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Welcome eJay!

Welcome eJay!

The successor of the bestseller Dance eJay is waiting for you - Dance eJay 2. Dance eJay 2 comes with even more features, is easier to handle and guarantees lots of fun.

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

More than **1000 original Dance- and House-Samples** were recorded by real pros for eJay's full fledged 16 track recording studio. Just drag and drop pumping basses and kicking grooves using the innovative eJay user interface and get surprising results instantly. That's not enough for you? Play your own drum grooves on your keyboard to your own songs. The integrated drum computer "Groove Generator" comes with more than 500 drum sounds and lots of effects to give your songs an individual dancefloor feeling. Or add your own raps and vocal lines and spice them up with robotize, echo distortion and filter effects! Everything is possible. Surprise your friends with your own robot-talks, monster voices and other gimmicks.

If you want to let us know what you think about the Hip Hop eJay, you are always welcome in the Internet at the eJay Homepage <http://www.eJay.com>. You will also meet a lot of other "eJays" their to exchange sounds and mixes with. And to make you feel like home, we have already reserved space for **your own eJay Homepage** .

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

Your PXD Musicsoft Team



Installation of Dance eJay 2

Program-Installation

Insert the Dance eJay CD-ROM into the **CD-ROM drive**. When **autostart** is active, the Dance eJay will start automatically. When starting manually, select EXECUTE from the START menu, enter D:\DANCE2.EXE (D: names the CD-ROM drive), and press OK.

Quick Start

Quick Start is suitable for all high powered systems. The chosen installation path will only be used for temporary files (40 MB). The samples will not be copied to your hard disk.

Minimal Installation (recommended)

Minimal Installation places 60 MB of the data on hard disk. This results in an improved performance of the Dance eJay 2.

Full Installation

Full Installation is recommended for very slow CD-ROM drives only. Hard disk space required: 190 MB.

In each case the CD-ROM must remain in the CD-ROM drive. With the installation a **program group** called "Dance eJay 2" with an **icon** for Dance eJay 2 and one for the Uninstall will be drawn up. With this program group the **setup** can also be started manually.

System Requirements

Pentium 66 or higher
16 MB RAM
Quad-Speed CD-ROM Drive
40 MB free hard disk space
256 colors
16 Bit soundcard (DirectX compatible)
Windows 95, 98 or NT 4.0



Gettin' Started

When you start Dance eJay 2 the first time, the START.MIX will be loaded automatically. Click PLAY and listen to what Dance eJay 2 has to offer. With a click on NEW you clear the Play Window. Now it's time for your own first mix.

Step 1

Chose one of the sound groups to the left and right of the sample window. 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

Chose any sample by clicking and holding the left mouse button and move it to one of the 16 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

Chose another sound group (i.e. BASS) and move more samples to the audio tracks. Press PLAY and listen to your first own mix.

Groove it, eJay!



Help Functions

For a selection of the different help functions please click on the question mark at the upper right corner of the mainscreen. The help dialogue box will pop up and give you a selection of available help functions.

Interactiv Introduction (only if applicable!!)

This is to give you a quick and easy introduction to Dance eJay 2. This tutorial has different chapters. You can skip back and forth between the chapters , pause the introduction or quit the help function with the buttons on the panel. This is how an introduction not only helps you to get an idea of all the functions it even makes lots of fun.

Text Help

By selecting text help on the help dialogue box you get to the text help database. This where you can search for specific topics and all functions are explained in depth. You will also find a list of the key commands and more information on other eJay products.

Quick Tips

The quick tips are very useful if you want to have a quick overview of what functions the different buttons have. As soon as your mouse moves over a button or area on the screen a little box pops up and gives you a short explanation of the functions is displayed. To de-activate the quick tips simply click on the box next to "show quick tips". The box should now be empty and no more quick tips should be visuable.



The Functions Explained Separately

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Samples

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

Stereo Samples are marked with the letter L for left and R for right. Some samples are marked with a little star (*). These samples include different chords. This means that samples with (*) fit together best, but can also be combined with others. All samples of the Dance eJay 2 are based on **A-minor** and are recorded at **140 bpm** (beats per minute).

Listening to single Samples

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

Select several Samples

By clicking on several samples while holding down the *Shift* key 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* key while moving a sample.

Erasing Samples

To erase a sample simply drag it from the play back window and drop it on the trash can. You can also select a sample and press the delete key on your keyboard. Another way is to use the eraser on the right of the mainscreen. 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.

