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SOUND #2 COLLECTION

WELCOME TO THE EJAY SOUND COLLECTION #2

As the second issue of the Sound Collection series the Sound Collection #2 presents 7.500 absolutely new samples for your own hit production. While Sound Collection #2 offers basic sounds of Dance, Trance, Techno, Electro, Bigbeat, House, Drum&Bass, Ambient, Trip Hop, Hip Hop, Soul, R&B, Dub, Reggae, Afro, Grunge, Ethnic, Pop, Industrial and pure Sound Effects, Sound Collection #2 presents new sounds in these styles and additionally a special for R&B, Dub, Reggae, Ethnic and House Vocals. The large R&B library includes gentle sphere and string sounds, smooth basses, cool rap cuts, ethno and house vocals. The Reggae/Afro section offers lots of sounds from original african instruments such as djembé, kodo, sangban, dundumba, kenkeni and udu. Most of the Ethnic samples are also handmade with several pan flutes, sitars, guitars and percussions. Strong black power Voice samples give an extra thrill in Vocal House Club Style.

All samples in this exclusive, hand picked sound archive have been created by top international producers and are compatible with all music programs. All Sounds are in High Quality standard WAVE Format (16Bit/44.1 kHz) and with the help of the included eJay Soundbrowser 1.5, handling the collection could not be easier: searching, previewing, selecting and adjusting tempo.

Create your very own music now!

The eJay Team



INSTALLATION SOUNDBROWSER 1.5

SYSTEM REQUIREMENTS, EJAY SOUNDBROWSER 1.5

Windows 95, 98 and NT 4.0, Pentium, 16 MB RAM, CD-ROM Drive, 10 MB available hard disk memory, High Color, 16 Bit Soundcard.

INSTALLATION - EJAY SOUNDBROWSER 1.5

All other programs should be closed before installing the eJay Soundbrowser 1.5. Insert the CD No. 5 from the eJay Sound Collection #2 in the CD-ROM Drive. After closing the CD-ROM Drive the installation menu of the eJay Soundbrowser will appear. If the Soundbrowser installation routine does not start automatically, open the Start menu and select RUN, enter D:\setup.exe (D: names the CD-ROM drive) and press OK.

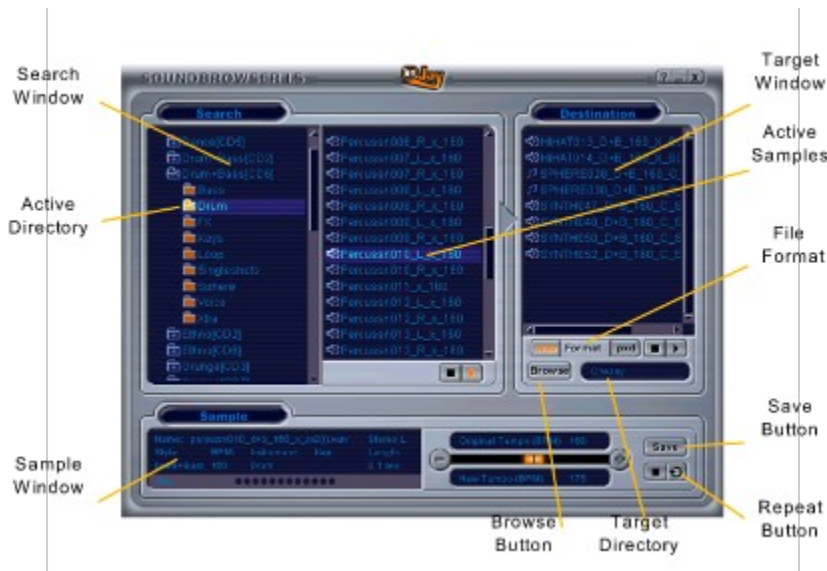
After installation has been successfully completed, the program can be started from the "eJay Soundbrowser" program group.

