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the JAMMER for Windows version 1.0 by Soundtrek

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This selection arranges open windows so that the title bar of each window is visible.

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This selection arranges open windows horizontally so that all of them are visible.

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This selection arranges the icons for any minimized windows into rows.

Swap Windows

Tracks Takes you to the Tracks Window

Measures Takes you to the Measures Window

Composers

The following is a list of composers that the JAMMER uses. Each composer contains a styles section and a controls section. The styles section allows you to change the fundamental style for a composer for the track that it is associated with. You can also enter custom timing patterns in the styles section. The controls section allows you to enter information such as note ranges, transitions etc... By editing these values and then composing, you can create your own custom styles.

You can assign any composer, except for the Progression Composer, to any track. Using a combination of the following composers on various tracks allows you create almost any kind of tune. Please note that the individual composer styles may only be edited in the **Professional Version** of the JAMMER.

Progression Composer

Drum Fill Composer

Kick Drum Composer

Snare Drum Composer

Percussion Composer

Bass Composer

Rhythm Composer

Melody Composer

Tool Bars

Top Tool Bar

The top tool bar is used to quickly go to a specific track and also to open the style dialog associated with that track.

Side Tool Bar

The side tool bar allows you quick access to many JAMMER features. We have put what we feel are the most commonly used features on this tool bar.

Top Tool Bar

The top tool bar is used to quickly go to a specific track and also to open the style dialog associated with that track. This way, no matter where you are in the Tracks or Measures windows, you can go directly to your Bass, Piano, Snare Drum, etc... tracks.

The Drum Fill Composer Tool



Clicking on this tool opens the Drum Fill Composer style dialog box.

The Drum Kit Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the Kick Drum track. A right mouse button click moves the Tracks Window cursor to the Snare Drum track. A left mouse button double-click opens the style dialog box for the Kick Drum track. A right mouse button double-click opens the style dialog box for the Snare Drum track.

The Percussion Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the Hi Conga track. A right mouse button click moves the Tracks Window cursor to the Lo Conga track. A left mouse button double-click opens the style dialog box for the Hi Conga track. A right mouse button double-click opens the style dialog box for the Lo Conga track.

The Bass Composer Tool



A left or right mouse button click on this tool moves the Tracks Window cursor to the Bass Guitar track. A left or right mouse button double-click opens the style dialog box for the Bass Guitar track.

The Piano Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first Piano track. A right mouse button click moves the Tracks Window cursor to the second Piano track. A left mouse button double-click opens the style dialog box for the first Piano track. A right mouse button double-click opens the style dialog box for the second Piano track.

The Organ Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first Organ track. A right mouse button click moves the Tracks Window cursor to the second Organ track. A left mouse button double-click opens the style dialog box for the first Organ track. A right mouse button double-click opens the style dialog box for the second Organ track.

The Acoustic Guitar Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first Acoustic Guitar track. A right mouse button click moves the Tracks Window cursor to the second Acoustic Guitar track. A left

mouse button double-click opens the style dialog box for the first Acoustic Guitar track. A right mouse button double-click opens the style dialog box for the second Acoustic Guitar track.

The Electric Guitar Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first Electric Guitar track. A right mouse button click moves the Tracks Window cursor to the second Electric Guitar track. A left mouse button double-click opens the style dialog box for the first Electric Guitar track. A right mouse button double-click opens the style dialog box for the second Electric Guitar track.

The Saxophone Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first Saxophone track. A right mouse button click moves the Tracks Window cursor to the second Saxophone track. A left mouse button double-click opens the style dialog box for the first Saxophone track. A right mouse button double-click opens the style dialog box for the second Saxophone track.

The Violin Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first Violin track. A right mouse button click moves the Tracks Window cursor to the second Violin track. A left mouse button double-click opens the style dialog box for the first Violin track. A right mouse button double-click opens the style dialog box for the second Violin track.

The Electric Piano Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first Electric Piano track. A right mouse button click moves the Tracks Window cursor to the second Electric Piano track. A left mouse button double-click opens the style dialog box for the first Electric Piano track. A right mouse button double-click opens the style dialog box for the second Electric Piano track.

The Banjo Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first Banjo track. A right mouse button click moves the Tracks Window cursor to the second Banjo track. A left mouse button double-click opens the style dialog box for the first Banjo track. A right mouse button double-click opens the style dialog box for the second Banjo track.

The Trumpet Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first Trumpet track. A right mouse button click moves the Tracks Window cursor to the second Trumpet track. A left mouse button double-click opens the style dialog box for the first Trumpet track. A right mouse button double-click opens the style dialog box for the second Trumpet track.

The Synthesizer Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first Synthesizer track. A

right mouse button click moves the Tracks Window cursor to the second Synthesizer track. A left mouse button double-click opens the style dialog box for the first Synthesizer track. A right mouse button double-click opens the style dialog box for the second Synthesizer track.

The String Section Composer Tool



A left mouse button click on this tool moves the Tracks Window cursor to the first String Section track. A right mouse button click moves the Tracks Window cursor to the second String Section track. A left mouse button double-click opens the style dialog box for the first String Section track. A right mouse button double-click opens the style dialog box for the second String Section track.

Side Tool Bar

The side tool bar allows you quick access to many JAMMER features. We have put what we feel are the most commonly used features on the tool bar. However, if you would like to see other items on the tool bar, please let us know.

The Progression Composer Tool



A left mouse button click on this tool opens the Progression Composer style dialog box. A right mouse button click on this tool toggles the Progression Composer's mode between Compose and Keep.

The Swap Window Tool



Clicking on this tool swaps between the Tracks and Measures windows. This tool is handy if your windows are maximized (or full screen). You can then see maximum information on your screen and use this tool to swap between the two windows.

The Punch Tool



A left mouse button click on this tool opens the Punch dialog box where you can change your punch, loop and other compose time settings. A right mouse button click moves the playback cursor in the Measures Window to your Punch In measure.

The Add Measures Tool



Clicking on this tool opens the Add Measures dialog box where you can add new measures to your song.

The Device Configuration Tool



Clicking on this tool opens the System Options dialog box where you can change your MIDI settings, default paths, and playback options.

The Load Style Tool



Clicking on this tool opens the Load Style dialog box where you can load band styles.

The Pack Tool



Clicking on this tool toggles packed mode for the Tracks and Measures windows. If the current window is the Tracks Window, then packed mode will be toggled on and off for your tracks. If the current window is the Measures Window, then packed mode will be toggled on and off for your measures. For more information see Pack Measures and Pack Tracks in the Util Menu section.

The GoTo Tool



If the Tracks Window is the current window, a left mouse button click on this tool opens a dialog box where you can enter a track number to go to. The JAMMER remembers this number. A right mouse button click will take you directly to the track number that you previously entered. You do not have to enter the same track number again. If you have not previously entered a track number, a right mouse button click will take you to track number 1.

If the Measures Window is the current window, a left mouse button click on this tool opens a dialog box where you can enter a measure number to go to. The JAMMER remembers this number. A right mouse button click will move the playback cursor directly to the measure number that you previously entered. You do not have to enter the same measure number again. If you have not previously entered a measure number, a right mouse button click will take you to measure number 1. A right mouse button click on this tool will move the playback cursor to the measure number that you previously entered and immediately start playback.

The Metronome Tool



Clicking on the Metronome tool allows you to set the current tempo, in beats per minute. The tempo controller is displayed as a vertical scroll bar which may be manipulated using the arrow keys or the mouse. The tempo may be changed while a song is playing or while the JAMMER is stopped.

The Metronome tool allows you to set the number of beats the JAMMER will count off before starting playback or recording. You can also select various sounds for the metronome by changing the metronome track. The metronome velocity allows you to set how loud the metronome instrument is played.

Tape Deck



The **Animate Tape Deck** Option Toggles on/off tape deck animation. The tape deck spins during playback and also spins briefly during rewind and fast forward operations.

Swap Windows

The *Swap Windows* option toggles between the Tracks Window and the Measures Window.

Tempo

The Tempo dialog box allows you to set the tempo of your song (in beats per minute). The tempo controller is displayed as a vertical scroll bar which may be manipulated using the arrow keys or the mouse. You can even vary the tempo during playback. This is particularly useful when loading and composing styles, because each style can have drastically different sounds depending upon the tempo.

Metronome Count

This field contains the number beats that the JAMMER will count off before starting playback and recording. The most common values to use here are 2 and 4, but feel free to enter whatever you like.

Metronome Track

This field contains the track number that the JAMMER will use to play the count off notes. This is usually set to the Closed Hi Hat or Sticks track, but can be set to any JAMMER track.

Metronome Velocity

This field contains the velocity of the count off notes. A lower value here will produce notes lower in volume than a higher number.

Tracks Window

The Tracks Window is one of the two main windows in the JAMMER, the other being the Measures Window. The Tracks and Measures windows may be toggled back and forth by using Control+W, F8 or by selecting Tracks from the Window Menu.

The Tracks Window is laid out in a spreadsheet type format. Each row is a separate track and each column is a field for one track. The color scheme of the Tracks Window shows you some information about the status of your song. All tracks with a white background are tracks that contain events. Tracks with a gray background are empty tracks. Also, drum tracks are displayed with blue text as opposed to black text for the musical instrument tracks. Tracks that are muted (i.e. silent), are displayed with light gray text.

You can solo individual tracks in any combination. For example, you could solo your bass and piano tracks to hear just those tracks without hearing the other instruments. Soloing one or more tracks slightly changes the color scheme. If one or more tracks are set to Solo, the tracks that are set to Solo are displayed with a white background. All other tracks are displayed with a gray background. When all tracks are returned to their normal playback status, the color scheme returns to its normal state.

The Tracks Window has the following fields:

Track Patch

This field contains the track's patch name. The JAMMER will automatically set the MIDI patch for that track when playback begins unless patch changes are disabled. You may change patches during playback. This allows you to easily decide which instrument sounds the best for your track.

Track Bank

This field allows you to set the track's MIDI bank to be used when selecting a patch or program change.

In the drum section (tracks 28-55) of the Tracks Window this field acts as a program change to select a drum kit for the track. You can choose from the Roland GS drum kits or you can enter your own patch number.

Please note that changing the Bank for a track also changes the Bank for all tracks that are set to the same MIDI Channel, since a MIDI Channel can only be set to one particular Bank and Patch at a time.

Track Channel

This field contains the MIDI Channel on which the track's data will be output. In the General MIDI standard, drum tracks are set to MIDI Channel 10. Therefore, the drum tracks in JAMMER are set to MIDI Channel 10 by default, but can be changed to any valid MIDI Channel.

Track Mode

This field controls the playback of each track. This field may be set to Play, Mute or Solo. You may change the playback mode of a track even while the JAMMER is playing.

PLAY

If a track is set to Play, its MIDI data will be sent to the MIDI devices during playback unless one of the other tracks is set to Solo at the time.

MUTE

If a track is set to Mute, its MIDI data will not be sent to the MIDI devices during playback. The track is taken out of the mix and becomes inaudible.

SOLO

If a track is set to Solo, only that track and any other tracks set to Solo will be played.

Note: When Group Drums is checked in the Util Menu, selecting Play, Mute, or Solo will affect all drum tracks.

Track Level

This field controls the playback level of the track. When you select this field, a digital track fader pops up, which may be manipulated while the JAMMER is playing. The JAMMER controls the level by sending MIDI Level Controller commands to the MIDI devices.

Please note that changing the Level of a track also changes the Level for all tracks that are set to the same MIDI Channel. This is because there is only one MIDI LEVEL CONTROLLER for each MIDI Channel.

Track Relative Velocity

This field controls the relative velocity of the notes being output on the given track. When you select this field a digital velocity fader pops which may be manipulated while the JAMMER is playing.

By increasing this field, you are adding the shown amount to each note's velocity as playback occurs, making them louder. This is a run-time feature and does not directly change the MIDI track data stored in the JAMMER, but merely alters it on playback.

This field is the perfect way to mix drums. Since most drums usually go to the same MIDI channel (usually channel 10), a level change would bring all drums up and down at the same time without control over individual drum levels. You may easily mix drums on playback though by playing around with the relative velocity. If the Kick drum is a little too loud, decrease the relative velocity on the Kick drum track. If the Snare drum needs a little boost, increase the relative velocity on the Snare drum track.

Track Pan

This field allows you to set the pan or stereo balance for a track. When you select this field the JAMMER displays a horizontal digital pan slider which may be adjusted while the song is playing.

Please note that changing the Pan setting for a track also changes the Pan settings for all tracks that are set to the same MIDI Channel, since each MIDI Channel has only one MIDI Pan Controller.

Track Reverb

This field allows you to set the track's Reverb depth. Selecting this field causes the JAMMER to display a digital reverb slider which may be adjusted during playback.

Please note that changing the Reverb setting for a track also changes the Reverb settings for all tracks that are set to the same MIDI Channel, since each MIDI Channel has only one MIDI Reverb Controller.

Track Chorus

This field allows you to set the track's Chorus depth. Selecting this field causes the JAMMER to display a digital chorus fader which may be adjusted during playback.

Please note that changing the Chorus setting for a track also changes the Chorus settings for all tracks that are set to the same MIDI Channel, since each MIDI Channel has only one MIDI Chorus Controller.

Track Transpose

This field allows you to transpose a track at playback time. The value in this field is added to all notes in the selected track, causing the track to be transposed up or down. A positive number in this field transposes up, and a negative number transposes down. For no transposition, this field should be set to zero.

Track Action Field (or Composer Mode)

This field contains the Composer Mode for each track. The Composer Mode is the flag which controls the actions of the JAMMER when it composes. This field may be set to Keep, Comp or Eras. The field values and the actions taken at compose time are described below:

Comp

Composing (overwriting current parts) will take place on all tracks where the Track Mode is set to Comp and will compose on the measures selected in the Punch dialog box under Punch In and Punch Out Measure.

Eras

Erasing (clearing current parts) will take place on all tracks where the Track Mode is set to Eras and will erase the notes on the measures selected in the Punch dialog box under Punch In and Punch Out Measure.

Keep

When a track is set to Keep, the JAMMER will not compose on that track, thereby preserving all events on the track while composing on other tracks. You may set all tracks or combinations of tracks to Keep by using the options on the Util Menu.

