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Installation

Program Installation

Insert the Rave eJay CD-ROM into the CD-ROM drive. When autostart is active, Rave eJay will start automatically. When starting manually, select RUN from the START menu, enter D:\RAVE.EXE (where D: is the drive letter of the CD-ROM drive), and press OK button.

Sample Installation

Quick Start

Quick start is suitable for all high powered systems. The chosen installation path will only be used for temporary files. The samples will not be copied.

Minimal Installation (recommended)

Minimal installation places 40 MB of data onto the hard disc. This results in an improved performance of Rave eJay.

Full Installation

Full installation is recommended for very slow CD-ROM drives only. Hard disc space required: 115 MB.

In each case the CD-ROM **must remain** in the CD-ROM drive. During the installation a **program group** called "Rave eJay" with an icon for Rave eJay and another for the Uninstall will be created. From this program group the setup can also be started manually.



Welcome eJay!

This software is different from all other music programs that you have seen and, most important, that you have heard before - and there are reasons for it!

Until now it was common that music software was either hard to handle or the possibilities were not really great. Rave eJay goes different ways. Here **you are the boss** - right from the beginning. The PC is only the tool you need to realise your creative ideas. You are the **electronic DJ** - an **eJay**!

What an instrument! A lot of professional musicians gave their spirit to the over 1000 rave samples - you will hear it right away. Due to the unique and easy handling it is possible to **create your own rave tracks** just with your mouse. Sure you can also integrate your own samples - even the ones you recorded yourself. And for everybody who needs even more thrill, there is **the integrated Hyper-Generator**. With this tool you are able to create the most far out sounds - but take care of your speakers!

If you want to let us know what you think about the Rave eJay, you are always welcome to make your comments heard by visiting our eJay website at <http://www.fasttrak.co.uk> There you will find additional samples, mixes, latest info. competitions and much more.

But now it's time for you to show everybody what it is that makes you a real eJay!

Your PXD Musicsoft Team



Gettin' Started

When you start Rave eJay the first time, the START.MIX will be loaded automatically. Click PLAY and listen to what Rave eJay offers you. With a click on NEW you clear the Play Window. Now it's time for your own first Mix.

Step 1

Choose one of the Sound Groups on the right. For example: LOOP. With a double click on one of the samples you can listen to it. You can see more samples by scrolling down the bar on the right.

Step 2

Choose a sample and move it to one of the 8 tracks above. As soon as you let go, it will be positioned on the next bar automatically. You can move it with the mouse, or copy it with the right mouse button.

Step 3

Choose another Sound Group (for example BASS) and move more samples to the audio tracks. Press PLAY and listen to your first own Mix.

Rave it, eJay!



The Samples

With over 1000 samples it's easy to loose track. But every sample has its own name, describing the sound, so it should be **easy to keep an overview**.

Stereo Samples are additionally marked with **L** for left or **R** for right. Put the left sample (for example Dark Sphere L) on track 7 and the right one (Dark Sphere R) on track 8. By clicking the left or right "speaker", you can connect this track to the left or right playback channel of your sound card (**green** "speaker" = active - **blue** "speaker" = not active). So now you activate the right "speaker" of track 7 (left green - right blue) and the right "speaker" of track 8 (left blue - right green). The sample pair will now be **played back in stereo**.

This way you can connect single tracks to one channel or mute a track (both "speakers" blue).

All samples of Rave eJay are based on **C-minor** and are recorded at **180 bpm** (beats per minute).



Functions on Main Screen

Listening to single Samples

You can listen to samples in the Sample Window or directly from the tracks by double clicking them.

Select several samples

By clicking on several samples while holding down the **Shift** button, or by selecting an area you can choose more than one sample.

Moving samples

With the left mouse button you can move one sample or a selected group of samples.

Copying samples

With the right mouse button you are able to copy one sample or a selected group of samples. Another way to copy: hold down the **Alt** button while moving a sample.

Erasing samples

The **Erase** button turns your cursor into a little eraser. With this tool you are able to erase samples from the tracks. To deactivate the eraser, just press **Erase** once more. Another way to erase: Drop the sample out of the track area.

Auto Position Helper

The samples you move from the Sample Window to one of the tracks are automatically placed on the next bar. If you want to place a sample between bars (useful when using imported samples), move them while holding down the **Ctrl** button, now you can position them by 16th of a note.

Sound Group Buttons

With the buttons around the Sample Window you can choose the different sound groups. In the Sample Window you will now see a part of the samples from the chosen sound group. You can scroll with the bar on the right side of the Window to see other samples of this group.