Stereo Samples

Stereo Samples are split into two audio channels indicated by L and R. Place the left channel sample (i.e. sand man 1L) on track 7 and the right channel sample (i.e. sand man 1R) on track 8. By clicking the left or right "speaker" of each track, you can connect the track to the left or right playback channel of your soundcard (**green** "speaker" = active - **blue** "speaker" = not active). This way you can connect single tracks to one channel or mute a track (both "speakers" blue). Now activate the left speaker on track 7 (left green - right blue) and the right speaker on track 8 (left blue - right green).

Volume Control of single samples

The volume of each individual sample can be edited in the play back window. Select a single sample by clicking on it. You will now see a horizontal line on the sample. By clicking on the line a volume fader will appear and you can adjust the volume level of this individual sample.

Cut single samples

The play length and starting point of each individual sample can be edited in the play back window. This is very useful if you want to cut import samples to a specific length. Select a single sample by clicking on it. You will now see a one line on the left of the sample and one the right. By clicking and moving the line on the left you cut the beginning of the sample. By clicking and moving the line on the right you cut the end of the sample.



Sound Groups

Sound Group Buttons

With the buttons on the left and right hand side of the **Sample Window** you can choose the different sound groups (BASS, LOOP, DRUM etc.). 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.

Sorting of the Samples in the Sample Window

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

Sorting:	None
Sorting:	Alphabetical order (sample names)
Sorting:	Harmony (*)
Sorting:	Length (length of the sample)



Play Window

After you selected a sample in the sample window you drag and drop it on one of the 16 audio tracks. This is where you copy, move, erase and listen to the samples.

You can even change the position of the samples in your song while play back. Just drag and drop the samples on and off the play window. The play back won't stop and you can always hear what you just changed in your arrangement.

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** key, now you can position them by 16th notes.

Speakers left/right

By clicking the left or right "speaker" button to the left of each track, you can connect the track to the left or right playback channel of your soundcard (**green** "speaker" = active - **blue** "speaker" = not active). This way you can connect single tracks to one channel or mute a track (both "speakers" blue).

Bar Display

The bar display shows what measure you are currently at. In the Play Window you only see a part of the song. The numbers to the left and right of the bar display show you where you are in the song. 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 song just click on the measure number that you want to be your new position; this number then turns red, showing the **new position**. By double clicking on any measure 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.

If you want to listen to a part of your song over and over again then select these measures in the bar display by clicking and holding the left mouse button. All selected bars will now be green. Press the Loop button and your selected area will repeat over and over again.

Control Buttons

The control buttons are similar to the ones you find on a tape deck or CD player. You can stop, pause, rewind or fast forward the play back of your song. You can even jump to the beginning and end of your song or have it play over and over again in repeat (loop) mode.

Volume and Pitch

with the Volume fader you are able to adjust the main volume of the mix. With the Pitch fader you are able to play back your Mix **faster or slower**, just like the pitch control on a turntable.



Volume Controls

The volume of each track can be adjusted with the mixing desk.

Click on the mixer symbol in the menu bar and the mixing desk with volume faders for each track will appear in the sample window. Use these faders to adjust the volume of each track, the drum track and the input of the recording channel. By clicking the left or right "speaker" button on top of each track, you can connect the track to the left or right playback channel of your soundcard. All adjustments made on the mixing desk will be saved with your song.

Click on the close button to leave the mixing desk.



Loading and Saving of Songs

Save Mix

Click on the disk symbol on the menu bar. A dialog box will appear. Choose "Save Mix" and fill in the name of the mix, drive and directory where you want the mix to be saved.

Save Mix with Imported Samples

If you want to swap mixes with your friends which use imported samples then you will have to save your mix with the imported samples. Simply choose "Save mix with imported samples" in the save dialog box and your mix will be saved with all imported wave samples and all samples edited in the effect studio and groove generator.

Load Mix

Click on the disk symbol on the menu bar. A dialog box will appear. Choose "Load Mix" and select the drive, directory and name of the mix you want to load.

Export Mix

With the export function you are able to save your Dance eJay 2 Mix as an audio file, it can then be played back with all standard sound programs and even burned to audio CD. Click on the disk symbol on the menu bar. A dialog box will appear. Choose "Export Mix" enter the file name and confirm with OK. Dance eJay 2 now saves your Mix as a stereo file in Wave format.



Recording

Give your mixes your individual touch and add your own voice and rap rhymes to your mixes. Before recording with Dance eJay 2, a **microphone** must first be connected to the soundcard. The recording button starts the recording.

Dance eJay 2 supports full duplex recording. You can record your voice and listen to your song at the same time. If your soundcard doesn't support full duplex recordings you won't be able to hear your song while recording.