Track Player (or Composer)

This field allows you to select which composer will be composing on the current track. The available composers or studio musicians are the Bass Composer, the Rhythm Composer, the Melody Composer, the Kick Drum Composer, the Snare Drum Composer, and the Percussion Composer. A track can be set to any composer. There is no rule against using a Bass Composer on the Kick Drum track, for example. The composer that is selected for a track is the one that can be edited using...

Track Composer Style

This field allows you to modify the style and control settings for the composer that you have selected for a track. The style dialog box which pops up will depend on which composer you have selected. Changing the style controls of the individual musicians and entering custom timing patterns are only available in the JAMMER PRO. Each different composer style and control dialog boxes are discussed in their own chapters.

Track Events

This field displays the number of MIDI events which are on the given track.

Track LEDs

If Track LEDs are enabled, the black space to the right of the events field will show an LED type velocity meter for each track.

The track LEDs show you which tracks are currently playing and can also be used as an indicator that the JAMMER is receiving notes from your MIDI input device.

NOTE: Track LEDs take can up a great deal of processor time. If you notice any delays during playback, you may want to disable this feature. LEDs can be disabled in the Animation sub-menu under the Util Menu.

Packed Mode

When packed is enabled, all tracks are arranged so that any tracks with events are moved to the top of the Tracks Window. When you compose on an empty track, it is moved to the top of the Tracks Window with all of the other non-empty tracks. If all track events are deleted, the track is moved below the tracks with events.

When packed mode is disabled (the default mode), all tracks are ordered in numerical sequence from 1 to 256.

You can enable and disable Packed Mode in the Util Menu.

Moving around in the Tracks Window is easy. The following table describes the Tracks Window keystrokes and mouse conventions.

Up Arrow	Moves the track cursor up one row
Down Arrow	Moves the track cursor down one row
Left Arrow	Moves the track cursor left one field
Right Arrow	Moves the track cursor right one field
Page Up	Moves the track cursor up one page
Page Down	Moves the track cursor down one page
Home	Moves the track cursor to the Patch Name field
End	Moves the track cursor to the Style field
Control+Page Up	Moves the track cursor to the top of the Tracks Window
Control+Page Down	Moves the track cursor to the bottom of the Tracks Window
Control+Home	Moves the track cursor to the first track
Control+End	Moves the track cursor to the last track

Del (Delete)	Deletes all events on the current track
[or /	Increments the Bank, Level, Velocity, Pan, Reverb and Chorus fields by a value of 10, the Transpose field by a value of 12, and all other fields by a value of 1
] or *	Decrements the Bank, Level, Velocity, Pan, Reverb and Chorus fields by a value of 10, the Transpose field by a value of 12, and all other fields by a value of 1
+	Increments a field by a value of 1
-	Decrements a field by a value of 1
P	Sets the current track mode to Play
M	Sets the current track mode to Mute
S	Toggles Solo status for the current track on and off
T	Toggle packed mode for the Tracks Window
Spacebar	Starts and stops playback
Left Mouse Click	Moves the cursor to the selected track
Enter, Left Double Click Right Click	Edits the setting for the selected field on the current track

See Also

[Measures Window](#)

[Recording](#)

[Deck Controls](#)

[Status Window](#)

Load Song

This selection loads a previously saved JAMMER composition file (like MYTUNE.CMP). A JAMMER composition file is a complete snapshot of the system containing song data, track information, and composer settings.

The JAMMER will display a list of all song files found on the directory specified by the current Song Path. (The current Song Path may be set via the System Options dialog under the Devices Menu). If no Song Path has been set, the current directory will be used. You may choose a song to load by clicking on its filename and then clicking on the OK button. Likewise, double clicking on the song's filename will load the song. By using the list boxes on the right, you may load a song from any drive and directory on your system. Pressing ESC or clicking the CANCEL button will abort the loading operation.



Load and Compose



Load and Play



Stop playback

While you are in the Load Song dialog box, you can also click on the Load and Play button, Load and Compose button, and the Stop button to control playback and composing without leaving the Load Song dialog box. With this feature you can play and compose existing songs quickly without having to re-select the Load Song dialog box for each song.

Save Song

This selection saves your current JAMMER composition to a disk file.

If you are saving a song for the first time (hint: the song name in the title bar of the JAMMER will say "Untitled"), you will be taken to the Save Song As... dialog box. Otherwise, a message box will appear asking if you wish to save your song. If you answer yes, your current JAMMER song will be saved, overwriting the previous version. If you answer no, no operation will be performed. If you wish to keep the previous version, use Save Song As... to give your song a new name.

Save Song As

The JAMMER will display a list of all song files found on the directory specified by the current Song Path. (The current Song Path may be set via the System Options dialog under the Devices Menu). If no Song Path has been set, the current directory will be used. You may type in a new filename and press Enter to save your song with its new filename.

You may also select an existing file from the file list. When you click on the OK button to save your song, the JAMMER will ask you if you wish to overwrite the existing file. If you answer yes, your current song will be saved using the filename that you selected, overwriting the previous version stored on disk.

If you wish to save your song to a different drive and/or directory, use the Directories and Drives list boxes to choose your new file destination. You can then save your song as described above.

To abort the save operation, click on the CANCEL button or press ESC.

Export to MIDI File

This selection exports your JAMMER composition to a Standard MIDI File. Exporting to a Standard MIDI File allows you to share your JAMMER compositions with other MIDI applications, hardware sequencers, keyboards, and even MIDI applications on other computer platforms. For example, by exporting your song to a Standard MIDI File, the Media Player provided with Windows can play your JAMMER tunes!

The process of exporting to a Standard MIDI file is the same as that used for Save Song As... The only difference is that the files that you are dealing with are Standard MIDI Files and not JAMMER compositions.

NOTE: Currently, Standard MIDI Files cannot be loaded into the JAMMER. Therefore, to allow for further creations, you should always save a copy of your song in the JAMMER format.

Clear Song

This selection clears the current song by deleting all musical events, all measures, and your chord progressions. Also your punch and loop settings are reset to their default values. Please note that your current mix is left as-is. After clearing a song, you may want to load your default mix. By doing so, you are now set up to load band styles and begin composing.

Memory Available

This selection displays the amount of memory available to the JAMMER.

Exit

This selection exits the JAMMER.

Punch

The Punch dialog box allows you to set the punch in and out measures, the loop from and thru measures, and other compose/record time settings.

Compose/Record

These two fields allow you set Punch In/Punch Out or beginning and ending measure numbers of an area on which you are currently working. These values are used by the JAMMER when you COMPOSE a part or RECORD a part. If these values are set to 1 through 8 and you press the COMP button or F7 the JAMMER will recompose just measures 1 thru 8. Tracks which are set to Keep in the tracks window will be left alone. Tracks which are set to Erase in the Tracks Window will be erased in measures 1 through 8. Tracks which are set to Comp in the Tracks Window will be recomposed in measures 1 through 8. Once you have finished working on measures 1 through 8 you can set the Compose/Record measures to 9 through 16 or whatever you like so that you can produce the next piece of your song. You could build your tune by setting the Compose/Record measures to compose the whole song all at once however, this method lacks dynamics and yields fairly boring tunes. Most professionally produced tunes will change in various ways as they go from one part to another either bringing instruments in and out or slightly changing the drum beat to give the song a change in feeling. The JAMMER allows you to produce professional songs by giving you the ability to work on each section individually.

Recording

Recording works much like composing. To record measures 9 through 16 set the Compose/Record values to 9 through 16. Move the cursor in the Tracks Window to the track you want to record on. To start recording press the REC button or the F5 key. Playback will start a couple of measures ahead of the punch in measure to give you a chance to get ready to record. Recording will stop when the punch out measure is reached, or when you stop recording manually, whichever comes first. You can stop the recording process by pressing the spacebar or by clicking on the Stop button. Once recording is complete you are presented with a message box asking you if it was a take. If you want to keep the part, answer yes. Otherwise, keep jammin' until you get the result that you are after.

Loop Measures

These two fields allow you set a starting and ending measure number for automatic looping during playback. When the JAMMER reaches the ending measure number during playback it will automatically loop back to the starting looping measure and continue to playback. You may set the ending looping measure to 999 (or any measure number greater than the total number of measures) to indicate looping to the end of the song without having to type in the exact last measure number.

Force 6/8 Feel

This field is a probability between 0 and 100 percent that the JAMMER will use a 6/8 based feel while composing. A 6/8 feel differs from a straight feel in that the accents and phrases are grouped in groups of three and six as opposed to straight feel which is normally grouped in fours and eights. By setting this value to a medium value (between 35 and 50 for example), some very dynamic and rhythmically diverse parts can be composed.

Sub Pattern Length (8ths)

This field contains the length of the rhythmic patterns composed by the JAMMER. For example, in 4/4 time, entering a number less than 8 will force the JAMMER to compose a new pattern before the end of a measure (since there are 8 eighth notes in one measure of 4/4). Try a value of 5 here, in 4/4 time, to create some interesting syncopated rhythm parts. Experiment with

other values to hear how each sub pattern length changes the sound and feel of various styles and songs.

Triplet 8th Feel

Placing a check in this check box causes the JAMMER to compose with a triplet or swing feel as opposed to a straight feel. For example, you can compose 4/4 measures in either straight feel or triplet 8th feel.

Disable Looping

Placing a check in this check box causes the JAMMER to disable the automatic looping feature, i.e. playback will stop after the last measure is played instead of looping back to the loop from point.

Set Loop to Punch

Clicking this button will set the loop from/thru values to the punch in/out values. Changes do not take effect until you click the OK button.

Group Drums

This option is an on/off toggle. When on (a check mark is placed by the menu option), Play, Mute, and Solo operations on a single drum track affects all of the drum tracks. This way you can solo or mute all drum tracks with one click. When toggled off, each drum track is handled individually.

Chord Progressions

A chord progression is the framework for a song. It doesn't contain any recorded musical notes but instead contains key signature, time signature, and chord type information. This information is displayed in the Measures Window. The chord progression should always be created first and then you can work on the musical tracks. You can create chord progressions two different ways in the JAMMER:

1. You can enter your own chord progression and have the JAMMER create music to follow your chords.

OR

2. You can have the JAMMER automatically create chord progressions for you by loading the style of your choice and then setting the Progression Composer mode to Comp. With this composer enabled the JAMMER will write chord progressions to the Measures Window when you compose. The measures which the Progression Composer will work on can be set by the Compose/Record field in the Punch dialog box. When you like a progression that the JAMMER writes but you wish to continue to work on the musical tracks in that section of the song, make sure you set the Progression Composer's mode to Keep.

WARNING: If you ever decide to keep ANY musical track like a bass or a rhythm part and recompose other tracks, MAKE SURE you set the Progression Composer mode to Keep as well as the track you want to keep, since the progression is the underlying pattern for all of the musical tracks. If you put the bass track on Keep and forget to put the Progression Composer on Keep, and then recompose, the progression will be recomposed and the bass line you saved will probably not match the progression any more. Just remember, the progression is the underlying pattern for a tune and should not be changed once you start keeping musical tracks unless you want to create some real avantgarde music.

See Also

Entering Chords

Progression Composer

Composing

Selecting a Style

Before starting to compose with the JAMMER you should select a starting style for the band. You can select a style via the Load Style option in the Styles Menu. Loading a style file sets up tracks 1-55 in the Tracks Window with pre selected composers, composer modes, and composer styles. While building your tune in the JAMMER you can use as many styles as you like. Once you have completed a section of your song you can change the Compose/Record measures in the Punch dialog box to work on a new section, load a new style and begin composing with the new style.

Letting It Rip

To compose, press the Compose Button on the Deck Controls, or press the F7 key.

When composing with the JAMMER, feel free to recompose a part as many times as you like, waiting for that moment when it hits the exact mood that you are looking for. Even without changing the composer styles the JAMMER will continue to come up with different parts each time you recompose. When you do hear a part that you would like to keep you can do several different things:

1. If you like all of the tracks that the JAMMER came up with then you should go to the Punch dialog box and change your Composer/Record Measures to now work on a different section of your song.
2. If you like some of the tracks in the current section but wish to recompose other tracks in the section then you should go to the Tracks Window and set the Track Composer Mode to Keep for the tracks you want to save. Any track not on Keep will either be erased or recomposed for the selected measures the next time you compose.
3. If you like the whole song and want to prevent yourself from accidentally recomposing part of it you can set all tracks to Keep by selecting the Keep All Tracks selection under the Util Menu. Of course you should also save the song regularly as you work on it.

System Options

This dialog box allows you to configure system options such as Enable MIDI Thru, Enable MIDI Start/Stop Clock, Disable Bank Changes, Disable Patch Changes, Disable Level Changes, Disable Pan Changes, Disable Reverb Changes, Disable Chorus Changes, Default Mix, Default Style, Song Path, and System Path.

Enable MIDI Thru

When MIDI Thru is enabled and the JAMMER receives a MIDI message via the MIDI IN port of your PC's MIDI interface card, the JAMMER will echo that message back out the card's MIDI OUT port. If MIDI Thru is disabled, the JAMMER will not echo received messages. If you are using a keyboard and a separate MIDI sound module, depending on how your system is set up, you may need to enable MIDI Thru to allow the notes from your keyboard to reach your sound module. Start with MIDI Thru turned off. If you get no sound, try turning MIDI Thru on. If you still get no sound, make sure you have selected a MIDI Input Device.

Enable MIDI Start/Stop Clock

When this field is enabled the JAMMER will send MIDI Clock messages out during playback. The JAMMER will also send a MIDI Start right before playback begins and a MIDI Stop when playback is stopped.

Disable Bank Changes

This field tells the JAMMER not to send Bank Changes.

Disable Patch Changes

This field tells the JAMMER not to send Patch Changes.

Disable Level Changes

This field tells the JAMMER not to send MIDI Level Controller messages.

Disable Pan Changes

This field tells the JAMMER not to send MIDI Pan Controller messages.

Disable Reverb Changes

This field tells the JAMMER not to send MIDI Reverb Controller messages.

Disable Chorus Changes

This field tells the JAMMER not to send MIDI Chorus Controller messages.

Default Mix

This field allows you to set a Default Mix File that the JAMMER will load when the program is started.

