

Jam Session

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For Help on Help, Press F1

Welcome to Jam Session!

Jam Session is easy and fun to use for both the musician and the non-musician. **Jam Session** provides a groovin' backup band while you Jam along playing your favorite instrument sounds.

As you become more familiar with the capabilities of **Jam Session**, you will find there are many different ways to make music!

Here's a great way to get started:

1. Select a musical style by pressing one of the Accompaniment buttons. A red light will indicate the selected style.
2. From the Instrument section, select the sound you want to use for your solo jam - the **lead** instrument. A red light will indicate the selected instrument.
3. Press **Start/Stop** to begin the Jam Session; or Press **Intro/End** to begin the Jam Session with a short introduction.
4. With the Left Hand, control the backup band [Accompaniment](#) on the first octave of the keyboard. With the Right Hand, play your own melody on the 2nd and 3rd octaves of the keyboard; or Press the [Auto Jam](#) button to have the 2nd octave play Auto Jam Riffs.

Screen Areas

[Instrument Selection](#)

[Accompaniment Area](#)

[Mixer](#)

[Recorder](#)

[FX Area](#)

[Keyboard](#)

Instrument Selection

Press the button of the instrument sound you would like to use to play the melody. The red light will indicate the selected instrument.

Accompaniment Area

[Accompaniment Style](#)

[Variations](#)

[Current Key Selector](#)

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Jam Control Buttons

[Intro/End](#)

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[Break](#)

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Accompaniment Style

Press the button of the accompaniment style you would like to use. The red light will indicate the selected style.

Variations

Each button, numbered 1 to 4, will select a different arrangement of the selected style.

Current Key Selector

Pressing the up and down arrows will select the key signature to be used. The default is the Key of C.

Current Tempo Selector

Pressing the Tempo arrows will speed up or slow down the tempo of the Jam Session.

Intro/End

Pressing the Intro/End button while music is not playing will start the music playing, providing an intro or lead-in to the Jam Session.

Pressing the Intro/End button while music is playing will provide an ending to the Jam Session. If the Jam Session is being recorded, the recorder will automatically stop after the ending.

Fill

Pressing the Fill button while music is not playing will audition or demonstrate a fill in the current selected style.

Pressing the Fill button while music is playing will cue up a Fill to be played at the next logical place in the music.

Break

Pressing the Break button while music is not playing will audition or demonstrate a fill in the current selected style.

Pressing the Break button while music is playing will cue up a Break to be played at the next logical place in the music.

Start/Stop

Pressing the Start/Stop button while music is not playing will start the music playing in the Jam Session.

Pressing the Start/Stop button while music is playing will stop the music playing in the Jam Session. If the Jam Session is being recorded, the recorder will automatically stop at this same time.

Demo

Pressing the Demo button will demonstrate the capabilities of Jam Session.

Auto Jam

The Auto Jam button toggles the Auto Jam function on and off.

When Auto Jam is on, the second octave on the **MusicStar™ Keyboard** will be in Auto Jam mode. Playing any key of the twelve keys in this octave will trigger a different musical riff to be played in the current style. The Keyboard LEDs will display all green lights over the Auto Jam octave.

When Auto Jam is off, the second octave will respond as a normal keyboard. The Keyboard LEDs will display all green lights over a major scale in the current key.

Jam Grid

The Jam Grid is an easy way to use the Jam Sessions [Auto Jam](#) feature and change the accompaniment chords at the same time. Instead of using the keyboard - playing chords in the accompaniment section with the left hand and the Auto Jam Keys with the right hand - you can use the mouse to click on a box in the Jam Grid. The *row* that the box is in corresponds to one of the seven chords that affect the accompaniment. The *column* that the box is in corresponds to one of the twelve Jam Keys which produce different Auto Jam "riffs". Therefore, when a box is clicked, the current chord will change according to what row the box is in, and the riff will change according to what column the box is in.

Mixer

Sliders

The sliders on the mixer control the volume levels of the tracks: Drums, Bass, Chords, Lead and Sound Effects.

LEDs

The column of LEDs next to each slider indicates the volume level of that track.

Recorder

The recorder allows you to record, playback, save, and load a Jam Session.

Load

Pressing the Load button presents a dialog box for selecting a Jam Session file you wish to load.

Save

Pressing the Save button presents a dialog box for naming and saving the current Jam Session to disk.

Stop

The Stop button stops the Jam Session and any recording currently taking place.