Detailed information about the program can be found in the "eJay Soundbrowser" program group under HELP.

CAUTION:

It is advised that the eJay Soundbrowser should only be used for samples of the eJay Sound Collection and, not for other music samples.

With the eJay Soundbrowser 1.5 you can listen to and select all the samples you want to use quickly and easily without occupying too much hard disk space. The Soundbrowser works like a File Manager: In the SEARCH Window the directories appear on the left-hand side with their contents in the middle pane. Both files and directories can be copied to the Target window, namely your hard disk, using drag and drop. With the RealStretch™ Timestretcher the tempo of all samples can be adjusted in advance. In addition, each sample can be identified easily by its name.



[The Search Window](#)

[The Target Window](#)

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[Shortcuts](#)

THE SEARCH WINDOW:

On the left-hand side of the Search window you will see the directories 'Style', 'Tempo', 'Key' and 'Instrument'. These are in turn subdivided into more directories. Click on any of the directories to display the respective contents in the right-hand side of the Search window. Here you can listen to the samples and move both files and directories to the Target window using drag and drop, in this way copying them onto your hard disk. You can also copy several samples at a time by selecting each of them in turn whilst at the same time holding down the Ctrl Button.

THE TARGET WINDOW:

The Target window shows you the contents of the Target directory on your PC's hard disk. The Soundbrowser uses "c:\eJay" as its default path, where all selected samples are saved once copied. An alternative directory or drive can be chosen using the Browse button.

TIP: In general it is always useful to create several new directories. In this way it is much easier to keep track of samples you have already used. It is also best to create a new directory for each new mix you begin. When you want to copy a large amount of samples onto your hard disk, you should create new directories according to the different tempos or instruments involved in the samples. The file name of samples saved with different tempos should also be altered accordingly during the saving process.

THE SAMPLE WINDOW:

Besides the name of the sample, you also see the style, the key and the bpm (Beats per Minute) of a sample in this window. The sample name tells you a lot about a sample (see "Samples"). With the RealStretch™ Timestretcher the sample's tempo can be adjusted by moving the fader to either the left or the right until the desired bpm number is reached. Simply press Play to check the tempo. If you like what you hear, you then have to choose a file format. Besides .wav there is the compressed and space-saving .pxd format, which can only be used with eJay products. Then simply press Save for the sample to be saved on hard disk in your chosen tempo pre-selected directory.

The RealStretch™ Timestretcher makes tempo adjustments of up to 200% possible.

SHORTCUTS

Shift + Mouse	=	Selection of several adjacent samples
Ctrl + Mouse	=	Selection of several isolated samples
ESC	=	Cancel copying
ALT+ F4	=	Quit the program
Space	=	Play / Stop

Each sample has its own name which describes the Sound's Instrument, Style, Tempo and Key in addition to which Sound Collection it belongs to, in the following case # 2.

This is what it looks like: Instrument001_Style_BPM_Key_SC2

Got it? Here are two examples to show you more clearly:

The file name "DRUMLOOP080_DANCE_140_X_SC2.wav" is the Drumloop sample No. 80, from the Dance section, which has a BPM of 140, no key, and is from Sound Collection #2.

Same thing with "ACSTGUIT027_GRNGE_90_D_SC2": ACSTGUIT is a short for Acoustic Guitar, Sample No. 27, from the Grunge section, with a BPM of 90 and a key of D minor again from the Sound Collection #2.

SHORT CUTS FOR STYLES (max. 5 letters):

Drum&Bass, Ambient	D&B
Dance, Trance	DANCE
Electro	ELCTR
Ethnic	ETHNO
Grunge	GRNGE
House	HOUSE
Hip Hop	HPHOP
Industrial	INDST
Pop	POP
Reggae, Dub, Afro	RGGAE
Soul, R&B	R&B
Techno, BigBeat	TEKNO
Trip Hop	TPHOP

SHORT CUTS FOR KEYS:

A Minor:	A	
C Minor:	C	
D Minor:	D	
None:		X

SHORT CUTS FOR BPM

90, 125, 140, 160

All Samples with a clearly defined key are marked accordingly (see above). All others are marked with an 'X'. These are mMost Drum, Percussion and FX Samples fall into this category - since theythat go well with any key – as well asand Samples fromwith instruments that cannot be effectively tuned.

