



RAYZOOM TECHNOLOGIES LLC

JAMSTIX

INTELLIGENT VIRTUAL DRUMMER - RELEASE 3.3.0



QUICKSTART GUIDE

1 Installation

- download all files provided on your personal download page
- run jamstix3_setup.exe to install the plug-in
- copy the license key file you received via email to the plugin location you selected during the setup
- unzip all downloaded sound files which gives you various RXP2 files
- click 'Install Pak' in the 'Kit' window and select each RXP2 file
- delete the downloaded ZIP files (optional)
- move the downloaded EXE and RXP2 files to a backup location (optional)

Load Jamstix like any other VST instrument in your host. If your host does not show Jamstix as an available instrument, edit the plug-in preferences of your host so it can 'see' Jamstix.

2 If you just want to use Jamstix with your e-drum kit ...

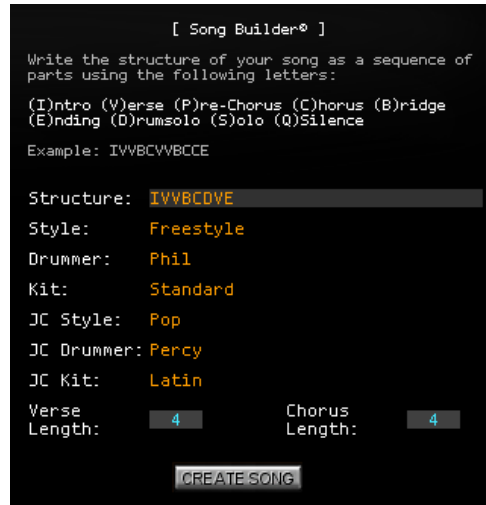
- make sure none of the jam button is pressed
- load the desired kit via the 'Kit' window
- check 'Map GM' if your drum kit outputs notes in GM format, otherwise check that the trigger notes of the kit match the notes sent by your drum kit
- check 'Use TD-20 Extensions' if you have that drum kit or similar

Jamstix will now play drum sounds triggered by your e-drum kit just like a drum sampler.



3 If you want Jamstix to create a full-blown arrangement for you in seconds...

Use the song builder ('Wizard' button and also shown at startup automatically) to create a song structure that fits your needs.



The Song Builder is a fast way to create a complex song arrangement in Jamstix. Never before has it been so easy to get a complete drum track with verse, chorus, bridge etc. (even drum solos!) in just a few seconds.

Here is how it works: Jamstix wants you to specify the sequence of the parts of your song by chaining letters together:

I=Intro
V=Verse
P=Pre-Chorus
C=Chorus
B=Bridge
E=Ending
D=Drum Solo
S=Solo (other instrument)
M=Middle 8
Q=Silence
X=Breakdown
L=Link

For example, you may enter IVVCCVBCCE as your song. Now select the desired style, drummer and kit and specify the length of your verse and chorus (non-repeat length). That's it. Click 'Create Song' and Jamstix will build the parts based on your input. It will choose lengths and repetitions for parts other than verse and chorus that are most likely appropriate. It will also adjust drummer settings to match the character of the part (i.e. Power hand for chorus). All you have to do is listen to it and then make any additional detail changes you desire in individual parts.

If you **right-click** on the structure edit box, you will see a list of preset structures to choose from. You can add your own by editing structures.ini in the Jamstix data folder.

Jamstix Quickstart Guide

If you have Rayzoon Jamcussion© installed then the Song Builder also allows you to choose a Jamcussion style/player and kit.

Please note the optional preset selections in the 'Style' and 'Drummer' rows, which allow you to specify any available preset for the selected style and/or drummer. Since you can save your own presets, this function enables you to use custom styles and drummers with the song builder. Furthermore, when the style preset is at 'Default' but Jamstix finds presets that start with the letter of the part type (i.e. "[X] Keep It Cool" in a Breakdown) then it will randomly select one of those presets. This means that, wherever available, song builder automatically chooses style presets designed specifically for the current part type.

If you would like to use a single MIDI pattern that you have saved on your hard-drive from another product, you can use these simple steps to create a custom song from that **one** single pattern in seconds, complete with fills, proper part characters and so forth:

- load 'Import' style
- load your MIDI pattern (or JS1/2/3 groove file) of choice
- use 'Save Style Preset' in the brain menu and give it a brief descriptive name
- click 'Wizard', select 'Import' as the style and you will see your saved preset in the list
- select all other options as desired and click 'Create Song'.

There is simply no other product on the market that gives you this kind of power to develop complex song structures in seconds from any compatible MIDI pattern file.

Please note that Jamstix treats part lengths (verse etc.) as musical units versus total part length. For example: a typical verse may contain a sequence of 4 chords, spanning 4 bars that is repeated twice. Jamstix sees this as a part of length=4 and repetitions=2 for a total part length of $4 \times 2 = 8$ bars. Therefore, **do not** enter Verse Length=**8** and then a single **V** in the song structure for such a verse. Instead use Verse Length=**4** and enter **VV** (for two reps). This does not apply to single-rep parts (Middle-8, Pre-Chorus, Silence, Drumsolo, Link).

4 If you like to hand-edit your own grooves...

- for each part of your song, load 'Silent' for style and drummer
- preview-loop a bar with the circle arrow in the bar editor
- start editing the groove in the bar editor as desired
- stop the preview loop
- click 'Turn Bar Into Style' in the bar editor menu
- load the desired drummer model

The part now composes based on your edited groove with accents and fills provided by the drummer. You can also use 'Add' or 'Extract' in the brain menu to add elements to your groove.

5 If you like to just set basic kick & snare yourself...

- load the 'Jamstix Classic' style
- click the boxes in the kick and snare panel as needed
- choose a fitting hi-hat style
- load the desired drummer model

or

- load a style that comes close to your goal
- left-click the labels of any kick and snare elements in the selected style and choose 'Disable'
- use 'Add' in the brain menu to add 'Classic Kick/Snare Controls'
- click the boxes in the kick and snare panel as needed
- load the desired drummer model

6 If you want to use your existing MIDI groove files ...

- load the 'Import' style
- use <click to load> to select the desired MIDI drum file
- load the desired drummer model

or

- load a style that comes close to your goal
- left-click the labels of any elements that will interfere with your MIDI drum clip and choose 'Disable'
- use 'Add' in the brain menu to add 'Groove Importer'
- use <click to load> to select the desired MIDI drum file
- load the desired drummer model