Play

The Play button plays back the current Jam Session.

Record

The Record button begins recording the Jam Session.

Load

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Record

The Record button begins recording the Jam Session.

FX Area

FX Pads

FX Pads are played by clicking on them with the mouse. Each pad can be set to trigger a different sound.

[Selecting FX Sounds](#)

Setup

The Setup button toggles on and off. When Setup is on, clicking on an FX Pad will pop up a dialog box allowing you to assign a particular sound to that FX Pad. When Setup is off, clicking on an FX Pad will produce the sound that FX Pad is assigned to.

Keyboard

Keyboard LED Display

The Keyboard LED Display is located above the keys of the keyboard.

A green LED will indicate that the keyboard note below it is in the scale of the current key. A red LED will indicate that the keyboard note below is not in the current scale.

Accompaniment

The first octave, labeled Accompaniment, will control the chords being played. The Keyboard LEDs will be green over the keys which correspond to the appropriate chords to play in the current key.

Auto Jam Octave

When Auto Jam is on, the second octave turns into a musical riff player. Every key in this octave becomes a "Jam Key". Each key will play a different melodic sequence known as a riff.

When Auto Jam is off, the second octave will work as a normal keyboard.

Third Octave

The third octave responds as a normal keyboard at all times.

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Procedures

[Recording a Jam Session](#)

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[Selecting Drum & FX Sounds](#)

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Recording a Jam Session

To record with your **MusicStar Keyboard**, you must have the MIDI Out of your keyboard connected to the MIDI in of your sound card's MIDI interface. Refer to the documentation for details.

To record a Jam Session:

1. [Select an Instrument](#) from the Instrument area.
2. [Select a Style and Variation](#) from the Accompaniment area.
3. Select the desired [Key](#) and [Tempo](#).
4. Press the [Record](#) button in the [Recorder](#) section.
Pressing the Record button automatically triggers a short introduction allowing you to get ready to play.
5. Record the Jam Session. For example, you can play the keyboard; play the FX pads; play the Jam Grid; adjust the volume levels in the Mixer; change instruments, styles and variations, tempo and key; -- be as creative as you want.
6. When you are done Jammin', you have two ways to end the Jam Session:
 - a) Press the [Stop](#) button in the [Recorder](#) section. This will stop the recording immediately.
 - b) Press the [Intro/End](#) button in the Jam Control section. This will trigger an automatic musical ending to the Jam Session, after which the recording will stop.

Loading a Jam Session

To Load a Jam Session:

1. Press the [Load](#) button in the [Recorder](#) section.
2. Highlight the name of the desired file and click OK.

The file will be loaded into Jam Session's memory.

Saving a Jam Session

To Save a Jam Session:

1. Press the [Save](#) button in the [Recorder](#) section.
2. Type the desired name in the File Name box and press OK.

The file will be saved onto disk.

Selecting FX Sounds

To Select FX Sounds:

1. Press the Setup button in the FX section.
2. Press the FX pad you wish to change.
3. Highlight the name of the desired sound and press OK.

Selecting an Instrument

To select an instrument, click on the name of the instrument you would like to play. A red light on the button will indicate that the instrument has been selected.

Selecting a Style and Variation

To select an style, click on the name of the style you would like to use. Click on one of the Variation buttons to select a different arrangement of the style. You will hear a short example of that arrangement. A red light on the button will indicate that the style or variation has been selected.

Changing Key

To change the Key, use the up and down arrows to the right of the Current Key box.

Changing Tempo

To change the Tempo, use the up and down arrows to the right of the Current Tempo box.

Using the Jam Grid

The Jam Grid is an easy way to use the Jam Sessions [Auto Jam](#) feature and change the accompaniment chords at the same time. Instead of using the keyboard - playing chords in the accompaniment section with the left hand and the Auto Jam Keys with the right hand - you can use the mouse to click on a box in the Jam Grid. The *row* that the box is in corresponds to one of the seven chords that affect the accompaniment. The *column* that the box is in corresponds to one of the twelve Jam Keys which produce different Auto Jam "riffs". Therefore, when a box is clicked, the current chord will change according to what row the box is in, and the riff will change according to what column the box is in.

Using the Mixer

The Mixer is used to change the volume of the different parts in Jam Session -- Drums, Bass, Chords, Lead, and FX.

To use the Mixer, click and hold on the desired slider and move it up to increase the volume and down to decrease the volume. The LEDs next to the slider represent the volume level.

