

**Rayzoon**  
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USER MANUAL

## 1 What is Jamcussion?

Jamcussion is the long-awaited percussion add-on for Jamstix 2. It is the most complex Jamstix expansion that we have developed so far. Not only does it add a wide range of percussive sounds and new style and player models but it also expands the interface of Jamstix 2 to allow the simulation of three dedicated percussionists, complete with separate bar, song and kit editing.

Jamcussion supercharges the performance capabilities of Jamstix. It is now possible to have a dynamic, life-like performance of a drummer and four percussionists all at once, spiced up with accents, fills and all the fixings. We recommend you load the quickstart song "Jamcussion – West Africa" after installing Jamcussion to get a quick taste of what is possible.

## 2 Contents

- 3 new percussionist hands modeled in Jamstix 2 groove engine
- 35 hand percussion instruments
- 26 percussion style models
- 2 percussion player models
- 11 percussion kits
- 7 quickstart songs
- separate kit, part and bar editing facilities in Jamstix

## 3 Requirements

Jamcussion requires Jamstix 2.5 and 350MB of hard drive space.

## 4 Installation

- open Jamstix 2
- click 'Kit' in the main menu
- click 'Install Pak'
- browse to and select 'Jamcussion.rxp2' then click 'Open'

The first time you select a Jamcussion song or style, you will be prompted to enter the Jamcussion code that was provided to you. Please keep this code confidential and share it with no one.

## 5 Sounds

Jamcussion contains the following percussion sounds:

- 10" & 11" Congas
- 7" & 8" Bongos
- 10" & 12" Djembes
- 13" & 14" Timbales
- 6" Aluminum Darbuka
- 5" Copper Darbuka
- Cajon
- Udu
- Maracas
- Cabasa
- Clave
- Shekere
- Leather Egg Shaker
- Soft Shaker
- Large Cyclops Shaker
- Single Row Tambourine
- Double Row Tambourine
- Rattan Tambourine
- Caxixi Rattle
- Seed Rattle
- 22" Gong
- Agudo Cowbell
- Salsa Cowbell
- Ridge Rider Cowbell
- 20" & 40" Rainsticks
- Finger Cymbals
- Woodblock
- Guiro
- 4" & 7" Triangles

## 6 Jamcussion Design

Unlike previous expansions for Jamstix, Jamcussion actually adds new A.I. elements to the groove engine in Jamstix. Specifically, it adds three new virtual players to the existing drummer and percussionist of Jamstix. It also expands the kit of Jamstix to include 12 new percussion sound slots and alters the bar editor to allow you full control over the Jamcussion performance of the new players.

These enhancements alter the Jamstix interface so please read this manual carefully.

## 7 Jamcussion Interface



Jamcussion adds two icons to the top bar of Jamstix, one displaying a drum set and the other a conga set. You can click these buttons to switch Jamstix from the traditional drum set view to the new Jamcussion view. The change affects the following areas of the interface:

- ✓ Style and drummer in the song sheet
- ✓ Brain control element display
- ✓ Bar Editor
- ✓ Brain menu 'Add' submenu
- ✓ Overlay of Jamcussion sound slots in the kit editor

If you hold the SHIFT key while clicking the icons, you can mute that aspect of the performance. This is very useful, for example, when you need to edit the percussion and wish to temporarily mute all drum sounds. This option is saved to the song data so you can also use it to permanently mute drums or percussion in a song.

## 8 Kits

Jamcussion expands the Jamstix kit with 12 new percussion sound slots. The first four slots are for complex hand drums like bongo, conga or djembe that feature up to 4 different sound types. The other 8 slots offer two sound types each, the main sound and the alternate sound. For example, the guiro has a short sound and a long sound. If the long sound is loaded into the alternate slot then the virtual percussionists will use it where appropriate. If not, then they will automatically alter their playing to use the main sound only.

If you do not load sounds into one of the 4 main drum slots, then any notes directed to it will automatically fall back to a lower slots. The same goes for notes directed to the 8 secondary slots.

Saving a song in your host saves the whole kit, containing drum set and Jamcussion sound assignments. Saving a kit manually will also save all sound assignments. However, when loading a kit in the drum set aspect, you will see the import filter default to 'non-percussion' so that it will not load the Jamcussion sound assignments. Likewise, loading a kit in Jamcussion mode, will default the filter to 'Percussion' and also lock the mixer. You can override any of this settings if you wish to. For example: you can save a kit with a desired combination of drum sounds and Jamcussion sounds and load it manually setting the import filter to 'All'.

Please note that the kits that come with Jamcussion do not cover all the sounds available. It is easy to load different sounds into kits to fit your needs and save them as your own custom kits.