Default Style

This field allows you to set a Default Style File that the JAMMER will load when the program is started.

Song Path

This field allows you to set the default song directory that the JAMMER will use when loading and

saving songs.

System Path

This field allows you to set the default directory for patch files, style files and mix files.

NOTE: When entering path names for the Song Path and System Path, it is not necessary to put in the trailing back slash, as the JAMMER will do it for you. For example, type C:\JAMSONGS into the Song Path field if you want to store your song files in the directory C:\JAMSONGS.

See Also

[MIDI Output](#)

[MIDI Input](#)

Track LEDs



The **Display Track LEDs** option toggles on/off track LEDs. The track LEDs show you which tracks are currently playing and can also be used as an indicator that the JAMMER is receiving notes from your MIDI input device.

NOTE: Track LEDs take can up a great deal of processor time. If you notice any delays during playback, you may want to disable this feature.

Add Measures

The Add Measures selection opens a dialog box which allows you to create some new blank progression measures in the time signature of your choice.

The JAMMER will create the new measures at the end of the current composition. This is the way to create blank measures when you want to enter your own chord progression. Simply create the number of measures you want and then edit the measures from the Measures Window, by double-clicking on a measure or moving the cursor bar to the desired measure and pressing Enter.

If you want the measures to be somewhere other than at the end of the tune then you can use the Copy Song Measures function with Insert Mode to place the new measures anywhere you want them.

This dialog box allows you to add new blank measures, select the time signature, and automatically insert drum fills.

Time Signature

Choose your desired time signature from this list box.

Number of New Measures Needed

Enter the number of new measures that you need into this field.

Insert Drum Fills

If this check box is selected, drum fills are automatically added to the new measures that are created. Every 4 measures a short drum fill is inserted, and every 8 measures a long drum fill is added. For example if adding 16 measures to an empty song, measures 4 and 12 would contain short drum fills, and measures 8 and 16 would contain long drum fills. Of course, you can add and remove drum fills from any measure. This feature is provided solely as a convenience.

Entering Chords

Before you can enter a chord progression, you will need to create some blank measures to put it in. When the JAMMER composes a progression, it automatically creates the progression measures it needs; but when you want to start fresh and enter your own chords, you need to first allocate some blank measures.

If you are going to be using a Melody Composer, be sure to set the key signature to the key that you want the melody composer to use. The key signature settings are found in the Progression Composer style screen.

First, go to the Measures Window so you can see what's happening (press F8 or click on the SWAP button if you're in the Tracks Window). When the JAMMER boots up fresh there are no measures in the Measures Window. To create some blank measures click on the Add Measures tool on the side tool bar or select Add Measures from the Tools Menu. The resulting dialog box prompts you for the number of blank measures you want to create and the time signature you want these measure to have. Also, you can have the JAMMER automatically insert drum fills for you by selecting the Insert Drum Fills check box.

When you exit this dialog box you will see the new blank measures. This operation always adds the new blank measures to the end of the current composition. Now you are free to edit any of the existing measures and enter chord progressions.

The Chord Entry Window

To edit the progression measures, you must first be in the Measures Window. To edit the measure of your choice, either double-click the mouse on the measure, or move the playback cursor to the desired measure and press Enter.

The JAMMER will then open the chord entry window. You may then type in the chord of your choice or enter chords using the chord root and chord type buttons. Valid chord types are displayed on the chord type buttons. If you prefer to type in your chords instead of using the mouse, use the text that is on these buttons for your chord names, combined with the root note and bass note of your choice. You can enter a different bass note to be used with your chord by entering "slash chords". For example, the chord D/F# would play a D major chord with an F# as the bass note.

Here are some guidelines for using the chord entry window. Any button whose text has an underscore under one letter can be selected by pressing the Alt key plus that letter. For example, when you are done editing, you could press Alt+D to select the Done button and close the chord entry window. You can also press the ESC key to close the chord entry window. Please note that in this case, changes to the current chord are not saved.

The chord field shows the name of the chord that is being edited or entered. You may type in your chord here choosing from the valid chords whose text are on the chord buttons below the chord field. Pressing Enter has the same effect as clicking the Update button, which finalizes the changes to the current chord position and moves the playback cursor in the Measures Window to the next eighth note.

The position of the chord that is being edited is shown by the measure number and position fields. The measure number field is the measure that the playback cursor is on. The position field shows which eighth note position is being edited. For example, if the current measure is in 4/4 time, the measure number field contains a 7 and the position field contains an 8, then the chord that is being edited is the last chord in measure number 7.

At the top of the chord entry window there is a row of buttons with root notes (C C# Db D D# etc...). Clicking one of these buttons changes the root note of the current chord. For example, if the current

chord is a Gmaj7 and you click on the F button, the chord would be changed to Fmaj7.

The last button in the row of chord root buttons is the slash ("/") button. This button is used to enter "slash chords". It operates in a special way. If there is not already a slash in your chord, and this button is selected, a slash is added after your chord root and chord type. Any root note buttons selected now will change the slash note. For example, if your chord is E/G# and you click on the B root button, your chord would now be E/B. If you click on the slash button, and a slash already exists in your chord, the slash, and the slash root are taken out. For example, if your chord is E69/G# and you click on the slash root button, your chord would now be E69.

The chord type buttons are the buttons below the chord, measure number and position fields. These buttons allow you to enter any of the chords that the JAMMER can use. Clicking on these buttons change the chord type of your chord. For example, if your chord is F#m7, and you click on the maj13 button, your chord would now be F#maj13.

The keypad buttons on the upper right of the chord entry window allow you to move your cursor around the Measures Window with the mouse. Use the arrow keys, page up, page down, home, end, and goto keys just like you would in the Measures Window. Note that if you are editing a chord and then use the keypad, your changes are saved before the playback cursor is moved.

The Update button saves the chord that you are editing and moves the playback cursor to the next eighth note in the Measures Window. Pressing the Enter key has the same function as clicking this button.

The Cancel button aborts any changes to the current chord and closes the chord entry window. Please note that any chords entered or edited previously remain in their edited state. In other words, you can only cancel the editing of the current chord. As soon as you select Update, the chord is saved. Pressing the ESC key has the same function as clicking this button.

The Done button saves the current chord that you are editing and closes the chord entry window.

Please note that if you just click in the Measures Window and move the playback cursor without selecting Update, Compose or Done, or without using the keypad buttons, your edit of the current chord will not be saved. You MUST select Update, Compose or Done, or use the keypad buttons to save your chord.

The Compose button will save your current chord, set focus to the Measures Window, compose and start playback. The chord entry window will not close, it will just become inactive. To edit the current chord, click on the chord entry window with the mouse. To enter or edit a different chord, move the playback cursor to another location and press Enter or double click your mouse on the chord that you wish to edit. This allows you to move around in the Measures Window as normal, without having to close the chord entry window.

The Next Measure button will move the playback cursor to the first eighth note of the next measure. The Prev Measure button will move the playback cursor to the first eighth note of the previous measure. This allows you to move from measure to measure very quickly - without having to close the chord entry window.

When you move the playback cursor into an eighth note position, the chord is remembered by the JAMMER. The Undo button allows you to change the current chord back to the original unedited chord.

The Clear button clears the text from the chord field. This is the quickest way to delete a chord from a measure. You must save your changes as normal by selecting Update, Done, Compose, or by moving the playback cursor with the keypad buttons.

WARNING: If you enter your own chord progressions the JAMMER will automatically set the Progression Composer mode to Keep so that when you compose, it doesn't wipe out all of the chords you just entered. Just make sure you don't set the Progression Composer back to Comp while working on a

section where you would like to keep the chords shown in the Measures Window.

Keep All Tracks

Sets composers on all tracks to KEEP.

Keep Instruments

Sets composers on all non drum tracks to KEEP.

Keep Drums

Sets composers on all drum tracks to KEEP.

Set All To Erase

Sets composers on all tracks to ERASE.

Set Instruments To Erase

Sets composers on all non drum tracks to ERASE.

Set Drums To Erase

Sets composers on all drum tracks to ERASE.

Set Loop To Punch

This option sets the Loop From measure to the Punch In measure and the Loop Thru measure to the Punch Out measure.

Load Style

This selection loads a previously saved JAMMER style file (like MYSTYLE.STY). A JAMMER style file is a snapshot of the track composer modes, selected composers and their individual style settings.

The JAMMER will display a list of all style files found on the directory specified by the current System Path. (The current System Path may be set via the System Options dialog under the Devices Menu). If no System Path has been set, the current directory will be used. You may choose a style to load by clicking on its filename and then clicking on the OK button. Likewise, double clicking on the style's filename will load the style. By using the list boxes on the right, you may load a style from any drive and directory on your system. Pressing ESC or clicking the CANCEL button will abort the loading operation.



Load and Compose



Stop playback

While in this dialog box you can preview styles quickly by selecting a style and then selecting the Load and Compose button. This button will automatically load the selected style and then recompose measures according to your punch settings. This way you can hear what your song sounds like in different styles.

Deck Controls



The Deck Controls allow you to control playback, recording, rewinding, fast-forwarding, replaying and composing. Each of these buttons is described below.

The STOP Button



Clicking this button or pressing the F1 key causes playback to stop. If you start playback again without rewinding, playback will begin at the measure where you stopped playback.

The PLAY Button



Clicking this button or pressing the F2 key causes playback to start from the current playback measure. The current playback measure may be changed in several ways. Rewinding and fast-forwarding will change the current playback measure. You may also set the current measure by going to the Measures Window (F8 toggles you between the Tracks Window and Measures Window) and moving the playback cursor using the arrow keys, mouse, or scroll bar. If playback is active when you move the playback cursor, it will stop automatically.

The REWIND Button



Clicking this button or pressing the F3 key causes the JAMMER to rewind. If the current playback measure is past the Loop From Measure in the Punch dialog box the JAMMER will rewind to the Loop From Measure. If the current playback measure is at or before the Loop From Measure then the JAMMER will rewind to the beginning of the song. This is very handy when doing repeated work on selected measures in the middle of the song.

The FAST FORWARD Button



Clicking this button or pressing the F4 key causes the JAMMER to fast forward. If the current playback measure is at or past the Loop From Measure in the Punch dialog box the JAMMER will fast forward to the end of the song. If the current playback measure is before the Loop From Measure then the JAMMER will fast forward to the Loop From Measure. This is very handy when doing repeated work on selected measures in the middle of the song.

The RECORD Button



Clicking this button or pressing the F5 key causes the JAMMER to begin recording. Recording will take place on the current track in the Tracks Window. The current track can be changed by moving the cursor up or down in the Tracks Window. Actual recording will only take place during the measures specified by the Punch In and Punch Out Measures in the Punch dialog box. Recording will begin at the beginning of the designated Punch In Measure and recording will cease after the end of the designated Punch Out Measure.

Before recording, playback will be started two measures before your Punch In Measure. When recording, playback will automatically stop at the end of the song. Looping is automatically disabled when recording.

The REPLAY Button



Clicking this button or pressing the F6 key causes the JAMMER to set the playback cursor to the Loop From Measure and then start playback. The Loop From Measure can be set via the Punch dialog box.

The COMPOSE Button



Clicking this button or pressing the F7 key causes the JAMMER to compose, and then start playback from the Punch In Measure. The JAMMER will look at each track to see which track mode is selected and then either do nothing, compose, or erase. The mode for each track is displayed in the Tracks Window. The track mode can be set to the following values:

COMP

Composing (overwriting current parts) will take place on all tracks where the mode is set to Comp. The JAMMER will compose only the measures selected by the Punch In and Punch Out Measure in the Punch dialog box.

ERAS

Erasing (clearing current parts) will take place on all tracks where the mode is set to Eras. The JAMMER will erase only the notes on the measures selected by the Punch In and Punch Out Measure in the Punch dialog box.

KEEP

Keep causes the JAMMER to do nothing to that track. You may set all tracks to Keep by selecting Keep All Tracks under the Util Menu on the menu bar at the top of the screen.

SOLO Light



When the solo light is visible, clicking on the word "SOLO" will return all tracks that are soloing to normal play status. This is a quick way to "un-solo" several tracks without having to change the track mode for every track that is set to solo.

Status Window

Punch	001-008	Tot Hrs	000	▲	127
Loop	001-999	Sty	Jazzstd	G	Major

The Status Window is to the right of the [Deck Controls](#). The Status Window contains the following information:

Punch

Your current composer punch settings are shown here. Clicking this area with the mouse will open the [Punch](#) dialog box.

Loop

Your current playback loop settings are shown here. Clicking this area with the mouse will open the [Punch](#) dialog box.

Total Measures

The total number of measures in the current song is displayed here. Clicking this area with the mouse will open the [Add New Measures](#) dialog box.

Current Style Name

The last band style file loaded is displayed here. Clicking this area with the mouse will open the [Load Style](#) dialog box.

Tempo

The current [tempo](#) is displayed here in beats per minute. Clicking this area with the mouse will open the [Tempo](#) dialog box.

Key Signature

The key signature that the [Progression Composer](#) will use when writing a [chord progression](#) is shown here. The key signature also determines the key in which the [Melody Composer](#) will compose lead parts. Clicking this area with a mouse will open the [Progression Composer](#) style dialog box.

Current Song Name

The current song name is displayed in the title bar of the JAMMER.

Current Measure

msr 007:00

The current playback measure number in the JAMMER's 256 track sequencer is displayed here.

Elapsed Time

00:06 secs

The number of minutes and seconds which have elapsed since the song started playback is displayed here.

The current measure and elapsed time displays are also updated while moving the playback cursor in the Measures Window. To see how many minutes and seconds your song is, fast forward to the last measure.

Copy Song Measures

This selection copies selected measures on all tracks and the chord progression at the same time. This is very useful in arranging a tune because it lets you mark off a section of a song like, the verse for example, and copy it as many times as you like. For example, say that we are copying from measures 1 through 8, to measure number 9 and repeating 2 times. We also select Insert instead of Overwrite. This does not affect measures 1 through 8 but just takes a copy of them and dumps them out starting at measure number 9.

The measures which currently exist at measure number 9 (if there are any) will be shifted down making room for the copied measures. These shifted measures are moved down because Insert was selected as opposed to Overwrite. If Overwrite had been selected, the copied measures would have been laid down right on top of the old measures, overwriting and destroying them.