Recording

Each of the 16 tracks can be used for recording. You can activate a track for recording by clicking on the microphone symbol to the right of each track. When activated the microphone is red. Click on the measure you want your recording to start and press the record button. The metronome counts in 8 beats (two bars), the recording starts with the 9th beat.

Stop ends the recording and saves it automatically in the waves sound group. To listen to your first attempt press **Play**. If you are not pleased with it just repeat your recording and your new attempt will be saved in the wave sound group right next to your first recording.

If you want to edit your recording and give it your individual twist just edit your recording in the effect studio. What are you waiting? Let's go to the effect studio.



Install and Import Samples

Despite the samples already included in Dance eJay 2 you can also use the samples of Dance eJay, Dance eJay samplekits Vol. 1-6 and any standard wave file.

Installation of Dance eJay Samples

Dance eJay 2 recognizes already installed samples from Dance eJay or any Dance eJay Samplekit. These sounds will automatically be displayed in the respective sound groups.

In case you have installed Dance eJay 2 and you would like to install samples of Dance eJay afterwards then simply make a full-installation of Dance eJay. After the full-installation all sounds will automatically be displayed in the respective sound groups.

Samples of the Dance eJay Samplekits can easily be installed into Dance eJay 2 with the installer included on each samplekit.

Import Samples

Click on the disk symbol on the menu bar. A dialog box will appear. Choose "Import Samples" choose the drive and directory where your import samples are. All importable samples will be displayed. Select a sample and press play if you want to listen to the sample before import. With auto play activated each sample will automatically play back the sound. Choose "Select all" if you want to import all samples in the selected directory.

Rename Import Samples

Samples can be renamed by clicking with the right mouse button on the sample. Choose "Rename Sample" and fill in the name. Names can be two lines maximum.

Erase Import Samples

To erase import samples from the soundgroup just drag and drop the selected sample onto the trashcan or choose "Erase Sample" the dialog box that appears when clicking on the sample with the right mouse button. The sample will then be erased from the sound group but not from your hard disk.

Filing of Import Samples (WAVE)

Imported Samples can be filed into the Sound Groups by your choice. Therefore you drag the imported sample to one of the twelve Sound Group Buttons. (For example: an imported Loop from the Sound Group WAVE can be moved to the Sound Group LOOP.)



Timestretching

Samples with a tempo other than 140 bpm (i.e. Samples from Hip Hop eJay or Rave eJay) can be adjusted to the Dance eJay tempo with the time stretcher.

Tempo Adjustment

Simply drag and drop a sample onto the clock symbol. The Time Stretcher opens in the Sample Window. Click on the Loop-Symbol if you want to play back the sample in repeat mode. The tempo of the sample can be adjusted by moving the fader. Dance eJay 2 automatically recognizes the original tempo of the imported sample and changes the tempo to 140 bpm. Click on the text field and a dialog box will pop up where you can type in the original tempo of the sample and the tempo you want the sample to be converted to.

After you adjusted the tempo click on "Save". The sample will now be displayed right next to the original sample in the sample window.

Return to the main menu by clicking on the close button.



Effect Studio

Samples of Dance eJay 2 and wave samples can be edited in the Effect Studio. Everything from robot-talks to monster and comic voices is possible.

Edit Sounds

Simply drag and drop a sample on the effects symbol of the menu bar. The Effect Studio will appear and give you lots of possibilities to change your samples.

Press the Loop button in the Effect Studio to have your sample play back in repeat modus and listen to the changes you have made.

Keyboard

You can change the pitch of the sample by moving up and down the keys on the keyboard. The key indicated with a circle represents the original pitch of the sample.

Effects Section

Filter

With the filter section frequencies of the sound of samples can be heightened or lowered. With the button on the upper left (next to FILTER) the filter section is activated or deactivated (green: on / blue: off).

CUTOFF: Cutoff Frequency of Lowpass

RESONANCE: Adjusts overtones of the Cutoff Frequency

OVERDRIVE: Distortion of resonance.

EFFECT VOL: Controls the balance of original sound and filtered sound

RESONANCE and OVERDRIVE affect each other. Therefore it is recommended to first pull up the Resonance control and then regulate the Overdrive.

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 to your disposal:

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

FEEDBACK: regulates the number of echo repeats

EFFECT VOL: regulates the balance of echo and original sound

Robotize

With the Robotize section robotize effects can be added to the sounds. The button on the upper left side (next to Robotize) activates or deactivates the Robotize (green: on/ blue: off).

COLOR: regulates the sound color of the robotize effect.

EFFECT VOL: regulates the balance of robotized and original sound

Distortion

With 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.

Volume

The Volume control regulates the output volume of the sample The button on the upper left side (next to Volume) activates or deactivates the Volume (green: on/ blue: off).