Bar Display

The bar display shows what BAR you are currently at. In the Play Window you may only see part of the Mix. The numbers to the left and right of the bar display show you where you are in the Mix. The **red number** and the **line** which moves over the audio tracks show your current position. If you want to change your position in the Mix just click on the bar number that you want to be your new location; this number then turns red, showing the new position in the Mix. By double clicking on any bar number, it automatically moves to the left end of the bar display. By double clicking on the outside measure numbers on the left or right, you move the displayed section in the Play Window 22 bars either left or right. With the scroll bar beneath the tracks you can also move the displayed section in the Play Window.

Loop

Repeats the playback of your Mix from beginning to end.

Save

Saves the current Mix on hard disc. With **Load** you can load it again any time.

Load

Loads a Mix from hard disc or CD-ROM.

Name of the Mix

The name of your current Mix is shown in the window on the upper left side next to the sample window.

New

Erases the current Mix from the Play Window. There will be no samples left on the tracks and you can start your next Mix.

Import

With the import function you are able to import your own samples into Rave eJay. Press the Import button and the Windows 95 File Selector opens up. Select a **Wave sample** (with the extension **.wav**) and press OK for confirmation. The imported sample is now shown in the Sound Group WAVE. Rename or erase imported samples with a click on the right mouse button.

Filing of Import Samples (WAVE)

Imported Samples can be filed under the Sound Groups **of your choice**. You simply drag the imported sample to one of the ten Sound Group Buttons. (For example: an imported Loop from the Sound Group WAVE can be moved to the Sound Group LOOP.)

Export

With the export function you are able to save your Rave eJay Mix as an audio file, it can then be played back with all **standard sound programs**. Press the Export button and the Windows File Selector opens up. Enter the file name and confirm with OK. Rave eJay now saves your Mix as a stereo file in Wave format.

Sorting of the Samples in the Sample Window

The samples in the Sample Window can be sorted under different criteria. A click on the right mouse button shows the options:

Sorting: None

Sorting: Alphabetical Order (sample names)

Sorting: Length (Length of the sample)



The Hyper Generator

The HYPER GENERATOR is the combination of a mono **synthesiser and a sequencer**. You can create outrageous samples and sounds with it very easily. To give you a first impression of what the HYPER GENERATOR is able to realise, you can call up the sequencer matrix presets with the help of the right mouse button.

Caution!!!

With the HYPER GENERATOR extreme sounds can be produced, which may cause damage on speakers, when played back too loud!

Sequencer Matrix

With a click of the mouse you can now **activate single notes** in the upper window (indicated as a red ball). Only one note can be activated on each vertical line. This means only one note will be played back at the same time. The length of the sequence is exactly one bar. The numbers above the matrix mark the 16th notes (one bar consists exactly of sixteen 16th notes). The respective pitch is shown on the keyboard. Basic notes of C-minor are stressed by a lighter colour.

1/16 CUT

The **1/16 Cut** cuts the playback of a sound at the length of a 16th note. If not active, the sound will be played back to the next set note.

Sound Select

You can choose from **128 different sounds** by clicking the right and left arrows.

Besides these sounds you can also load **imported samples** or **Samples from other Sound Groups** into the HYPER GENERATOR. You may go to main screen of Rave eJay and then you may move a sample from a sound group onto the HYPER GENERATOR icon, the HYPER GENERATOR will open automatically with this sample.

Effects

To give your Hyper-sequences the finishing touch, you are able to **choose several effects** from the **Effect** section in the lower part of the screen. You can choose from the following:

Filter

Within the filter section, frequencies of the sound of samples can be raised or lowered. The button on the upper left (next to FILTER) of the filter section is activated or deactivated by clicking it once. (green: on / blue: off).

CUTOFF: Cut off Frequency of Lowpass

RESONANCE: Adjusts overtones of the Cut off Frequency

OVERDRIVE: Distortion of resonance.

DEPTH: Controls the balance of original sound and filtered sound (does not affect Cut off).

RESONANCE and OVERDRIVE affect each other. Therefore it is recommended to first adjust the

Resonance control and then regulate the Overdrive.

With a click of the right mouse button you can call up the Filter presets.

Echo

Echo adds “repeats” to the original sound with delay. The button on the upper left side (next to Echo) activates or deactivates the Echo (green: on/ blue: off). The following options are at your disposal:

TIME: regulates the time of delay (maximum delay time: ½ bar)

FEEDBACK: regulates the number of echo repeats

DEPTH: regulates the balance of echo and original sound

With the right mouse button you can call up Echo presets.

Distortion

Within the Distortion section sounds can be distorted. The button on the upper left side (next to Distortion) activates or deactivates the Distortion (green: on/ blue: off). Two different distortion effects are available:

DIRTY: extreme distortion of the sound at the output of the effect section.