The Repeat 2 Times causes the JAMMER to link the 8 selected measures to be copied together twice, like a double verse, and then copy the combined 16 measures to measures number 9 through 24. The current measures starting from measure 9 through the end of the song will be shifted down 16 measures.

Once again, if Overwrite had been selected as opposed to Insert, the copied measures would have been laid down right on top of measures 9-24, overwriting and destroying them.

NOTE: Currently, copying song measures is the only automatic way you can copy the chord progression for a song. Copying individual track measures does not copy the progression measures.

When you have the proper information in each of the fields in the Copy Song Measures dialog box, you may then select OK to execute the copy, or CANCEL to abort it.

MIDI Input

The Midi Input dialog box allows you to choose which MIDI input device the JAMMER will use for recording. If you choose None, MIDI Thru and recording will be disabled.

MIDI Output

The Midi Output dialog box allows you to choose which MIDI output device the JAMMER will use for playback. If you choose MIDI Mapper, it must be configured through the Windows Control Panel. For further information on the MIDI Mapper, please see your Windows manuals.

[Sound Blaster \(and compatible\) owners click here!](#)

Pack

Pack Tracks

When packed is enabled, all tracks are arranged so that any tracks with events are moved to the top of the Tracks Window. When you compose on an empty track, it is moved to the top of the Tracks Window with all of the other non-empty tracks. If all track events are deleted, the track is moved below the tracks with events. All tracks with events have white a background and all tracks without events have a gray background.

When packed mode is disabled (the default mode), all tracks are ordered in numerical sequence from 1 to 256.

Pack Measures

When packed mode is enabled, many more measures can be viewed on the screen. When measures are in packed mode, only the chord progression, measure number and Loop From and Loop Thru values are shown. The Loop From measure is shown with a green background on the measure number. The Loop Thru measure is shown with a red background on the measure number. The staff, drum fill marks, time signature, lyrics, Punch in measure and Punch Out measure are only shown in un-packed mode. You can enable and disable Packed Mode in the Util Menu.

The Pack Tracks settings are saved for your next JAMMER session.

You can enable and disable Packed Mode for the Measures Window and the Tracks Window in the Util Menu.

Goto

If using the Side Tool Bar:

If the Tracks Window is the current window, a left mouse button click on this tool opens a dialog box where you can enter a track number to go to. The JAMMER remembers this number. A right mouse button click will take you directly to the track number that you previously entered. You do not have to enter the same track number again. If you have not previously entered a track number, a right mouse button click will take you to track number 1.

If the Measures Window is the current window, a left mouse button click on this tool opens a dialog box where you can enter a measure number to go to. The JAMMER remembers this number. A right mouse button click will move the playback cursor directly to the measure number that you previously entered. You do not have to enter the same measure number again. If you have not previously entered a measure number, a right mouse button click will take you to measure number 1. A right mouse button click on this tool will move the playback cursor to the measure number that you previously entered and immediately start playback.

If using the Util Menu:

Goto Track

This selection allows you to go directly to a track by entering its number.

Goto Measure

This selection allows you to go directly to a measure by entering its number.

Lyrics

The JAMMER allows you to enter up to 35 characters per measure for lyrics or comments in your tune. These will be displayed under the chord changes in the Measures Window just like in a pop song book.

You can edit these lyrics and comments by moving the playback cursor to the measure of your choice and selecting Enter Lyrics from the pop-up menu (by clicking the right mouse button), pressing the 'L' key from the Measures Window, or from the Tools Menu. A dialog box will then be displayed, allowing you to edit the measure's lyrics.

Add Drum Fill

This selection allows you to enter a short or long drum fill for any measure, or to remove a drum fill from any measure. Just enter the measure number, select None, Short, or Long and click the OK button. You may also enter/edit drum fills in the Measures Window.

Save Style

This selection saves the track composer modes, selected composers and their individual style settings to a style file.

The JAMMER will display a list of all style files found on the directory specified by the current System Path. (The current System Path may be set via the System Options dialog under the Devices Menu). If no System Path has been set, the current directory will be used. You may type in a new filename and press Enter to save your style with its new filename.

You may also select an existing file from the file list. When you click on the OK button to save your style, the JAMMER will ask you if you wish to overwrite the existing file. If you answer yes, your current style will be saved using the filename that you selected, overwriting the previous version stored on disk.

If you wish to save your style to a different drive and/or directory, use the Directories and Drives list boxes to choose your new file destination. You can then save your style as described above.

To abort the save operation, click on the CANCEL button or press ESC.

Load Mix

This selection loads a previously saved JAMMER mix file (like GS.MIX). A JAMMER mix file is a snapshot of the selected track patches, banks, channels, levels, velocities, pan, reverb, chorus, and transposition settings for all 256 tracks.

The JAMMER will display a list of all mix files found on the directory specified by the current System Path. (The current System Path may be set via the System Options dialog under the Devices Menu). If no System Path has been set, the current directory will be used. You may choose a mix to load by clicking on its filename and then clicking on the OK button. Likewise, double clicking on the mix's filename will load the mix. By using the list boxes on the right, you may load a mix from any drive and directory on your system. Pressing ESC or clicking the CANCEL button will abort the loading operation.

Save Mix

This selection saves the track patches, banks, channels, levels, velocities, pan, reverb, chorus, and transposition settings for all 256 tracks.

The JAMMER will display a list of all mix files found on the directory specified by the current System Path. (The current System Path may be set via the System Options dialog under the Devices Menu). If no System Path has been set, the current directory will be used. You may type in a new filename and press Enter to save your mix with its new filename.

You may also select an existing file from the file list. When you click on the OK button to save your mix, the JAMMER will ask you if you wish to overwrite the existing file. If you answer yes, your current mix will be saved using the filename that you selected, overwriting the previous version stored on disk.

If you wish to save your mix to a different drive and/or directory, use the Directories and Drives list boxes to choose your new file destination. You can then save your mix as described above.

To abort the save operation, click on the CANCEL button or press ESC.

Load Patch File

This selection displays a list of the available patch tables for various MIDI devices and allows you to select one to be loaded into the JAMMER. Each patch table can hold up to 256 patch names and numbers.

The JAMMER will display a list of all patch table files found on the directory specified by the current System Path. (The current System Path may be set via the System Options dialog under the Devices Menu). If no System Path has been set, the current directory will be used. You may choose a patch table to load by clicking on its filename and then clicking on the OK button. Likewise, double clicking on the patch table's filename will load the patch table. By using the list boxes on the right, you may load a patch table from any drive and directory on your system. Pressing ESC or clicking the CANCEL button will abort the loading operation.

Edit Patches

There are actually 256 available slots in the patch table. Each table entry equates a patch name with a patch number. You can press the page down key to go down a page at a time to edit all of the patch numbers. When playback starts the JAMMER will automatically set the patches on each track for you according to the values in this table. The patch table is already filled in with the standard patch names. If your MIDI devices are not GM or GS compatible then we recommend that you use the patch names furnished and just change the patch numbers to match your synthesizer as close as possible. Doing this will allow you to have your songs played properly by a number of different synthesizers even though they may all have different patching conventions. The quickest and easiest way to get up and running is to set just the patch numbers for the instruments used by the JAMMER in the default mix. These patches are as follows:

Fingered Bass
Acoustic Grand
Rock Organ
Steel String
Jazz Electric
Alto Sax
Violin
Electric Piano1
Banjo
Distortion
Trumpet
Synth Brass
String Ensemble

When you are done, click on the word File at the top left of your screen (or press ALT F) to open the file menu. Select Save and Exit to save your new patch assignments. The JAMMER will open a dialog box allowing you to save your patch table under a name you choose. After you save your patch setup, the JAMMER will remember its name and will automatically load it the next time you start the JAMMER.

Load Drum Kit

This selection displays a list of the available drum kit tables for various MIDI devices and allows you to select one to be loaded into the JAMMER. Each drum kit can hold up to 128 drum names and numbers. To load a drum kit move the highlighted bar to the name of the desired drum kit and then select OK or press Enter.

The JAMMER will display a list of all drum kit table files found on the directory specified by the current System Path. (The current System Path may be set via the System Options dialog under the Devices Menu). If no System Path has been set, the current directory will be used. You may choose a drum kit table to load by clicking on its filename and then clicking on the OK button. Likewise, double clicking on the drum kit table's filename will load the drum kit table. By using the list boxes on the right, you may load a drum kit table from any drive and directory on your system. Pressing ESC or clicking the CANCEL button will abort the loading operation.

Edit Drum Kit

This selection allows you edit the current drum kit drum key numbers.

There are actually 60 pieces in the JAMMER drum kit. To see the other drum key assignments use the page down key to go down a page. Set each of the drum key numbers to match the key numbers of the drums for your MIDI devices. When you are done click on the word File at the top left of your screen (or press ALT F) to open the file menu. Select Save and Exit to save your new drum key assignments. The JAMMER will open a dialog box allowing you to save your drum setup under a name you choose. After you save your drum setup, the JAMMER will remember it's name and will automatically load it the next time you start the JAMMER.

Copy Track

This selection copies selected measures from a selected track to another selected track and selected measure. This feature can be used to duplicate a part repeatedly on a given track or can be used to copy one track to another for texturing sounds. For example say that we are copying on track 8 from measures 1 through 4, to measure number 5 on track 9. Also, we choose to Overwrite Existing Measures. This does not affect any measures on track 8 but takes a copy of measures 14 on track 8 and dumps it out starting at measure number 5 on track 9.

The measures which currently exist at measure number 5 on track 9 (if there are any) will be overwritten because Overwrite Existing Measures was selected. If Overwrite Existing Measures had not been selected, the measures on track 9 starting at measure number 5 would have been shifted down, making room for the copied measures. The copied measures would have been inserted before the existing measures

The Copy Track selection offers you extensive control over what types of track data are copied. The Copy Track Events, Copy Style, and Copy Mix check boxes allow you to copy all of the track information or just parts of it by selecting any combination of these check boxes.

If the Copy Track Events check box is selected, all events within the selected measure range are copied to the destination track. If it is unselected, no events are copied.

If the Copy Style check box is selected, the selected studio musician, the composer's mode, and style settings for the selected track will be copied to the destination track. This is functionally equivalent to the Copy Track Style menu selection.

If the Copy Mix check box is selected, the track mix settings (patch name, bank, reverb, chorus etc...) will be copied to the destination track.

NOTE: The Copy Style and Copy Mix check boxes do not use the selected measures. Therefore, if you are only copying the style and/or mix for a track, you do not have to enter any measure numbers. Entering measure numbers is only necessary if you are copying track events.

When you have the proper information in each of the fields in the Copy Track dialog box, you may then select OK to execute the copy, or CANCEL to abort it.

See Also

[Tracks Window](#)

[Measures Window](#)

Copy Track Style

This selection copies the selected studio musician, the composer's mode, and style settings from one track to another. No events, or mix settings are copied.

Let's say that you have a cool piano part using a Rhythm Composer on track 2. The part is perfect and you don't want to change anything. Just copy the track style from track 2 to an empty track and you can now compose on the new track using the same style as your original piano track. You could also experiment by copying a melody style to a bass track etc...

When you have the proper information in each of the fields in the Copy Track Style dialog box, you may then select OK to execute the copy, or CANCEL to abort it.

See Also

Tracks Window

Measures Window

Copy Drum Measures

This selection allows is similar to the [Copy Song Measures](#) feature, except that only drum tracks are copied. All other tracks are left untouched.

Let's say for example that we are copying the drum parts on measures 1 through 8 to measure number 9. This does not affect measures 1 through 8 but just takes a copy of them and dumps it out starting at measure number 9. Also, we select Overwrite Existing Measures. Let's repeat the measures 3 times.

The measures which currently exist at measure number 9 will be overwritten because the Overwrite Existing Measures check box is selected. If it is not selected, the measures which exist starting at measure number 9 will be shifted down to allow room for the copied measures to be inserted.

The Repeat 3 Times causes the JAMMER to link the 8 selected measures to be copied together three times, and then copy the combined 24 measures to measures number 9 through 32. The current measures starting from measure 9 through the end of the song will be shifted down 24 measures.

This feature comes in handy when you already have a section with a drum beat that you want to use later in your song. You can copy the drum parts from one section of the song to another without having to copy each track one at a time.

When you have the proper information in each of the fields in the Copy Drum Measures dialog box, you may then select OK to execute the copy, or CANCEL to abort it.

See Also

[Tracks Window](#)

[Measures Window](#)

Delete Song Measures

This selection deletes selected measures on all tracks and the chord progression at the same time. This feature can be used to remove a part of a song which you feel no longer belongs there. Say that we are deleting measures 9 through 16 on all tracks. The measures which currently exist past measure number 16 (if there are any) will be shifted up filling the empty space left by the deleted measures.

When you have the proper information in each of the fields in the Delete Song Measures dialog box, you may then select OK to execute the copy, or CANCEL to abort it.

See Also

[Tracks Window](#)

[Measures Window](#)

Erase Track Measures

The selection erases selected measures on a selected track. Measures are not removed from your chord progression, rather the events in those measures on your selected track are deleted.

When you have the proper information in each of the fields in the Erase Track Measures dialog box, you may then select OK to execute the copy, or CANCEL to abort it.

See Also

[Tracks Window](#)

[Measures Window](#)

Recording

In the JAMMER, you can record your own parts on any of the 256 tracks. Parts are recorded from your MIDI keyboard, guitar, sax etc... into the computer through the MIDI Input device.

Recording will take place on the current track in the Tracks Window. The current track can be changed by moving the cursor up or down in the Tracks Window. Actual recording will only take place during the measures specified by the Punch In and Punch Out Measures in the Punch dialog box. Recording will begin at the beginning of the designated Punch In Measure and recording will cease after the end of the designated Punch Out Measure.

Before recording, playback will be started two measures before your Punch In Measure. When recording, playback will automatically stop at the end of the song. Looping is automatically disabled when recording.

