

## **SuperJAM! Demo Help**

The SuperJAM! help system has been disabled for the demonstration version.

For more information about SuperJAM!, please call The Blue Ribbon SoundWorks at **1-800-226-0212**.

### **The Blue Ribbon SoundWorks**

**1605 Chantilly Drive NE**

**Venture Center, Suite 200**

**Atlanta, GA 30324**

**404-315-0212 voice**

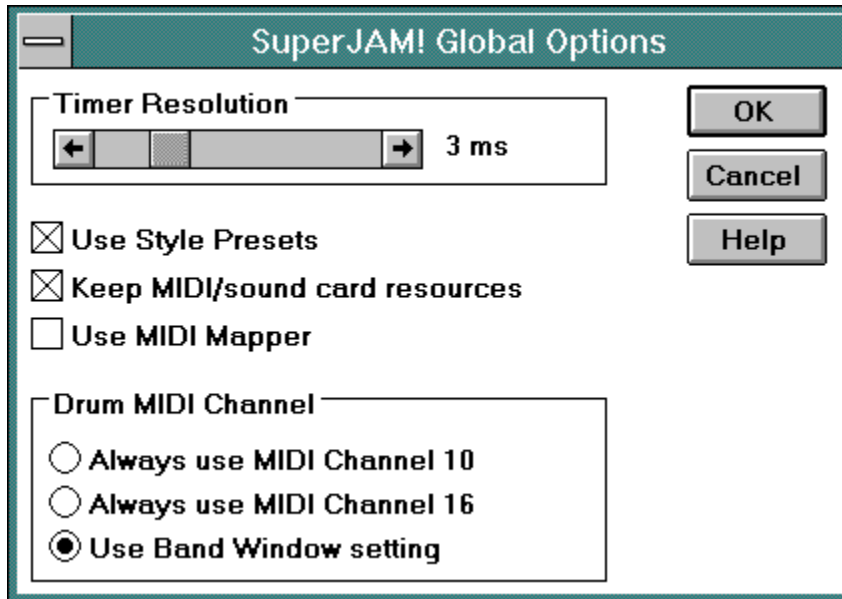
**404-315-0213 fax**

**404-315-0211 BBS**

**CompuServe ID# 72662,352 or GO BLUERIBBON**

## Global Options Dialog

[Click inside this picture for more information:](#)



## **Global Options Dialog Title Bar**

The Title Bar displays the name of the dialog box.

## **Global Options Dialog Timer Resolution Scroll Bar**

The Timer Resolution scroll bar can help give the music a smoother "feel" on computers experiencing erratic timing problems. The timing resolution ranges from 1 to 10 milliseconds.

Higher resolution does not always result in better timing. In fact, on higher speed 486 machines, 1ms resolution is significantly worse than 2ms! The optimal resolutions typically range from 2 to 5ms.

The higher the resolution (the lower the number,) the more work your computer has to do.

## **Global Options Dialog Use MIDI Mapper Check Box**

Check the MIDI Mapper check box if you wish to use the Windows MIDI Mapper. Be sure to have the MIDI Mapper configured for your sound card or MIDI synthesizer.

## **Global Options Dialog Use Style Presets Check Box**

Check the Use Style Presets check box if you wish to use the tempo and patch change selections embedded in each style each time they are selected. If you are not using a General MIDI compatible synthesizer or sound card, disable this option.

## **Global Options Dialog Keep Resources Check Box**

Check the Keep Resources check box if you would like SuperJAM! to keep control of your MIDI and sound card resources, preventing other applications from taking control of them. When the option to Keep Resources is checked, SuperJAM! continues to play music when another application is activated. Otherwise, SuperJAM! stops playing music.

## **Global Options Dialog Drum Channel Radio Buttons**

Click on any of the Drum Channel Radio Buttons to choose the default drum channel configuration for all SuperJAM! bands.



## **Global Options Dialog OK Button**

Click on the OK button to initiate the changes you've made.

## **Global Options Dialog Cancel Button**

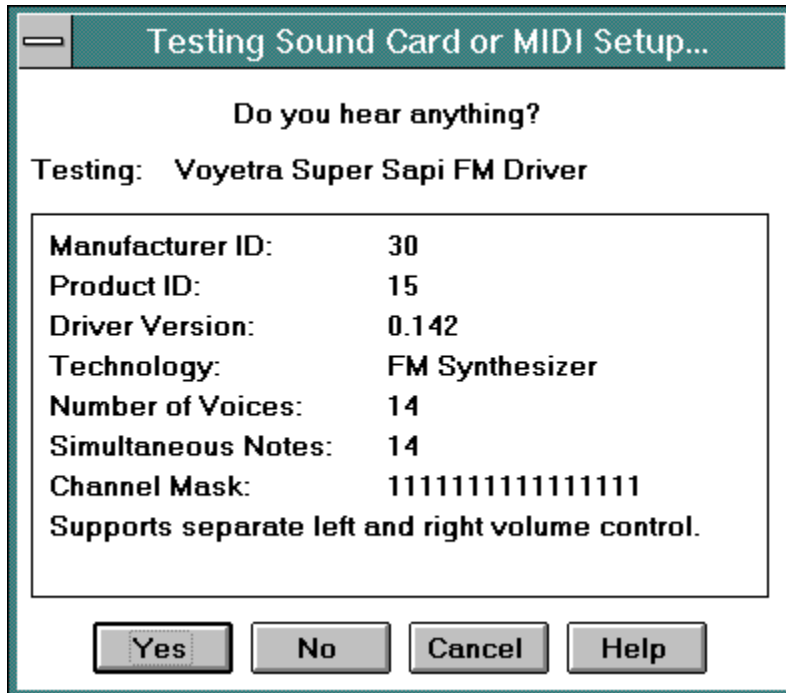
Click on the Cancel button to cancel the operation and close this dialog box.