NOISE: percussive distortion of the sound at the input of the effect section.

Sample Volume

The Sample Volume regulates the **recording volume** of the sample (in contrast to the Master volume, which regulates the **playback volume** of the sound card).

Reset

RESET resets all devices of the HYPER GENERATOR.

Save

Saves the current sequence as a Wave **sample of 1 bar length** in the current setting. After saving, the program automatically switches to the main screen of Rave eJay. The sample is now shown in the Sound Group HYPER. With a click on the right mouse button the sample can be renamed or erased from hard disc.

Record

Gives you the option to “record” a **sample of any length**. Click Record and the Hyper Generator starts the recording after one bar count in. While recording you can **change all values** of the Hyper Generator in real time (for example add notes, change sounds, regulate filter and so on). The recording stops with a click on the Stop button. After the recording the program automatically switches to the main screen of Rave eJay. The sample is now shown in the Sound Group HYPER. With a click on the right mouse button the sample can now be renamed or erased from hard disc.

HYPER Tips:

1: Record your own voice with the RECORDING BOX (not longer than one bar) and move this sample into the HYPER GENERATOR. Click on some 16th on the basic note and additionally modify the voice with the Filter and Distortion.

2: Move a drum loop from the section LOOP into the HYPER GENERATOR. Press RESET, now only the basic note in the first field is active. The sample will now be played back in the original pitch. Now work with the filter and add an echo effect. This way you can create interesting variations of Rave eJay Sounds.



The Recording Box

With the Recording Box you are able to **make your own recordings** with ease. Because most sound cards are not able to record and play back at the same time, you will not hear your sample while recording. To make sure that you record to the right beat you will hear a click like a metronome from your system speakers while recording.

By clicking on REC the Recording Box opens up in the Sample Window.

Before recording with the Recording Box, a **microphone** must first be connected to the sound card. The **record** button starts the recording. The optical and acoustic metronome counts in 4 beats (one bar), the recording starts with the 5th beat.

Stop ends or interrupts the recording. To listen to your first attempt press **Play**. If you are satisfied with the recording, save it on hard disc in Wave format. You now find the recording in the Sound Group Wave. From here you are able to **integrate the sample** into your Mix. If you don't like the recording, just press the recording button once more and try a second take. The first recording will be erased.



Key Commands

Ctrl+O	Load Mix
Ctrl+S	Save Mix
Ctrl+N	New Mix
Ctrl+D	Eraser
Ctrl+I	Wave Import
Ctrl+E	Wave Export
Ctrl+Z	Undo
Ctrl+C	Copy samples
Ctrl+V	Insert samples
Ctrl+X	Cut out samples
Ctrl+A	Mark all samples
Shift+Mouse	Select samples
Ctrl+Mouse	Position sample by 16th notes
Alt+Mouse	Copy sample
Del	Delete marked samples
Space	Play/Stop
Arrow left	Rewind
Arrow right	Fast forward



Notes for System Configuration

Installation

If you have a single/double-speed CD-ROM drive, a **Full Installation** is recommended.

For faster CD-ROM drives a **Minimal Installation** is usually sufficient.

Quick Start saves samples onto the hard disc while playing. This way the transfer of the files happens gradually, while the Minimal Installation saves the files onto the hard disc at once.

Screen resolution

Rave eJay runs in 640x480, 800x600 and 1024x768 in full screen (there are screen filling graphics for each resolution). You can work with 256 color mode, High Color or True Color.

If your PC only has 8 MB-RAM memory, the resolution 640x480 with 256 colors is recommended.

Import of Wave files

Rave eJay is also able to **play back Wave files**. You can import standard Waves with 11/22/44 kHz, 8Bit/16Bit, mono. From stereo files, only the left channel will be played back.

Trouble shooting

Rave eJay has been **successfully** tested on a lot of systems. But problems may occur on some system configurations, and on PCs with 8 MB RAM (because of the low memory). Here a good result is usually attained by lowering the screen resolution to 640/480 and using only 256 colors.

Error Note: **Sound Start Error**

The note Sound Start Error means that either there is no sound card in the PC or that the sound card has not been installed in Windows correctly. Check if your sound card is available under Windows 95 and if necessary, install the sound card once again.

Error Note: **Memory Error**

Memory Error means that the memory of your PC is too low. Check if there is enough capacity for the virtual memory of Windows 95 or if the virtual memory has been de-activated.

Quit all other programs.

Reduce the screen resolution and the colour depth of your graphic card.

Error Note: **Play Error**

Play Error means that the performance of your PC does not allow the play back of all 8 tracks. Please run Setup from the program group "Rave eJay" once more for a "Minimal" or "Full" Installation.