Here's an example:

Recording works much like composing. To record measures 9 through 16 set the Compose/Record values to 9 through 16. Move the cursor in the Tracks Window to the track you want to record on. To start recording press the REC button or the F5 key. Playback will start a couple of measures ahead of the punch in measure to give you a chance to get ready to record. Recording will stop when the punch out measure is reached, or when you stop recording manually, whichever comes first. You can stop the recording process by pressing the spacebar or by clicking on the Stop button. Once recording is complete you are presented with a message box asking you if it was a take. If you want to keep the part, answer yes. Otherwise, keep jammin' until you get the result that you are after.

Measures Window

The Measures Window is one of the two main windows in the JAMMER. The Tracks and Measures windows may be toggled back and forth by using Control+W, F8 or by selecting Measures from the Window Menu.

The Measures Window is laid out in a lead sheet type format. Your chord progression is shown here, as well as the measure number, time signature, lyrics, arrangement marks, drum fill marks, and punch marks. During playback, the playback cursor follows along with your tune, showing you which chords the JAMMER is playing over. You may enter chords on any eighth note boundary. The Measures Window can show between 1 and 9 measures per line.

Moving About In The Measures Window

When you move the cursor in the Measures Window you are actually moving the playback cursor. If the JAMMER is currently playing and you try to change the position of the cursor in the Measures Window, playback will stop and then the cursor will be moved. After moving the playback cursor to a given measure you can press the spacebar to start playback from that measure. As the JAMMER is playing the song, the playback cursor is automatically moved from measure to measure showing you the current measure being played.

You can move the playback cursor by clicking on a measure with the mouse, pressing the arrow keys, or by manipulating the scroll bar.

Packed Mode

When packed mode is enabled, many more measures can be viewed on the screen. When measures are in packed mode, only the chord progression, measure number and Loop From and Loop Thru values are shown. The Loop From measure is shown with a green background on the measure number. The Loop Thru measure is shown with a red background on the measure number. The staff, drum fill marks, time signature, lyrics, Punch In measure and Punch Out measure are only shown in un-packed mode. You can enable and disable Packed Mode in the Util Menu.

Measures

The measures in the Measures Window are made up of the following components:

Time Signature

Time Signatures are only displayed in non-packed mode. The time signature for a measure is displayed in standard notation format. The time signature is always displayed on the first measure in the Measures Window. Time signatures are also displayed for any measures that have a different time signature than the previous measure.

Staff

The staff is displayed only in non-packed mode. A treble clef is displayed on the first measure of each line. Also slash('/') marks are shown representing the eighth note boundaries in the measure.

Measure Chords

The chords in the measure are displayed along the top line of the measure above the staff. Chords may begin on any eighth note boundary and the chord name will be displayed starting at the slash at which the chord starts. If a measure has no chords displayed in it then the last





chord encountered before this measure will be used by the JAMMER when composing. If no chords have been entered or composed since the beginning of the song, the JAMMER will use C MAJOR until it sees a chord.

Measure Lyrics

The JAMMER allows you to enter up to 35 characters per measure for lyrics or comments in your tune. These will be displayed under the chord changes in the Measures Window just like in a pop song book.

Marks

Marks are shown only in non-packed mode. The following is a description of the marks used in the Measures Window:

Punch In Measure:	Green arrow below the staff	
Punch Out Measure:	Red arrow below the staff	
Loop From Measure:	Repeat from marker	
Loop Thru Measure:	Repeat to marker	

Drum Fill marks are displayed on the staff in the form of a solid blue line. The line shows the beginning and ending points of a drum fill for a measure.

Measures Per Line

If your chord progression is very sparse (very few chord changes) you may want to increase the number of measures per line so that you can see more measures in the same sized window. Press the number '4' key on your keyboard and the JAMMER will display 4 measures per line. If your chords are very dense (a lot of chords per measure with long chord names) then you may want to see one measure per line. Press the number '1' key and the JAMMER will display one measure per line. The JAMMER can display 1,2,3,4,5,6,7,8, and 9 measures per line. The number of measures per line can be set by type the 1-9 keys from your keyboard or by selecting the Measures Per Line option from the Util Menu.

Pop up menu

When you click on a measure with the right mouse button, a floating or "pop-up" menu is displayed. The following describes its features:

Short Drum Fill, Long Drum Fill

A short drum fill starts halfway through a measure. A long drum fill starts at the beginning of a measure. This does not mean that drums must be playing the entire length of the drum fill. Because of the extensive control allowed in the JAMMER, drum fills can be as short as 1/48th note, or take up the entire drum fill length. For more information on editing drum fills, see Drum Fill Composer

A check mark by Short Drum Fill indicates that the current measure contains a short drum fill. A check mark by Long Drum Fill indicates that the current measure contains a long drum fill. If no check mark is by either, then the current measure does not contain a drum fill. Select short or long drum fill to put a drum fill in the current measure, or to remove a drum fill, select the option that already has a check mark beside it. Note that this operation does not insert an actual drum fill, it just tells the drum fill composer where to write its fills.

Set Punch In

This option sets the Punch In measure to the current measure.

Set Punch Out

This option sets the Punch Out measure to the current measure.

Set Loop From

This option sets the Loop From measure to the current measure.

Set Loop Thru

This option sets the Loop Thru measure to the current measure.

Enter Lyrics

This option opens a dialog box allowing you to enter and edit your lyrics.

The following table describes the Measures Window keystrokes and mouse conventions.

Up Arrow	Moves the playback cursor up one line
Down Arrow	Moves the playback cursor down one line
Left Arrow	Moves the playback cursor left one eighth note position
Right Arrow	Moves the playback cursor right one eighth note position
Page Up	Moves the playback cursor up one page
Page Down	Moves the playback cursor down one page
Home	Moves the playback cursor to the first measure on the current line
End	Moves the playback cursor to the last measure on the current line
Control+Page Up	Moves the playback cursor to the top of the Measures Window
Control+Page Down	Moves the playback cursor to the bottom of the Measures Window
Control+Home	Moves the playback cursor to the first measure
Control+End	Moves the playback cursor to the last measure
P	Toggle pack mode for the Measures Window
L	Opens the edit lyrics dialog box

F	Toggles between short, long, and no drum fill for the current measure
1,2,3,4,5,6,7,8,9	Sets the number of measures per line displayed to the value typed
Spacebar	Starts and stops playback
Left Mouse Click	Moves the cursor to the selected measure
Enter, Left Mouse Double Click	Opens the chord entry window
Right Mouse Click	Opens a "pop-up" menu allowing you to change drum fills, punch and loop points, and enter lyrics

See Also

[Tracks Window](#)

[Lyrics](#)

[Chord Progressions](#)

[Progression Composer](#)

[Status Window](#)

Short Cuts

The following is a list of keyboard and mouse shortcuts for the JAMMER.

Spacebar	Starts and stops playback
F1	Stops playback
F2	Starts playback from the current measure
F3	Rewinds to the Loop From measure or the first measure of the song
F4	Fast forward to the Loop Thru measure or the last measure of the song
F5	Starts recording
F6	Rewinds to the Loop From measure or the first measure of the song and then starts playback
F7	Composes
Ctrl+W F8 Click on Swap Tool	Swap between the Tracks Window and the Measures Window
F12	Opens chord entry window
Shift+F5	Cascades the Tracks Window and the Measures Window
Shift+F4	Tiles the Tracks Window and the Measures Window
Alt+P	Opens the Punch dialog box
Alt+L	Opens the Load Song
Alt+X	Exits the JAMMER
Ctrl+D	Opens the Drum Fill Composer dialog box
Ctrl+P	Opens the Progression Composer dialog box

The following is a list of keyboard and mouse shortcuts for the Tracks Window.

Up Arrow	Moves the track cursor up one row
Down Arrow	Moves the track cursor down one row

Left Arrow	Moves the track cursor left one field
Right Arrow	Moves the track cursor right one field
Page Up	Moves the track cursor up one page
Page Down	Moves the track cursor down one page
Home	Moves the track cursor to the Patch Name field
End	Moves the track cursor to the Style field
Control+Page Up	Moves the track cursor to the top of the Tracks Window
Control+Page Down	Moves the track cursor to the bottom of the Tracks Window
Control+Home	Moves the track cursor to the first track
Control+End	Moves the track cursor to the last track
Del (Delete)	Deletes all events on the current track
[or /	Increments the Bank, Level, Velocity, Pan, Reverb and Chorus fields by a value of 10, the Transpose field by a value of 12, and all other fields by a value of 1
] or *	Decrements the Bank, Level, Velocity, Pan, Reverb and Chorus fields by a value of 10, the Transpose field by a value of 12, and all other fields by a value of 1
+	Increments a field by a value of 1
-	Decrements a field by a value of 1
P	Sets the current track mode to Play
M	Sets the current track mode to Mute
S	Toggles Solo status for the current track on and off
T	Toggle packed mode for the Tracks Window
Left Mouse Click	Moves the cursor to the selected track
Enter, Left Mouse Double Click	Edits the setting for the selected field on the current track

Right Mouse Click

The following is a list of keyboard and mouse shortcuts for the Measures Window.

Up Arrow	Moves the playback cursor up one line
Down Arrow	Moves the playback cursor down one line
Left Arrow	Moves the playback cursor left one eighth note position
Right Arrow	Moves the playback cursor right one eighth note position
Page Up	Moves the playback cursor up one page
Page Down	Moves the playback cursor down one page
Home	Moves the playback cursor to the first measure on the current line
End	Moves the playback cursor to the last measure on the current line
Control+Page Up	Moves the playback cursor to the top of the Measures Window
Control+Page Down	Moves the playback cursor to the bottom of the Measures Window
Control+Home	Moves the playback cursor to the first measure
Control+End	Moves the playback cursor to the last measure
P	Toggle pack mode for the Measures Window
F	Toggles between short, long, and no drum fill for the current measure
L	Opens the edit lyrics dialog box
1,2,3,4,5,6,7,8,9	Sets the number of measures per line displayed to the value typed
Left Mouse Click	Moves the cursor to the selected measure
Enter, Left Mouse Double Click	Opens the chord entry window
Right Mouse Click	Opens a "pop-up" menu allowing you to

change drum fills, punch and loop points,
and enter lyrics

In the Tracks Window, on the drum pages, click on Bank to change drum kits using the Roland GS standard drum kits, or by entering the patch number of the desired drum kit.

Customizing Styles

This section describes how you can change the styles of the individual musicians and enter custom timing patterns. With the exception of the Progression Composer, changing the style parameters of the individual musicians is only available in the Professional Version of the JAMMER. In the JAMMER PRO you may create and edit custom Drum, Bass, Rhythm, Melody, Progression and Band Styles.

Weighted Values

Within each of the style and controls windows there are groups of edit fields separated and surrounded by boxes. Each box or group of edit fields represents a composition parameter and the name of that parameter is displayed as the title of the box. Within each box are the available choices for that parameter and each of the choices may be weighted to indicate its relative probability of being used. If a field has a weight of 20 then its like having 20 ballots thrown into a hat for that field. If another field has a weighted value of 10 then it gets 10 ballots thrown into the hat. When composing music the JAMMER will place ballots in a hat for all of the fields which have weights by them and then randomly selects ballots from the hat to see what styles or controls will be used.

For example if the choices in a box are SLOW, MEDIUM, and FAST, and you place a value of 20 by SLOW, a value of 40 by MEDIUM and a value of 0 by FAST... then when you COMPOSE, the FAST selection will never be chosen and the MEDIUM selection will be chosen twice as often as the SLOW selection. If all of the entries are left at a weight of 0 then the first entry will be selected and used.

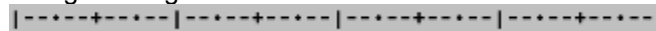
Sometimes an item's value will be used as an actual probability instead of a weight value. In these cases the word "Probability" or abbreviation "Prob" will be used in the title to indicate that it stands alone as a probability percentage between 0 and 100.

Custom Patterns

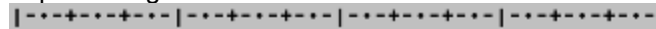
Within each of the style windows there is a group of four custom pattern fields. These fields allow you to type in a custom timing pattern with 48th note resolution and then place a weight to the left of the pattern to indicate the relative probability that it will be used with respect to the other custom patterns and fundamental styles.

Above the custom patterns is a time line or scale with a plus sign marking the beginning of each eighth note and a vertical bar on the beginning of each quarter note. Also there are dots to show 16th notes. The time line can be toggled between straight and triplet timings by clicking the button to the right of the custom patterns. If the button says "Triplet", the time line will be changed to triplet timing. If the button says "16th", the time line will be changed to straight timing. The time lines are provided for convenience in entering custom timing patterns.

Straight timing time line:



Triplet timing time line:



Custom timing patterns do not have to be the full length of a measure. The JAMMER will hook together short custom patterns to make long ones. In fact, this method is preferred, as this will give you many more combinations of patterns and sounds when composing.

Within each custom pattern line you may use the following characters:

Indicates that a note will be struck at this time with an accent or high velocity.

- * Indicates that a note will be struck at this time with a medium touch or moderate velocity.
- + Indicates that a note will be struck at this time with a light touch or low velocity.
- Indicates that the last note struck is being held. The first character after a note (#,*,+) which is not a '-' will cause the note to end.
- Space Indicates a "rest" or that silence will be heard until another note is played.

The following example shows the time scale line and four custom patterns below it with their individual weights to the left of each pattern:

	-----+----- -----+----- -----+----- -----+-----
20	#-----x-----x-----x-----
20	#- x- x- x-----
10	#-x-x-x-+---
0	#-x-----+---

The first custom pattern in the example shows four quarter notes being played with each note being held until the next note is sounded. The first note of the four is played with an accent and the remaining three are played moderately. This pattern has a usage weight of 20 and will be selected with respect to the weights of the other custom patterns and the fundamental styles listed above the custom patterns.

The second custom pattern in the example shows four quarter notes being played where the first three notes are cut off early or played with a staccato feel and the last note is played full or with a legato feel. This pattern has a usage weight of 20 and will be selected with respect to the weights of the other custom patterns and the fundamental styles listed above the custom patterns.

The third custom pattern in the example shows four sixteenth notes being played where the first note is played with an accent, the second two are played moderately and the last is played lightly. This pattern has a usage weight of 10 and will be selected with respect to the weights of the other custom patterns and the fundamental styles listed above the custom patterns.