The Samples have been produced in different tempo and key ranges according to the typical attributes of the different styles covered. But with the RealStretch™-Timestretcher it is very easy to adjust any Samples for the HipHop eJay, Dance eJay, Rave eJay and Techno eJay.

For example:

1. Importing of Samples without any adjustments:

Dance, Techno and Big Beat Samples for Dance eJay and Techno eJay.

Hip Hop, Trip Hop and Reggae Samples for Rave eJay and HipHop eJay 2.

2. Hip Hop and Trip Hop Samples for HipHop eJay 1:

These samples must be saved in the Target Window with the RealStretch™-Timestretcher in 96 BPM before importing.

3. Reggae Samples for Dance eJay:

These samples must be saved in the Target Window with 70 BPM before importing.

4. House Samples for Dance eJay:

These samples must be saved in the Target Window with 140 BPM before importing.

In general the Samples should be adjusted to the following tempos before being imported:

Dance eJay and Techno eJay: 70, 140 or 280 BPM

HipHop eJay: 48, 96 or 192 BPM

Rave eJay and HipHop eJay 2: 90 or 180 BPM

Of course Samples do not necessarily have to be adjusted. Especially some FX or short Voice or Rap Samples may fit even better in their original stateversion.

SOUND #2
COLLECTION

CD CONTENTS

CD 5: DANCE + TRANCE + TECHNO + ELECTRO + BIGBEAT

CD 6: DRUM&BASS + AMBIENT + ETHNIC + HOUSE

CD 7: GRUNGE + ALTERNATIVE + POP + BALLADS

CD 8: HIP HOP + SOUL + R&B + DUB + REGGAE + AFRO + TRIP HOP +

INDUSTRIAL+SOUNDEXPERIMENTS

SOUND GROUPS

See the chart below for Short Cuts for instruments and sorting in Sound Groups

SOUND GROUP	INSTRUMENT	SHORT CUT
Drum	Kick	KICK
	Snare	SNARE
	HiHat	HIHAT
	Cymbals	CYMBALE
	Toms	TOM
	Percussions	PERCUSSN
	Clap	CLAP
Loop	Drum Loops	DRUMLOOP
	Drum Fills	DRUMFILL
	Percussion Loops	PERCLOOP
Bass	Synth Bass	SNTHBASS
	Electric Bass	ELECBASS
	Kontrabass	UPRIGHT
Keys	Piano	PIANO
	Organ	ORGAN
	Synth	SYNTH
Guitar	Electric Guitar	ELECGUIT
	Acoustic Guitar	ACSTGUIT
Sphere	Noisy Sphere	SPHERE
	Synth Sphere	SYNTHPAD
Xtra	Brass	BRASS
	Strings	STRING
	Scratches	SCRATCH
	Flutes	FLUTE
	Bottles	BOTTLE
	Sonstige	XTRA
	Rap Male	RAPBOY
	Rap Female	RAPGIRL
Voice	Voice Male	VOICEBOY
	Voice Female	VOICEGRL
	Speaker Male	TALKBOY
	Speaker Female	TALKGIRL
	Voice FX	VOICEFX
	FX	Hit
Swish		SWISH
Special etc.		FX
Real		FX
Singleshoot	Bass	BASSSHOT
	Drums	DRUMSHOT
	Guitars	GUITSKOT
	Keys	KEYSHOT
	Effects	FXSHOT
	Hits	HITSHOT
	Xtras	XTRASHOT
	Voices	VOCSHOT
Robots	ROBOSHOT	

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The eJay Production Team

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