Save

Saves the edited sample on your hard disk The sample is now shown right next to the original sample. With a click on the right mouse button the sample can be renamed or erased from hard disk.



Groove Generator

The Drum Computer

Click on the drum symbol of the menu bar and the Groove Generator screen opens in the play window.

You will find 10 different drum pads numbered 0-9 on the top of the Groove Generator. The pads are triggered by the number keys on your keyboard. Try it out and be surprised how cool your keyboard sounds. You can also trigger the drum pads by clicking on them with your mouse.

Drum Sounds

To change the sound of the drum pads simply choose a sound of one of the drum sound groups and drag and drop it on the drum pad of your choice.

The Groove Generator sound archive contains more than 500 drum sounds which can be additionally edited with the Groove Generator Effects Section. You can even use Import Samples and any other Dance eJay Sample with the Groove Generator. Simply drag and drop the sample from its sound group on one of the pads.

Edit Drum Sounds

Pitch

Change the pitch of each individual sound by clicking on the Pitch button with your mouse. Click and hold the left mouse button and move the fader to change the pitch of the sound.

Reverse

Click on Reverse and the play back of the sound will be reversed.

Volume Speaker L/R

Choose the Volume fader to adjust the volume level of each sound. To turn the speaker channels on and off click on the speaker symbols.

Effect Section

Add some extra Effects to your complete drum setup with the Groove Generator Effects Section. The Effects Section is similar to the Effects Studio.

Filter

With the filter section frequencies of the sound of samples can be heightened or lowered. With the button on the upper left (next to FILTER) the filter section is activated or deactivated (green: on / blue: off).

CUTOFF: Cutoff Frequency of Lowpass

RESONANCE: Adjusts overtones of the Cutoff Frequency

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 to your disposal:

TIME: regulates the time of delay (maximum delay time: ½ bar)
FEEDBACK: regulates the number of echo repeats

Distortion

With 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).

Volume

The Volume control regulates the output volume of the Groove Generator.

Return to the main menu by clicking on the close button.

Recording Drums

The recording of your own dancefloor beats is similar to the recording of your voice with a microphone.

You can activate the drum track for recording by clicking on the drum symbol to the left of the drum track. When activated the drum symbol is red. Click on the measure you want your recording to start and press the record button. The metronome counts in 8 beats (two bars), the recording starts with the 9th beat. Play your own drum beat to your song by hitting the number keys on your keyboard.

Stop ends the recording and saves it automatically in the GrooveG sound group. Dance eJay 2 automatically adjusts your recorded grooves into 16th notes. You can always edit these grooves with the Drum Matrix. Drag and drop the GrooveG sample on the matrix symbol of the menu bar and change the groove until you are satisfied.

Drum Matrix

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). On the left of each track you find the name of the sound that is being used. With a click of the mouse you can now **activate single notes** (indicated as a red light) for each individual Drum Pad. You can create your own groove step by step or edit already existing Groove Generator samples.

Loop

Click on the Loop button if you want to loop the playback of the drum groove.

Metronome

The metronome helps you to keep the timing while playing your drum beats.

Reset

Resets the Drum Matrix and deletes all notes.

Return to the mainscreen by clicking on the close button.



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	Select 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
Pos1	To the beginning of the Mix
End	To the end of the Mix

Number Keys and number block trigger Drum Pads



Notes for System Configuration

Installation

If your system is equipped with a Single/Double-Speed CD-ROM drive, we recommend the **Full Installation**.

If you use faster CD-ROM drives the **Minimal Installation** should be enough.

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

Screen Resolution

Dance eJay 2 runs in 640x480, 800x600 and 1024x768, 1152x864 und 1280x1024 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 16 MB-RAM memory, the resolution 640x480 with 256 colors is recommended.

Import of Wave files

Dance eJay 2 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

Dance eJay 2 was **successfully tested** on a lot of systems. But problems may occur on disadvantageous system configurations and on PCs with 16 MB RAM because of 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 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 or if the virtual memory has been de-activated.

Quit all other programs.

Reduce the screen resolution and the color 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 16 tracks. Please call up Setup from the program group "Dance eJay 2" once more for a Minimal or Full Installation.

Error Note: **DirectX Installation**

If a corrupt DirectX installation occurs please install DirectX again. Please install DirectX from the CD-ROM on your hard disk and restart your computer.



More cool eJay Products

PLAY YOUR MUSIC LOUD!!!

Turn your home PC into the ultimate sound machine with eJay musicsoftware. Make your own chartbreaking Dance, Rave and Hip Hop songs without any musical knowledge. Each program is extremely easy to use and turn you in no time into an electronic DJ - an eJay.

