turn off this feature.

To turn on this option:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click WAVE Options. The Digital Audio Options box opens.
- 3 Click the option, Device Can Play and Record Simultaneously. A check appears in the box.
- 4 Click OK in the Digital Audio Options box.
- 5 Click OK in the Setup dialog box.

NOTE

To turn off this option, click Device Can Play and Record Simultaneously again.

Play Buffer Seconds

When you play digital audio Jammin' Keys sets aside a buffer, a portion of your system's RAM, to momentarily hold data and prevent bottlenecks.

If you experience difficulties during playback, increasing the size of the Play Buffer may help to solve the problem.

To change the size of the Play Buffer:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click WAVE Options. The Digital Audio Options box opens.
- 3 Click in the Play Buffer text box. Enter the desired buffer size.
- 4 Click OK in the Digital Audio Options box.
- 5 Click OK in the Setup dialog box.

Record Buffer Seconds

The Record Buffer works in the same manner as the Play Buffer.

If you're encountering trouble when recording, try increasing the size of this buffer.

To change the Record Buffer:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click WAVE Options. The Digital Audio Options box opens.
- 3 Click in the Record Buffer text box. Enter the desired buffer size.
- 4 Click OK in the Digital Audio Options box.
- 5 Click OK in the Setup dialog box.

Default Sample Rate

This is the sample rate at which new recordings are made by Jammin' Keys. Recording at higher sample rates generally results in better sound fidelity, but also consumes more memory and disk space.

To change the Default Sample Rate:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click WAVE Options. The Digital Audio Options box opens.
- 3 Click the Default Sample Rate box.
- 4 Click a new Sample Rate. You may receive a dialog box that asks you if you want to convert the digital audio data. If so, click Yes. You will see a box as the data converts.
- 5 After the data is done converting, click OK in the Digital Audio Options box.
- 6 Click OK in the Setup dialog box.

Temp Directory

The Temp Directory is where digital audio data is initially recorded and where it is stored during certain operations. Make sure the directory listed here is a valid one and that there is at least enough disk space available for the largest file you are likely to record.

To change the Temp Directory:

- 1 Click Setup. The Setup dialog box opens.
- 2 Click WAVE Options. The Digital Audio Options box opens.
- 3 Click in the Temp Directory text box.
- 4 Enter a new Temp Directory.
- 5 Click OK in the Digital Audio Options box.
- 6 Click OK in the Setup dialog box.

Setting Up a MIDI Keyboard

In order to take full advantage of Jammin' Keys you need a MIDI setup.

With a MIDI setup you are able to play your keyboard and have your computer record your performance. The computer can also send MIDI data to your keyboard/synth. Using MIDI Thru you can play your keyboard and have your computer record and pass along the information to another synth or MIDI capable instrument.

You need the following for a MIDI setup:

- MIDI capable keyboard
- MIDI adapter cable
- MIDI interface for your computer (many sound boards have them built in).

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