The fourth custom pattern in the example shows a set of three triplet eighth notes being played where the first note is played with an accent, the second note is played moderately and the last note is played lightly. This pattern has a usage weight of 0 and will not be selected for use when composing.

The following examples show commonly used note durations:

Pattern	Length	Note Type
*-----	12	Quarter
*-----	9	Dotted 8th
*-----	6	8th
*---	4	Triplet 8th
*--	3	16th
*-	2	Triplet 16th
*	1	48th

Progression Composer

The Progression Composer allows you to have the JAMMER create chord progressions for you. This composer has a styles section and a controls section.

[Progression Composer Styles](#)

[Progression Composer Controls](#)

Progression Styles

The following fields control what type of chord progressions will be created when the progression composer is enabled. The progression composer also sets the key signature that the Melody Composer uses. To enable the progression composer, set the mode to Comp on the Side Tool Bar or from within the progression composer style dialog box described below.

Time Signature

To choose a time signature, click the mouse on your choice, or use the arrow keys to select your choice. The time signature choices are:

2/2, 2/4,
3/4, 4/4, 5/4, 6/4, 7/4, 8/4,
9/4, 10/4, 11/4, 12/4,
3/8, 4/8, 5/8, 6/8, 7/8, 8/8,
9/8, 10/8, 11/8, 12/8.

Key Signature

The key signature choices are:

C, Db, D, C, Db, D, Eb, E,
F, F#, G, Ab, A, Bb, B.

Mode

This field allows you to select which mode the JAMMER will use when composing. When composing progressions, the mode is restricted to Major or Minor. When composing lead breaks and melodies you may choose any mode and the melody composer will use that mode. The available modes are:

Ionian (Major)
Dorian
Phrygian
Lydian
Mixolydian
Aeolian (Minor)
Locrian

Fundamental Styles

These selections are weighted values indicating the relative probability of that fundamental style being used. The available choices are:

Slow Hold

One chord change for every two measures.

Medium Hold

Two or three chord changes every two measures.

Fast Hold

Three or four chord changes every two measures.

Progression Composer Mode

The progression composer mode can be set to Keep or Compose.

Keep

When Keep is selected, the progression composer is disabled, and will not write chord progressions for you when composing. The progression composer is automatically set to Keep after you enter a chord.

Compose

When Compose is selected, the progression composer will write chord progressions for you the next time you compose. A chord progression will be composed for the measures specified by your Punch In and Punch Out measures. When you have a chord progression that you like, be sure to set the progression composer to Keep so that your newly composed chord progression will be retained.

Song Transpose

This field allows you to transpose your chord progression and all tracks. The value entered here is the amount that your song is transposed - in half steps. For example, if your chord progression is:

G D G C G Am

and you enter a value of -2 in this field, your tracks would be transposed down 2 half steps (1 whole step) and your chord progression would now be:

F C F Bb F Gm

Custom Patterns

Custom Patterns in the progression composer are not currently used by the JAMMER.

See Also

[Progression Controls](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Progression Controls

Repeat Probabilities

Repeat probabilities for the progression composer are not yet used in the JAMMER.

Part Type

The progression part type selections are weighted values which control what type of part the progression composer will compose. The available choices are:

Verse

Verses usually begin with a form of the tonic chord and end with the tonic or the five chord (i.e. G and D in the key of G Major). You can use this selection to build verses and choruses. These parts usually sound strong when sequenced with interlaced refrains.

Example:

Verse Refrain Chorus or
Verse-Verse-Refrain-Chorus or
Verse-Refrain-Verse-Refrain

Refrain

Refrains usually begin with a nontonic chord and end with the five chord so that they resolve strongly back into verses and choruses.

Random

Random chord progressions are generated with this option. There are no rules regarding the starting chord, ending chord or anything in between. Use this in combination with Verse and Refrain to add some variety to your chord progressions.

Chord Changes

The chord change selections are weighted fields which control what type of chord changes will be used to build the progression. The available choices are:

Mono

All chords composed will have the key signature root as their root.

Multi

Chords composed may have any root.

1 - 4 - 5

All chords composed will have either 1, 4, or 5 as their root.

Chord Colors

The chord colors selections are weighted fields which determine the types of chord to be used when composing progressions. The available choices are:

Pop

Usually plain major or minor chords with some other popular chords every now and then.

Breezy

Usually some form of a sixth, major 7, or six add 9 with some other assorted chords. These chords are usually happy and pretty sounding.

Blues

Usually some form of a dominant seventh, dominant ninth, or dominant thirteenth chord with some other assorted chords.

Jazz

Usually some form of a sixth, thirteenth, major add 9, or 9 add 11 chord with some other assorted chords.

See Also

[Progression Styles](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Composer Buttons



Ok

The Ok button saves the values in all of the fields in the style and control dialogs and exits.

Cancel

The Cancel button restores the original values to all of the fields in the style and control dialogs and exits.

Help

The Help button brings up on-line help for the current composer.

More

The More button toggles between the style and control dialogs for the current composer/track.

Comp

The Comp button composes measures based on your Punch In and Punch Out measures. The playback cursor is moved to your Loop From measure and playback is started. By using the Comp button along with the Cancel button, you can make changes to a style, compose using these changes, and then restore your original settings.

Replay

The Replay button moves the playback cursor to your Loop From measure and starts playback.

Stop

The Stop button stops playback immediately.

Drum Fill Composer

(PRO VERSION ONLY)

The Drum Fill Composer allows you to have the JAMMER create Drum Fills for you. This composer has a styles section and a controls section.

[Drum Fill Composer Styles](#)

[Drum Fill Composer Controls](#)

Drum Fill Styles

(PRO VERSION ONLY)

Fundamental Styles

These selections are weighted values indicating the relative probability of that fundamental style being used. The available choices are:

Slow Snare Rolls

Quarter note feel rolls using only the snare drum.

Medium Snare Rolls

Eighth note feel rolls using only the snare drum.

Fast Snare Rolls

Sixteenth note feel rolls using only the snare drum.

Triplet Snare Rolls

Triplet eighth note feel rolls using only the snare drum.

Slow Kit Rolls

Quarter note feel drum kit rolls using the currently defined fill drums.

Medium Kit Rolls

Eighth note feel drum kit rolls using the currently defined fill drums.

Fast Kit Rolls

Sixteenth note feel drum kit rolls using the currently defined fill drums.

Triplet Kit Rolls

Triplet 8th note feel drum kit rolls using the currently defined fill drums.

Slow SK Rock

Quarter note feel rock drum fills using the snare drum and kick drum only.

Medium SK Rock

Eighth note feel rock drum fills using the snare drum and kick drum only.

Fast SK Rock

Sixteenth note feel rock drum fills using the snare drum and kick drum only.

Triplet SK Rock

Triplet 8th note feel rock drum fills using the snare drum and kick drum only.

Slow Kit Rock

Quarter note feel rock drum fills using the currently defined fill drums.

Medium Kit Rock

Eighth note feel rock drum fills using the currently defined fill drums.

Fast Kit Rock

Sixteenth note feel rock drum fills using the currently defined fill drums.

Triplet Kit Rock

Triplet 8th note feel rock drum fills using the currently defined fill drums.

Custom Patterns

These selections are user definable custom timing patterns with weighted values on the left of each indicating the relative probability of that custom pattern being used. The custom patterns are weighted with respect to each other and the fundamental styles listed above the custom patterns.

Within each custom drum fill pattern line you may use the following characters:

#	Accented drum fill note
*	Normal drum fill note
+	Light drum fill note
K	Accented kick drum
k	Moderate kick drum
S	Accented snare drum
s	Moderate snare drum
T	Accented mid tom
t	Moderate mid tom
U	Accented low mid tom
u	Moderate low mid tom
V	Accented floor tom
v	Moderate floor tom
W	Accented low floor tom
w	Moderate low floor tom
H	Accented hi hat
h	Moderate hi hat
C	Accented crash cymbal
c	Moderate crash cymbal

Space or '-' Indicates a "rest" or that silence will be heard until another drum is played.

See Also

[Drum Fill Controls](#)

[Composer Buttons](#)

[Composing](#)

Chord Progressions
Measures Window
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Customizing Styles

Drum Fill Controls

(PRO VERSION ONLY)

Fill Tracks

These fields allow you to set the tracks to be used when creating drum fills. You can enter different track numbers to change the actual drum pieces used in a fill. The settable tracks are as follows:

Kick

This is the track which will be used when creating kick drum notes in a drum fill.

Snare

This is the track which will be used when creating snare drum notes in a drum fill.

Mid Tom

This is the track which will be used for the first tom-tom in a set of four tom-toms when writing drum kit fills.

Lo Mid Tom

This is the track which will be used for the second tom-tom in a set of four tom-toms when creating drum kit fills.

Hi Floor Tom

This is the track which will be used for the third tom-tom in a set of four tom-toms when creating drum kit fills.

Lo Floor Tom

This is the track which will be used for the fourth tom-tom in a set of four tom-toms when creating drum kit fills.

Reserved

This track is reserved for future releases.

Reserved

This track is reserved for future releases.

Hi Hat

This is the track which will be used when creating hi hat notes in a drum fill.

Crash

This is the track which will be used when creating crash cymbal notes in a drum fill.

Repeat Probabilities

These selections are values from 0 through 100 percent, indicating the probability of a type of repeat being used when composing.

Pattern

A value in this field indicates the probability of using the same riff timing pattern twice in a row. With a value of 100, the JAMMER will lock on to the first timing pattern selected and use it exclusively.

Drum Hang Probability

These selections are values between 0 and 100 percent indicating the probability of the JAMMER staying on that drum during a drum fill.

Snare

Once the JAMMER hits the snare drum in a drum kit type fill, this field represents the probability that the snare will continue to be struck instead of moving to on to a tom-tom.

Toms

Once the JAMMER hits a tom in a drum kit type fill, this field represents the probability of that tom continuing to be struck instead of moving to on to the next tom.

Roll Pattern

These selections are weighted values indicating the relative probability of that selection being used when composing a drum fill. The available selections are as follows:

Circular

When creating drum kit type rolls this selection causes the JAMMER to move around the drum kit in a circular fashion starting with the snare and moving downward through the toms.

Interlaced

When creating drum kit type rolls this selection causes the JAMMER to move around the drum kit in a circular fashion starting with the snare and moving downward through the toms while working the snare drum in between the tom parts.

Crash Probabilities

These selections are values between 0 through 100 percent indicating the probability of that type of cymbal crash being used when composing.

Starting Crash

This field represents the probability that a crash cymbal will be played at the start of a drum fill.

Reserved

This field is reserved for use in future releases.

Ending Crash

This field represents the probability that a crash cymbal will be played at the end of a drum fill.

See Also

[Drum Fill Styles](#)

[Composer Buttons](#)

[Composing](#)

Chord Progressions
Measures Window
Tracks Window
Customizing Styles

Kick Drum Composer

(PRO VERSION ONLY)

The Kick Composer allows you to have the JAMMER create kick drum parts for you. This composer has a styles section and a controls section.

[Kick Drum Styles](#)

[Kick Drum Controls](#)

Kick Drum Styles

(PRO VERSION ONLY)

Fundamental Styles

These selections are weighted values indicating the relative probability of that fundamental style being used. The available choices are:

Straight

A simple straight beat.

Straight Heavy

A straight beat with assorted extra 8th note kicks.

Straight Funk

A straight beat with assorted extra 16th note kicks.

Syncopated

A simple syncopated beat.

Syncopated Heavy

A syncopated beat with assorted extra 8th note kicks.

Syncopated Funk

A syncopated beat with assorted extra 16th note kicks.

Shuffle 8ths

A straight shuffle beat with a triplet 8th feel.

Shuffle 16th

A straight shuffle beat with a triplet 16th note feel.

Shuffle Half

A half time shuffle beat.

Reggae

This style creates an offbeat eighth note feel to give a reggae feel.

Double Time

A straight double time beat.

Double Rock

A rock feel double time beat.

Half Time

A straight half time beat.

Half Time Heavy

A straight half time beat with assorted extra 8th note kicks.

Half Time Funk

A straight half time beat with assorted extra 16th note kicks.

Rhythm and Blues (R & B)

A straight beat with 16th pickup kicks.

Custom Patterns

These selections are user definable custom kick drum timing patterns with weighted values on the left of each indicating the relative probability of that custom pattern being used. The custom patterns are weighted with respect to each other and the fundamental styles listed above the custom patterns.

Within each custom kick drum pattern line you may use the following characters:

- # Accented kick drum
- * Normal kick drum
- + Light kick drum
- A Accented alternate kick
- a Moderate alternate kick

- G Ghost stroke on the kick drum

Space or '-' Indicates a "rest" or that silence will be heard until another drum is played.

See Also

[Kick Drum Controls](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Kick Drum Controls

(PRO VERSION ONLY)

Velocities

These selections are the velocities to be used when composing kick drum parts. The velocities can range from 0 to 127 and determine how fast or "loud" a note will be struck.

Heavy

The velocity used for accented notes. This velocity is denoted as a '#' in a custom pattern.

Medium

The velocity used for medium feel notes. This is velocity denoted as a '*' in a custom pattern.

Light

The velocity used for light feel notes. This velocity is denoted as a '+' in a custom pattern.

Repeat Probabilities

These selections are values between 0 and 100 percent indicating the probability of that type of repeat being used when composing.

Measure

A value in this field indicates the probability of repeating the same measure composed twice in a row. With a value of 100, the JAMMER will lock on to the first measure composed and use it exclusively.

Pattern

A value in this field indicates the probability of using the same riff timing pattern twice in a row. With a value of 100, the JAMMER will lock on to the first timing pattern selected and use it exclusively.

Alternate Control

These selections control the use of alternate drums when composing a drum part.

Alternate Probability

This field represents the probability between 0 and 100 percent that the alternate voice for the current drum will be sounded.

Alternate Track

This field is the track number of the alternate voice to be used for the current drum track.

Ghost Strokes

These selections control the use of ghost strokes or very light strokes played on offbeat sixteenth notes.

Ghost Probability

This field represents the probability between 0 and 100 percent that a ghost stroke will be played.

Ghost Velocity

This field is the velocity or "loudness" to be used when composing ghost strokes. Velocities may range from 0 to 127.

Other

These selections control various other miscellaneous parameters.