All kits can be found in the 'Jamcussion' subfolder. The following kits are provided:

### **8.1 Jamcussion – Africa**

This kit uses djembes and congas for the main drums. Percussion elements include shekere, caxixi, seed rattle and Udu.

### **8.2 Jamcussion – Africa – Gong & Rainsticks**

Similar to the Africa kit, this ensemble adds a 22" gong as well as 40" and 20" rainsticks.

### **8.3 Jamcussion – Afro-Cuban**

Bongos and congas as expected as well as a variety of percussive elements.

### **8.4 Jamcussion – All Shakers**

This kit uses shakers, cabasa, maracas and rainsticks.

### **8.5 Jamcussion – Cajon**

This kit combines a cajon with darbukas and a variety of other elements like shaker, tambourine, clave and cabasa.

### **8.6 Jamcussion – Cajon & Udu**

This kit combines a cajon with an Udu and a variety of other elements like shaker, tambourine, clave and cabasa.

### 8.7 Jamcussion – Darbuka

The focus of this kit is the two darbukas, a bongo and a conga.

### 8.8 Jamcussion – Darbuka & Udu

This kit combines the two darbukas, the Udu and an eclectic mix of other elements.

### 8.9 Jamcussion – EZX Latin Percussion

This kit uses the EZX Latin Percussion by toontrack®, which must be installed on the system. With this mapping you can drive your EZX percussion with the Jamcussion A.I. power.

### 8.10 Jamcussion – Latin

The perfect kit for latin music with its bongos, congas and a good mix of shakers, claves, timbales, cowbell and more.

### 8.11 Jamcussion – Latin – Timbale

Same as the latin kit but with both timbales..

## 9 Kit Editor

Editing kits is identical to Jamstix kit editing. When in Jamcussion mode, the interface will overlay the Jamcussion instrument slots over the drum set. You can left-click on an icon to audit it or right-click to edit it in the same instrument editor that Jamstix uses.



## 10 MIDI Import

Jamcussion expands the MIDI import function allowing you to import GM percussion patterns as well as patterns from Latin Percussion EZX by Toontrack®.

## 11 Styles

Jamcussion installs its styles in the 'Jamcussion' style subfolder and creates several subfolders thereof. It is very important to realize that unlike the static MIDI grooves that come with most other drum libraries, each style in Jamcussion is capable of producing a wide range of variations using the controls in the brain section of the Jamstix interface. Experimentation is key and the results can be very surprising and gratifying. Instead of having to tediously run through hundreds of static MIDI loops, you can direct Jamstix to alter a style much as you would direct a human drummer.

### 11.1 AFRICAN

This folder contains various West-African styles. Most of these styles are designed to use the 'Africa' kit but you can of course use any kit you like. Combining these styles with seemingly unrelated drum styles (i.e. 'Modern Funk' and 'Kassa') can yield amazing and inspiring results.

Whether you want an authentic West-African performance or infuse your rock groove with some cool djembe patterns, these styles will satisfy your needs.

#### 11.1.1 *Aconcon*

A common djembe-based rhythm from Guinea designed for 4/4 rhythm. Features two main djembe patterns, a bell pattern and a 2-bar conga pattern.

#### 11.1.2 *Coucou*

This rhythm comes from the Konagui in the region of Beyla and Kerouani of Guinea. It is a harvest celebration rhythm but due to its high popularity across West Africa it is now played on many occasions.

#### 11.1.3 *Dundunbar*

Believed to have originated from the Kamana in the area of Kouroussa, Guinea. It is the rhythm of the strong men, uplifting and energetic. It can be used in any time signature but is designed for 12/8.

#### 11.1.4 *Kassa*

This is a harvest-dance rhythm from Guinea. Note that each djembe utilizes three different patterns at random.

#### 11.1.5 *Moribayassa*

This rhythm originates from the Malinke tribe in Northeast Guinea. This variant has two djembe patterns, a bell pattern and a dun-dun pattern. The Moribayassa is played/danced by a person if a wish has been fulfilled.

#### 11.1.6 *Saba*

The Saba is a 12/8 rhythm from Guinea but can be used in any time signature.

#### 11.1.7 *Toro*

This is a rhythm from Siguiri in Guinea and is usually played after the initiation of boys into adulthood.

## **11.2 LATIN**

This folder contains various afro-cuban and latin styles. They form the backbone of hand percussion for a wide range of genres, from swing to modern pop and funk.

### **11.2.1 Latin Standard**

This is a common latin groove using a samba pattern on the conga with a 2-3 clave and a shaker part. This combination is spiced up by a guiro. Please note the variations that can be achieved by altering the clave and/or shaker pattern.

### **11.2.2 Rio**

A spicy variation of the Latin theme with a conga that uses a variety of samba patterns, a 2-bar bell pattern and a standard shaker element.