[Hip Hop eJay](#)

[Rave eJay](#)

[Dance eJay](#)

Please find Demoversions of the eJay in the "Dance eJay 2" program group.



Hip Hop eJay

Hip Hop eJay

Scratch your own Hip Hop tracks

Hip Hop eJay makes you create your own cool Hip Hop songs on your PC with ease. Turn your PC into a **8 track mixing studio** and use **more than 1300 Hip Hop samples** to create your own Hip Hop tunes. You can even record your own rhymes in the included **recording studio**. In addition to this, Hip Hop eJay simulates a **DJ Desk** and offers two virtual turntables to work with. One of the turntables plays your backing tracks, the other one gives you the possibility to scratch with your PC mouse to your songs. A **hardware component** was developed especially for this feature. With a **real 12" vinyl record** and the mouse attached to it scratching right into the PC is made possible.

Hip Hop eJay Samplekits

Each Samplekit contains **more than 500 new sounds**. The new samples can be easily installed into the sound groups of eJay with the included installer. All add-on **Samplekits** are 100% compatible to the corresponding eJay. In addition all sounds are included as wave files and can be used with every standard sound program.

Vol. 1 Break Dance

Heavy drumloops, bright bass-sounds, funky raps, aggressive guitar-riffs, beat boxes and break dance scratches give your Hip Hop Mix the original streetsound

Vol. 2 Unplugged

Acoustic guitar fills, funky basslines, growling upright-bass-samples, live drums, percussion and jazzy piano sounds are right on stage with you.

[Rave eJay](#)

[Dance eJay](#)



Rave eJay

Rave eJay

Mix your own Rave tracks

Rave eJay brings you the ultimate music software for your own **Techno and Rave** Songs with all functions known from the Dance eJay in a reworked optic. Home PCs are turned into **8 track recording studios**, and users are able to create pumping Techno-Hits with ease. Rave eJay offers the unique opportunity to create own samples with the integrated **synthesizer / sequencer** called "**Hyper Generator**". This feature is an absolute novelty and gives a never known freedom in creativity to the user. An intuitively layed out screen, **huge sound archives** and hifi stereo quality guarantee lots of fun for everybody, even without musical knowledge.

Rave eJay Samplekits

Each Samplekit contains **more than 500 new sounds**. The new samples can be easily installed into the sound groups of eJay with the included installer. All add-on **Samplekits** are 100% compatible to the corresponding eJay. In addition all sounds are included as wave files and can be used with every standard sound program.

Vol. 1 Drum & Bass

Grooving basslines and punchy filterloops take over the control. Jazzy spheres, direct basses, cool cutbeats and effects transfer you into the world of Drum & Bass.

Vol 2. Hardcore

Heavy beats, steely basses, trashy killerloops, Gabba sounds and slamming guitars open up a new sound dimension.

Vol. 3. Ambient

Weightless spheres, space-voices, relaxed halftime beats, dub-noises and warm analog samples give your songs the ambient sound.

[Dance eJay](#)

[Hip Hop eJay](#)



Dance eJay

Dance eJay

With this easy to use **8-track studio** and **more than 1350 original dance samples** in hifi stereo quality you are able to create tomorrows chart breaking Dance-Hits with ease. Turn your PC into the hottest Dance-Club ever and have lots of fun with the Dance eJay.

Dance eJay Samplekits

Each Samplekit contains **more than 500 new sounds**. The new samples can be easily installed into the sound groups of eJay with the included installer. All add-on **Samplekits** are 100% compatible to the corresponding eJay. In addition all sounds are included as wave files and can be used with every standard sound program.

Vol. 1 Raps + Voices

Contains cool raps, a huge variety of melodic voices and futuristic robot-sounds which gives you lots of material for your new Dance Hits.

Vol. 2 Drums + Synthies

Contains deep basses, hot Dancefloor loops and modulised synthesizer sequences for the ultimate Dance feeling.

Vol. 3 Space Sounds

Contains sub-frequency basses, space drops, robot voices and space ship noises from a different galaxy.

Vol. 4 House

Dry House loops, cool Club sounds, fat Basses, effect sounds and lots of ad-Libs and voices give your chart hits the original deep house style.

Vol. 5 Trance

Psychedelic spheres, hypnotizing synth-sequences and ultra deep bass lines beam you right into the wide open galaxy.

Vol. 6 Latin Dance

Everything is possible from salsa to samba. Driving horns, fiery percussion fills and rapid Flamenco guitars from the sunny south give your Dance hits the real latino rhythm.

Hip Hop eJay

Rave eJay



eJay on the web



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