Skip Probability

This field represents the probability between 0 and 100 percent that a drum stroke will be skipped. A value of 100 will cause all drum strokes to be skipped.

See Also

[Kick Drum Styles](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Snare Drum Composer

(PRO VERSION ONLY)

The Snare Drum Composer allows you to have the JAMMER create snare drum parts for you. This composer has a styles section and a controls section.

[Snare Drum Styles](#)

[Snare Drum Controls](#)

Snare Drum Styles

(PRO VERSION ONLY)

Fundamental Styles

These selections are weighted values indicating the relative probability of that fundamental style being used. The available choices are:

Straight

A straight snare beat (beats 2 and 4 in 4/4 time).

Reserved

Reserved for future releases.

Syncopated

A syncopated snare beat (beats 2 and 3-and (3.5) in 4/4 time).

Reserved

Reserved for future releases.

Double Time

A straight double time snare beat (beats 1,2,3,4 in 4/4 time).

Reserved

Reserved for future releases.

Half Time

A half time snare beat (just beat 3 in 4/4 time).

Reserved

Reserved for future releases.

Skip First

A straight snare beat where the first snare stroke is skipped (just beat 4 in 4/4 time). This style of snare is used in jazz swing styles.

Reserved

Reserved for future releases.

Skip Second

A straight snare beat where the second snare stroke is skipped (just beat 2 in 4/4 time).

Custom Patterns

These selections are user definable custom snare drum timing patterns with weighted values on the left of each indicating the relative probability of that custom pattern being used. The custom patterns are

weighted with respect to each other and the fundamental styles listed above the custom patterns.

Within each custom snare drum pattern line you may use the following characters:

- # Accented snare drum
- * Normal snare drum
- + Light snare drum
- A Accented alternate drum piece
- a Moderate alternate drum piece
- G Ghost stroke on the snare drum

Space or '-' Indicates a "rest" or that silence will be heard until another drum is played.

See Also

[Snare Drum Controls](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Snare Drum Controls

(PRO VERSION ONLY)

Velocities

These selections are the velocities to be used when composing snare drum parts. The velocities can range from 0 to 127 and determine how fast or "loud" a note will be struck.

Heavy

The velocity used for accented notes. This velocity is denoted as a '#' in a custom pattern.

Medium

The velocity used for medium feel notes. This is velocity denoted as a '*' in a custom pattern.

Light

The velocity used for light feel notes. This velocity is denoted as a '+' in a custom pattern.

Repeat Probabilities

These selections are values between 0 and 100 percent indicating the probability of that type of repeat being used when composing.

Measure

A value in this field indicates the probability of repeating the same measure composed twice in a row. With a value of 100, the JAMMER will lock on to the first measure composed and use it exclusively.

Pattern

A value in this field indicates the probability of using the same riff timing pattern twice in a row. With a value of 100, the JAMMER will lock on to the first timing pattern selected and use it exclusively.

Alternate Control

These selections control the use of alternate drums when composing a drum part.

Alternate Probability

This field represents the probability between 0 and 100 percent that the alternate voice for the current drum will be sounded.

Alternate Track

This field is the track number of the alternate voice to be used for the current drum track.

Ghost Strokes

These selections control the use of ghost strokes or very light strokes played on offbeat sixteenth notes.

Ghost Probability

This field represents the probability between 0 and 100 percent that a ghost stroke will be played.

Ghost Velocity

This field is the velocity or "loudness" to be used when composing ghost strokes. Velocities may range from 0 to 127.

Other

These selections control various other miscellaneous parameters.

Skip Probability

This field represents the probability between 0 and 100 percent that a drum stroke will be skipped. A value of 100 will cause all drum strokes to be skipped.

See Also

[Snare Drum Styles](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Percussion Composer

(PRO VERSION ONLY)

The Percussion Composer allows you to have the JAMMER create percussion parts for you. This composer has a styles section and a controls section.

[Percussion Styles](#)

[Percussion Controls](#)

Percussion Styles

(PRO VERSION ONLY)

Fundamental Styles

These selections are weighted values indicating the relative probability of that fundamental style being used. The available choices are:

Whole Feel

A whole note feel or one stroke per measure with some pickup strokes.

Half Feel

A half note feel or two strokes per measure with some pickup strokes.

Quarter Feel

A quarter note feel or 4 strokes per measure in 4/4 time with some pickup strokes.

Eighth Feel

An eighth note feel or eight strokes per measure in 4/4 time with some pickup strokes.

Sixteenth Feel

A sixteenth note feel or sixteen strokes per measure in 4/4 time.

Triplet 8th Feel

A triplet 8th note feel or 1/12 notes in 4/4 time (three strokes per quarter note).

Triplet 16th Feel

A triplet sixteenth note feel or 1/24th notes in 4/4 time (three strokes per 8th note).

Slow Offbeat

A quarter note feel where every other stroke is skipped starting with the first stroke (beats 2 and 4 in 4/4 time).

Medium Offbeat

An eighth note feel where every other stroke is skipped starting with the first stroke (on the 'ands' when counting 1 and 2 and 3 and 4 and in 4/4 time).

Reserved

Reserved for future releases.

Bossanova

A Latin bossanova beat.

Cha Cha

A Latin cha cha beat.

Lambada

A Latin lambada beat.

Mambo

A Latin mambo beat.

Meringue

A Latin meringue beat.

Ranchero

A Latin ranchero beat.

Rhumba

A Latin rhumba beat.

Salsa

A Latin salsa beat.

Samba

A Latin samba beat.

Tango

A Latin tango beat.

Custom Patterns

These selections are user definable custom percussion timing patterns with weighted values on the left of each indicating the relative probability of that custom pattern being used. The custom patterns are weighted with respect to each other and the fundamental styles listed above the custom patterns.

Within each custom percussion pattern line you may use the following characters:

- # Accented percussion stroke
- * Normal percussion stroke
- + Light percussion stroke
- A Accented alternate percussion piece
- a Moderate alternate percussion piece
- G Ghost percussion stroke

Space or '-' Indicates a "rest" or that silence will be heard until another percussion piece is played.

See Also

[Percussion Controls](#)

[Composer Buttons](#)

[Composing](#)

Chord Progressions
Measures Window
Tracks Window
Customizing Styles

Percussion Controls

(PRO VERSION ONLY)

Velocities

These selections are the velocities to be used when composing percussion parts. The velocities can range from 0 to 127 and determine how fast or "loud" a note will be struck.

Heavy

The velocity used for accented notes. This velocity is denoted as a '#' in a custom pattern.

Medium

The velocity used for medium feel notes. This is velocity denoted as a '*' in a custom pattern.

Light

The velocity used for light feel notes. This velocity is denoted as a '+' in a custom pattern.

Repeat Probabilities

These selections are values between 0 and 100 percent indicating the probability of that type of repeat being used when composing.

Measure

A value in this field indicates the probability of repeating the same measure composed twice in a row. With a value of 100, the JAMMER will lock on to the first measure composed and use it exclusively.

Pattern

A value in this field indicates the probability of using the same riff timing pattern twice in a row. With a value of 100, the JAMMER will lock on to the first timing pattern selected and use it exclusively.

Alternate Control

These selections control the use of alternate drums when composing a drum part.

Alternate Probability

This field represents the probability between 0 and 100 percent that the alternate voice for the current drum will be sounded.

Alternate Track

This field is the track number of the alternate voice to be used for the current drum track.

Ghost Strokes

These selections control the use of ghost strokes or very light strokes played on offbeat sixteenth notes.

Ghost Probability

This field represents the probability between 0 and 100 percent that a ghost stroke will be played.

Ghost Velocity

This field is the velocity or "loudness" to be used when composing ghost strokes. Velocities may range from 0 to 127.

Other

These selections control various other miscellaneous parameters.

Skip Probability

This field represents the probability between 0 and 100 percent that a drum stroke will be skipped. A value of 100 will cause all drum strokes to be skipped.

See Also

[Percussion Styles](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Bass Composer

(PRO VERSION ONLY)

The Bass Composer allows you to have the JAMMER create bass parts for you. This composer has a styles section and a controls section.

[Bass Styles](#)

[Bass Controls](#)

Bass Styles

(PRO VERSION ONLY)

Fundamental Styles

These selections are weighted values indicating the relative probability of that fundamental style being used. The available choices are:

Straight Pop

This is a pop bass style which follows a smooth melodic straight groove holding the notes so that they ring out.

Straight Rock

This is a rock bass style which emphasizes the low tonic note of the current chord and follows a straight groove cutting some of the notes short to add punch.

Syncopated Pop

This is a pop bass style which follows a smooth melodic syncopated groove holding the notes so that they ring out.

Syncopated Rock

This is a rock bass style which emphasizes the low tonic note of the current chord and follows a syncopated groove cutting some of the notes short to add punch.

Straight Pump

This style is your classic heavy rock drone type bass. It concentrates heavily on the lowest tonic note in the chord and plays a straight quarter feel driving type beat.

Drivin Pump

This style is like a cranked up Straight Pump. It follows the low end single note type groove but jams twice as fast as the Straight Pump style with an eighth note feel.

Cool Funk

This style is a laid-back funk groove with sixteenth note staccato transitions.

Funk Master

This style is like a jammin funk groove with sixteenth note staccato transitions.

Easy Blues

This style is your classic slow walking blues bass with a quarter note feel.

Cruisin Blues

This style is like a double time Easy Blues. It plays classic blues runs with an eighth note feel.

Walkin Jazz

This style is a quarter note feel walkin groove which uses a variety of scales including major, minor, blues, and chromatic.

Jazz Cat

This style is like a cranked up Walkin Jazz. It is an eighth note feel walkin groove which uses a variety of scales including major, minor, blues, and chromatic.

Simple Man

This style is very laid back and simple. The bass player will usually just play a single note on the chord changes and let that note ring out.

Latin

This style is a syncopated style which uses standard scales and usually has a pickup note going into each new measure.

Country

This style is the classic country bass style. The bass player plays with a straight quarter note feel alternating between the tonic and the fifth of the current chord.

Country Half

This style is the classic country bass style played with a half time feel. The bass player plays with a straight half note feel alternating between the tonic and the fifth of the current chord.

Shuffle

This style is a driving eighth note feel shuffle beat which should be composed with a triplet feel.

Rhythm and Blues (R & B)

This style is a melodic rhythm and blues style which normally has sixteenth feel pickup notes leading into chord changes.

Custom Patterns

These select selections are user definable custom bass timing patterns with weighted values on the left of each indicating the relative probability of that custom pattern being used. The custom patterns are weighted with respect to each other and the fundamental styles listed above the custom patterns.

Within each custom bass timing pattern line you may use the following characters:

#	Accented bass note
*	Normal bass note
+	Light bass note
-(minus)	Holds the previous note

Space or '_' Indicates a "rest" or that silence will be heard until another bass note is played.

See Also

[Bass Controls](#)

[Composer Buttons](#)

[Composing](#)

Chord Progressions
Measures Window
Tracks Window
Customizing Styles

Bass Controls

(PRO VERSION ONLY)

Bass Note Range

These two fields set the MIDI note range in which the bass composer will compose bass parts. Once the parts have been composed, these values will not affect the notes during playback.

High Note

This field sets the upper end of the note range in which the bass composer will compose bass parts.

Low Note

This field sets the lower end of the note range in which the bass composer will compose bass parts.

Velocities

These selections are the velocities to be used when composing bass parts. The velocities can range from 0 to 127 and determine how fast or "loud" a note will be struck.

Heavy

The velocity used for accented notes. This velocity is denoted as a '#' in a custom pattern.

Medium

The velocity used for medium feel notes. This is velocity denoted as a '*' in a custom pattern.

Light

The velocity used for light feel notes. This velocity is denoted as a '+' in a custom pattern.

Repeat Probabilities

These selections are values between 0 and 100 percent indicating the probability of that type of bass repeat being used when composing.

Measure

A value in this field indicates the probability of repeating the same measure part twice in a row. With a value of 100, the JAMMER will lock on to the first measure composed and use it exclusively.

Riff

A value in this field indicates the probability of using the same riff (timing and notes) twice in a row when transitioning. With a value of 100, the JAMMER will lock on to the first bass riff selected and use it exclusively.

Pattern

A value in this field indicates the probability of using the same riff timing pattern twice in a row when transitioning. With a value of 100, the JAMMER will lock on to the first timing pattern

selected and use it exclusively.

Reserved

These selections are reserved for use in future releases.

Transition Probability

These selections control the probability of the bass player adding transition riffs into the selected fundamental style or basic groove.

Reserved

This field is reserved for use in future releases.

Into Chords

This field is the probability (0 to 100) that the bass player will play a transition riff leading into chord changes.

Thru Chords

This field is the probability (0 to 100) that the bass player will play transition riffs throughout or during the middle of chords.

Length (8ths)

This field is the average length of bass transition riffs in 8th notes.

Transition Notes

These selections control the types of notes which will be used when writing bass transition riffs.

Slow

This field is a weighted value indicating the relative probability of slow or quarter note feel riffs being used while transitioning.

Medium

This field is a weighted value indicating the relative probability of medium or eighth note feel riffs being used while transitioning.

Fast

This field is a weighted value indicating the relative probability of fast or sixteenth note feel riffs being used while transitioning.

Reserved

This field is reserved for use in future releases.

Reserved

This field is reserved for use in future releases.

Transition Feel

These selections control the articulation that the bass player will use during transitions.

Legato

This field is a weighted value indicating the relative probability of a legato or smooth feel being used while transitioning.

Staccato

This field is a weighted value indicating the relative probability of a staccato or "choppy" feel being used while transitioning.

Slap It

This field is a weighted value indicating the relative probability of an exaggerated staccato feel being used while transitioning. This type of articulation is frequently used by funk bass players.

Reserved

These selections are reserved for use in future releases.

See Also

[Bass Styles](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Rhythm Composer

(PRO VERSION ONLY)

The Rhythm Composer allows you to have the JAMMER create musical rhythm parts for you. This composer has a styles section and a controls section.

[Rhythm Styles](#)

[Rhythm Controls](#)

Rhythm Styles

(PRO VERSION ONLY)

Fundamental Styles

These selections are weighted values indicating the relative probability of that fundamental style being used. The available choices are:

Straight Chords

This is a basic chording style which follows a straight groove holding the chord notes so that they ring out.