### **11.2.3 Tumbao**

Arguably the most common afro-cuban rhythm, this style combines a Tumbao on the congas with a Martillo on the bongos. The style is rounded out with a 3-2 clave and a standard shaker element.

## **11.3 MODERN**

This folder contains various styles for modern music that do not fully fit into the latin category. This is a very eclectic mix so experimentation is key. Please note especially the 'Custom' style, which gives you major control over the percussion performance to fit your specific needs.

### **11.3.1 Ballad**

A very basic arrangement of an off-beat conga pattern and a shaker element. Works great as counterpoint but yet subtle percussion in ballads but can also be used in faster-paced songs.

### **11.3.2 Cajon**

This style offers bass, slap and rim elements for the Cajon linked to groove weights. This setup allows the creation of unique Cajon patterns. It may be helpful to think of the bass as a kick, the slap as a snare and the rim as the hihat when creating your own groove with this style. Rounding things up are highly adjustable shaker and tambourine.

### **11.3.3 Custom**

This style gives you fine-point control over all three percussionist on the first three drums. For each player, you can control the action based on the groove weight of each tick. You can dial in the ratio of bass, medium, rim and muted sounds used and adjust amount, bias and power. You can also set the behavior in respect to song power and even lock the performance to the kick, snare or hihat of the drummer.

You can achieve a wide range of unique performances with just this one single style.

### **11.3.4 Heavy Drive**

This style combines a bongo element that centers on heavy groove weights with a driving groove. The conga element offers various rhythms normally associated with clave or shakers. The performance is rounded off by a shekere.

### **11.3.5 Light & Funky**

A nice and easy 2-bar groove with a funky bongo pattern and a shaker element. Great for modern funk and R&B.

### **11.3.6 Modern**

This is a modern take on the Latin concept with a samba-based bongo pattern, a modern bell variation and a standard shaker element.

### **11.3.7 Pop**

This style has a connective pattern for shekere, shaker, tambourine etc. and a conga element that follows the drummer's kick as well a bongo element that follows the drummer's snare.

The 'Latin' variant sets the bongo to 'Off-Beat' so it plays only when the drummer doesn't play a kick or snare at the same time. This tends to give the percussion a Latin flair.

Experimentation with this style can lead to very interesting results.

### **11.3.8 Syncopath**

This is a two-bar pattern that can work well with traditional as well as modern songs. Note the sparse but effective Udu.

## **11.4 MIDDLE-EASTERN**

This folder contains several styles geared towards a particular time signature (3/8, 4/4, 5/4, 5/8, 6/8, 7/8, 9/8, 12/8). Each style combines three drummers drawing from a set of various rhythms mostly originating from Egypt, Yemen, the Balkans and Persia.

## 12 Players

Unlike with drummer models in Jamstix, we've decided that it would have been overkill to focus on a wide range of specific percussionist models since most people cannot tell them apart from each other as they can with drum set player models. So for now we are providing just two models but we may add to this in the future if the need arises.

### **12.1 Percy**

The model features complex accents, note doubling, flams and, by default, a loose timing.

### **12.2 Handy**

The model offers simple accents and a tighter timing than 'Percy'.

Please experiment with the timing accuracy since very loose timing can often sound very good especially with complex Jamcussion parts using all four main drums.

## 13 Add Menu

The 'Add' submenu of the brain context menu changes when Jamstix is in Jamcussion mode. It will allow you to add the following elements to the current groove style:

### **13.1 Add Connective Pattern**

This is a flexible element for shakers, tambourines etc. to provide a connective texture.

### **13.2 Add Bembe**

The Bembe is a concept that stems from 12/8 African rhythms. Jamcussion allows you to use it in any supported time signature. With this element you can direct the bembe pattern to a specific sound and also choose its beginning note, which selects the 'wheel' of the bembe.

## 14 Quickstart Songs

Jamcussion installs the following quickstart songs that can help you to quickly explore its sounds and styles. They are also excellent starting points for your own projects:

- Jamcussion – Ballad
- Jamcussion – Bossa
- Jamcussion – Custom
- Jamcussion – Funky
- Jamcussion – Middle East
- Jamcussion – Tumbao
- Jamcussion – West Africa

## 15 Voice Reduction

If you have a combination of a complex drum set part and a complex Jamcussion part, the default voice reduction setting of 6 in the Jamstix audio engine can lead to audible shortening of some sounds. If that happens, simply lower the voice reduction slider.

## 16 Questions & Issues

If you have any problems or questions, please use our online forum at [www.rayzoon.com/community/viewforum.php?f=9](http://www.rayzoon.com/community/viewforum.php?f=9) or e-mail us at [support@rayzoon.com](mailto:support@rayzoon.com).

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