## **Global Options Dialog Help Button**

Click on the Help button to open this help window.

## Sound Device Test Dialog

Click inside this picture for more information:



The Sound Device Test, performed first in the Sound Card/MIDI Setup Test, checks your sound card/MIDI resources by attempting to play music through them directly. If you are using more than one sound card or MIDI interface, you can use the Sound Device Test to audition each one of them for use with SuperJAM!.

If you hear sound coming from the device being tested, answer Yes. SuperJAM! records this information in its Global Options and uses that device by default for all SuperJAM! sessions. You can change this setting at any time by running the Sound Device Test again, or change it directly by opening the [Global Options dialog box](#).

If you do not hear sound when asked, or if you wish to select a different sound source, answer No. Answering No results in SuperJAM! testing the next available device. If you answer No for all available sound devices, your system is tested using the Windows MIDI Mapper's current MIDI setup, if it is available.

**Note:** Because of SuperJAM!'s ability to maintain several independently-configurable bands, it may be advantageous to use the MIDI Mapper to handle your MIDI channel information. You need to first create a MIDI setup before you can successfully use the MIDI Mapper with SuperJAM!. Consult your Windows documentation for more information about the MIDI Mapper.

Once the Sound Device Test has cycled through all available sound resources on your system, it gives you an opportunity to continue the test, starting again with the first available sound device. If you do not hear sound coming from a device while it is being tested, you may not have its necessary driver(s) installed. Sound devices require the installation of a device driver before they can be used. If you do not have any sound card/MIDI device drivers installed on your system, SuperJAM! notifies you of this, and does not initiate testing.

Once you complete the Sound Device Test, the [Drum Channel Test](#) is then executed.



## **Sound Device Test Dialog Title Bar**

The Title Bar displays the name of the dialog box and contains the control-menu box on the left.

## **Sound Device Test Dialog Driver Name**

The Driver Name corresponds to the sound device currently being tested.

## **Sound Device Test Dialog Device Info**

Device Info displays the technical specifications of the sound device currently being tested.



## **Sound Device Test Dialog Yes Button**

Click on the Yes button if you hear sound coming from the device currently being tested.

## **Sound Device Test Dialog No Button**

Click on the No button if you do not hear sound coming from the device being tested, or wish to audition other sound resources available.

## **Sound Device Test Dialog Cancel Button**

Click on the Cancel button to exit from the Sound Card/MIDI Setup Test without making changes to SuperJAM!'s Global Options.

## **Sound Device Test Dialog Help Button**

Click on the Help button to obtain Help on the Sound Device Test.

## Drum Channel Test Dialog

Click inside this picture for more information:



The Drum Channel Test, performed second in the Sound Card/MIDI Setup Test, insures that the MIDI channel used by SuperJAM! for its drum player is assigned correctly to the percussive channel on your sound device. Incorrectly mapped drums result in odd-sounding playback, because drum notes are resultingly played using melodic instruments, instead.

The Drum Channel Test first attempts to play drums using the MIDI channel setting in the House Band window.

**Note:** By default, SuperJAM! assigns the drum player to MIDI channel 10 in the House Band window. Channel 10 is the standard drum channel for devices complying with the General MIDI standard. This default setting can be changed at any time from the House Band window by first changing the MIDI channel for the drum player, and then selecting Save as Default House Band from the Band menu.

If you hear drums, answer Yes. SuperJAM! records this information in its Global Options and uses the House Band window setting by default for all SuperJAM! sessions. You can change this setting at any time by running the Sound Device Test again, or change your settings directly by opening the [Global Options dialog box](#).

If you do not hear sound when asked, or if you wish to select a different drum setting, answer No. Answering No initiates testing using MIDI channel 10 for drums. Answering No a second time results in SuperJAM! testing drums using channel 16.

Note: Although MIDI channel 16 is not considered to be a standard drum channel according to General MIDI, many Windows 3.1 compatible sound cards use it for drums instead of channel 10.

If you answer No for all three drum channel options, the Drum Channel test gives you the opportunity to continue, starting again with the drum channel setting in the House Band window. If you do not hear drums coming from any of the available options, you most likely are using a sound source which is not General MIDI compatible, and will need to create a custom setup for it using the Windows MIDI Mapper. Consult your Windows documentation for more information about the MIDI Mapper.

## **Drum Channel Test Dialog Title Bar**

The Title Bar displays the name of the dialog box and contains the control-menu box on the left.

## **Drum Channel Test Dialog Drum Channel**

The Drum Channel corresponds to the drum configuration currently being tested.

## **Drum Channel Test Dialog Yes Button**

Click on the Yes button if you hear drums playing using the current drum channel selection.



## **Drum Channel Test Dialog No Button**

Click on the No button if you do not hear drums playing using the current drum channel selection.

## **Drum Channel Test Dialog Cancel Button**

Click on the Cancel button to exit from the Sound Card/MIDI Setup Test without making changes to SuperJAM!'s Global Options.

## **Drum Channel Test Dialog Help Button**

Click on the Help button to obtain Help on the Drum Channel Test.