Straight Cut

This is a basic chording style which follows a straight groove cutting some of the chords short to add punch.

Syncopated Chords

This is a basic chording style which follows a syncopated groove holding the chord notes so that they ring out.

Syncopated Cut

This is a basic chording style which follows a syncopated groove cutting some of the chords short to add punch.

Straight Pump

This style is a straight driving chord groove played with a quarter note feel.

Drivin Pump

This style is a straight driving chord groove played with an eighth note feel.

Reserved

This style is reserved for future releases.

Reserved

This style is reserved for future releases.

Simple Man

This style is a single chord played at the beginning of each chord change.

Reggae

This style creates offbeat eighth note feel chords with the chords cut short to give a reggae feel.

Pick Slow

This style plays chords by playing the notes one at a time with a quarter note feel and letting them all ring out.

Pick Medium

This style plays chords by playing the notes one at a time with an eighth note feel and letting them all ring out.

Pick Fast

This style plays chords by playing the notes one at a time with a sixteenth note feel and letting them all ring out.

Pick Triplet 8ths

This style plays chords by playing the notes one at a time with a triplet eighth note feel and letting them all ring out.

Pick Triplet 16ths

This style plays chords by playing the notes one at a time with a triplet sixteenth note feel and letting them all ring out.

Arp Quarters

This style plays the notes of a chord with a quarter note feel releasing each note before the next note is played. The note order for the arpeggio is controlled by the selections in the Arpeggio Control Box.

Arp 8ths

This style plays the notes of a chord with an eighth note feel releasing each note before the next note is played. The note order for the arpeggio is controlled by the selections in the Arpeggio Control Box.

Arp 16ths

This style plays the notes of a chord with a sixteenth note feel releasing each note before the next note is played. The note order for the arpeggio is controlled by the selections in the Arpeggio Control Box.

Arp Triplet 8ths

This style plays the notes of a chord with a triplet eighth note feel releasing each note before the next note is played. The note order for the arpeggio is controlled by the selections in the Arpeggio Control Box.

Arp Triplet 16ths

This style plays the notes of a chord with a triplet sixteenth note feel releasing each note before the next note is played. The note order for the arpeggio is controlled by the selections in the Arpeggio Control Box.

Custom Patterns

These selections are user definable custom rhythm timing patterns with weighted values on the left of each indicating the relative probability of that custom pattern being used. The custom patterns are weighted with respect to each other and the fundamental styles listed above the custom patterns. The rhythm composer will chord, pick, or arpeggiate the custom pattern by setting the Custom Mode setting in the Rhythm Composer Control dialog to 0, 1, or 2 respectively. Within each custom rhythm timing pattern line you may use the following characters:

Accented rhythm part

- * Normal rhythm part
- + Light rhythm part
- Hold previous note

Space or '_' (underscore) Indicates a "rest" or that silence will be heard until another rhythm note is played.

See Also

[Rhythm Controls](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Rhythm Controls

(PRO VERSION ONLY)

Rhythm Note Range

These two fields set the MIDI note range in which the rhythm composer will compose rhythm parts. Once the parts have been composed, these values will not affect the notes during playback.

Highest Note

This field sets the upper end of the note range in which the rhythm composer will compose rhythm parts.

Lowest Note

This field sets the lower end of the note range in which the rhythm composer will compose rhythm parts.

Velocities

These selections are the velocities to be used when composing rhythm parts. The velocities can range from 0 to 127 and determine how fast or "loud" a note will be struck.

Heavy

The velocity used for accented notes. This velocity is denoted as a '#' in a custom pattern.

Medium

The velocity used for medium feel notes. This is velocity denoted as a '*' in a custom pattern.

Light

The velocity used for light feel notes. This velocity is denoted as a '+' in a custom pattern.

Repeat Probabilities

These selections are values between 0 and 100 percent indicating the probability of that type of rhythm repeat being used when composing.

Measure

A value in this field indicates the probability of repeating the same measure part twice in a row. With a value of 100, the JAMMER will lock on to the first measure composed and use it exclusively.

Riff

A value in this field indicates the probability of using the same riff (timing and notes) twice in a row when transitioning. With a value of 100, the JAMMER will lock on to the first rhythm riff selected and use it exclusively.

Pattern

A value in this field indicates the probability of using the same riff timing pattern twice in a row when transitioning. With a value of 100, the JAMMER will lock on to the first timing pattern

selected and use it exclusively.

Reserved

These selections are reserved for use in future releases.

Transition Probability

These selections control the probability of the rhythm player adding transition riffs into the selected fundamental style or basic groove.

Reserved

This field is reserved for use in future releases.

Into Chords

This field is the probability (0 to 100) that the rhythm player will play a transition riff leading into chord changes.

Thru Chords

This field is the probability (0 to 100) that the rhythm player will play transition riffs throughout or during the middle of chords.

Length (8ths)

This field is the average length of rhythm transition riffs in 8th notes.

Transition Notes

These selections control the types of notes which will be used when writing rhythm transition riffs.

Slow

This field is a weighted value indicating the relative probability of slow or quarter note feel riffs being used when transitioning.

Medium

This field is a weighted value indicating the relative probability of medium or eighth note feel riffs being used when transitioning.

Fast

This field is a weighted value indicating the relative probability of fast or sixteenth note feel riffs being used when transitioning.

Reserved

This field is reserved for use in future releases.

Reserved

This field is reserved for use in future releases.

Transition Feel

These selections control the articulation that the rhythm player will use during transitions.

Legato

This field is a weighted value indicating the relative probability of a legato or smooth feel being used while transitioning.

Staccato

This field is a weighted value indicating the relative probability of a staccato or "choppy" feel being used while transitioning.

Slap It

This field is a weighted value indicating the relative probability of an exaggerated staccato feel being used while transitioning. This type of articulation is frequently used by funk bass players.

Other

These selections control miscellaneous settings for the rhythm composer.

Custom Mode

This field should contain a 0, 1, or 2. A 0 indicates that when a custom pattern is played, the rhythm composer will play chords using your custom pattern. A 1 indicates that the rhythm composer will pick your custom pattern. A 2 indicates that the rhythm composer will arpeggiate your custom pattern.

Strum Probability

This field is the probability (0 to 100) that the rhythm player will strum a chord instead of striking it evenly.

Reserved

This field is reserved for use in future releases.

Continue Picking

This field is the probability (0 to 100) that the rhythm player, when using a picking style, will pick chord notes continuously as opposed to picking a few notes and "holding".

Arpeggio Direction

These selections control the note selection of the rhythm player while arpeggiating through chords.

Up

This field is a weighted value indicating the relative probability that the rhythm player will arpeggiate chords in an upward direction (in pitch) until the highest note in the chord is reached. When the highest note is reached, the arpeggio will start over at the lowest note in the chord.

Down

This field is a weighted value indicating the relative probability that the rhythm player will arpeggiate chords in a downward direction (in pitch) until the lowest note in the chord is reached. When the lowest note is reached, the arpeggio will start over at the highest note in the chord.

Round

This field is a weighted value indicating the relative probability that the rhythm player will arpeggiate chords in either an upward or downward direction (in pitch) changing directions when a note range boundary is reached.

Random

This field is a weighted value indicating the relative probability that the rhythm player will arpeggiate chords using any of the notes contained in the chord being played. This cycle is repeated continuously until the next chord is reached.

Reserved

These selections are reserved for use in future releases.

See Also

[Rhythm Styles](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Melody Composer

(PRO VERSION ONLY)

The Melody Composer allows you to have the JAMMER create melodies for you. This composer has a styles section and a controls section.

[Melody Styles](#)

[Melody Controls](#)

Melody Styles

(PRO VERSION ONLY)

Scales and Key Signatures

Please keep in mind that the melody composer uses the key signature that is in the Progression Composer. The exceptions are the Chord Notes and Chromatic scales which are independent of the key signature. Before you compose a melody, be sure to set your key signature.

Fundamental Styles

These selections are weighted values indicating the relative probability of that fundamental style being used. The available choices are:

Slow Feel Hold

This is a slow melody groove which lets the notes ring out.

Slow Feel Cut

This is a slow melody groove which cuts some of the notes short and adds silence to give the part some extra dynamics.

8th Feel Hold

This is an eighth note feel groove which lets the notes ring out.

8th Feel Cut

This is an eighth note feel groove which cuts some of the notes short and adds silence to give the part some extra dynamics.

16th Feel Hold

This style is a sixteenth note feel groove which lets the notes ring out.

16th Feel Cut

This style is a sixteenth note feel groove which cuts some of the notes short and adds silence to give the part some extra dynamics.

Triplet 8th Feel Hold

This is a triplet eighth note feel groove which lets the notes ring out.

Triplet 8th Feel Cut

This is a triplet eighth note feel groove which cuts some of the notes short and adds some silence to give the part some extra dynamics.

Triplet 16th Feel Hold

This style is a triplet sixteenth note feel groove which lets the notes ring out.

Triplet 16th Feel Cut

This style is a triplet sixteenth note feel groove which cuts some of the notes short and adds

silence to give the part some extra dynamics.

Scale Choices

These selections are weighted values which allow to select which scales the melody composer will use when creating melodies.

Chord Notes

This field represents the relative probability that the melody composer will use the notes of the current chord to build a melody.

Pentatonic Scale

This field represents the relative probability that the melody composer will use notes in the pentatonic scale of the current chord to build a melody.

Standard

This field represents the relative probability that the melody composer will use notes from the standard major or minor scale under the current key signature (which can be changed in the Progression Composer) to build a melody.

Blues Major Scale

This field represents the relative probability that the melody composer will use notes from the major blues scale under the current key signature to build a melody.

Blues Minor Scale

This field represents the relative probability that the melody composer will use notes from the minor blues scale under the current key signature to build a melody.

Chromatic Scale

This field represents the relative probability that the melody composer will use notes from the chromatic scale to build a melody.

Reserved

This scale choice is reserved for use in future releases.

Custom Patterns

These selections are user definable custom melody timing patterns with weighted values on the left of each indicating the relative probability of that custom pattern being used. The custom patterns are weighted with respect to each other and the fundamental styles listed above the custom patterns.

Within each custom melody timing pattern line you may use the following characters:

- # Accented melody note
- * Normal melody note
- + Light melody note
- Holds the previous note

Space or '_' (underscore) Indicates a "rest" or that silence will be heard until another melody note is played.

See Also

[Melody Controls](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Melody Controls

(PRO VERSION ONLY)

Melody Note Range

These two fields set the MIDI note range in which the melody composer will compose melodies. Once the parts have been composed, these values will not affect the notes during playback. MIDI notes may range from 0 to 127.

Highest Note

This field sets the upper end of the note range in which the melody composer will compose melodies.

Lowest Note

This field sets the lower end of the note range in which the melody composer will compose melodies.

Velocities

These selections are the velocities to be used when composing melodies. The velocities can range from 0 to 127 and determine how fast or "loud" a note will be struck.

Heavy

The velocity used for accented notes. This velocity is denoted as a '#' in a custom pattern.

Medium

The velocity used for medium feel notes. This is velocity denoted as a '*' in a custom pattern.

Light

The velocity used for light feel notes. This velocity is denoted as a '+' in a custom pattern.

Repeat Probabilities

These selections are values between 0 and 100 percent indicating the probability of that type of melody repeat being used when composing.

Measure

A value in this field indicates the probability of repeating the same measure part twice in a row. With a value of 100, the JAMMER will lock on to the first measure composed and use it exclusively.

Riff

A value in this field indicates the probability of using the same riff (timing and notes) twice in a row. With a value of 100, the JAMMER will lock on to the first melody riff selected and use it exclusively.

Pattern

A value in this field indicates the probability of using the same riff timing pattern twice in a row.

With a value of 100, the JAMMER will lock on to the first timing pattern selected and use it exclusively.

Reserved

These selections are reserved for use in future releases.

Transition Probability

These selections control the probability of the melody player adding special transition riffs to lead into chord changes.

Reserved

This field is reserved for use in future releases.

Into Chords

This field is the probability (0 to 100) that the melody compose will play a transition riff leading into chord changes.

Reserved

This field is reserved for use in future releases.

Length (8ths)

This field is the average length of the melody transition riffs in 8th notes.

Transition Notes

These selections control the types of notes which will be used when writing special melody transition riffs leading into chord changes.

Slow

This field is a weighted value indicating the relative probability of slow or quarter note feel riffs being used when transitioning.

Medium

This field is a weighted value indicating the relative probability of medium or eighth note feel riffs being used when transitioning.

Fast

This field is a weighted value indicating the relative probability of fast or sixteenth note feel riffs being used when transitioning.

Reserved

This field is reserved for use in future releases.

Reserved

This field is reserved for use in future releases.

Transition Feel

These selections control the articulation that the melody composer will use during transitions.

Legato

This field is a weighted value indicating the relative probability of a legato or smooth feel being used while transitioning.

Staccato

This field is a weighted value indicating the relative probability of a staccato or "choppy" feel being used while transitioning.

Slap It

This field is a weighted value indicating the relative probability of an exaggerated staccato feel being used while transitioning.

Reserved

These selections are reserved for use in future releases.

See Also

[Melody Styles](#)

[Composer Buttons](#)

[Composing](#)

[Chord Progressions](#)

[Measures Window](#)

[Tracks Window](#)

[Customizing Styles](#)

Soundtrek

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Sound Blaster

For Sound Blaster and compatible cards, set the MIDI channel of your drum tracks to channel 16 and save this setup as a mix file. Also, set your default mix to the file that you save. For more information see [System Options](#), [Save Mix](#), and [Tracks Window](#).

Overview

Through years of studio recording and song writing I came to find out that some of the best parts I ever came up with came from flashing moments of inspiration or creativity. And if the tape deck hadn't been running at that moment, the part would probably not have been discovered again for another 100 years.

Some parts created like this are very simple, but hard to find due to the subtleties that make them stand out from other run-of-the-mill ideas and licks. The JAMMER was created with this phenomenon in mind. The idea was not to build a program where you told it how every lick should be played, but to build a dynamic system which has the freedom to improvise within a melodic envelope and the ability to capture and arrange those pieces of music.

