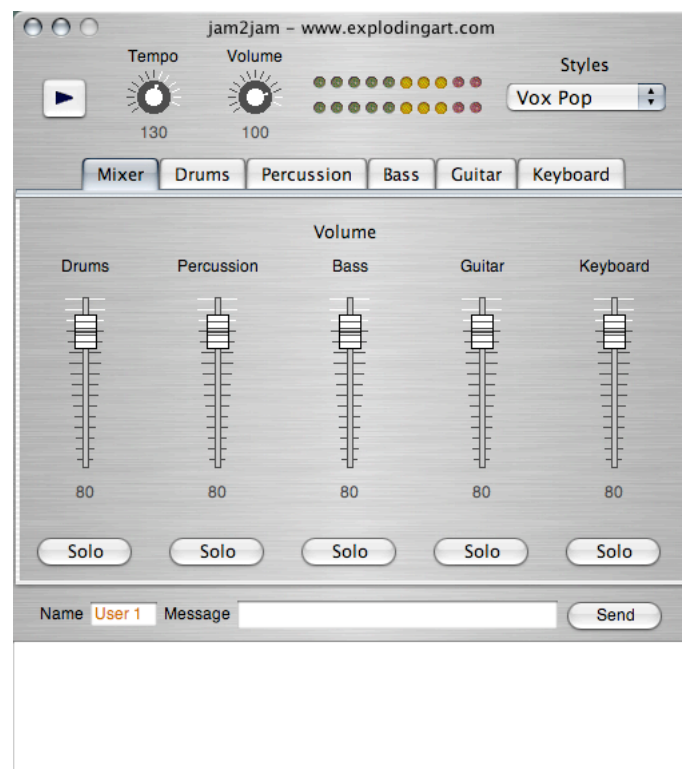




<http://explodingart.com/>

Users Guide and Manual





<http://explodingart.com/>

Jam2Jam was designed and developed by:

Andrew Brown, Andrew Sorensen & Steve Dillon

Jam2Jam was designed to promote meaningful music making with computers for musicians of all ages. The basic philosophy is to experiment and listen to the sounds you make and participate in making great grooves either on your own or with others. The key to success is to take risks, be creative and listen to the sounds that your actions make. We hope you enjoy it as much as we did making it. Look for new styles and versions at the Exploding Art website. Happy Jammin'!

jam2jam 1.3 - New editions and features:

- 1) Under the file menu is a 'save last performance as' function, which allows you to record the performance as a MIDI (.mid) File for later use or analysis in a sequencing program or simply to play back through a media player.
- 2) Under the view menu there is a function aimed at teachers that allows you to turn the chat function off or turn off the transport panel so that groups of jammers can't alter the tempo or style in the middle of a performance. This allows a focus on particular musical knowledge.

Installation

Getting started with Windows

- 1) Copy the jam2jam.jar to your program files directory.
- 2) Start jam2jam by double clicking on the jam2jam.jar file.

Getting started with Mac OSX

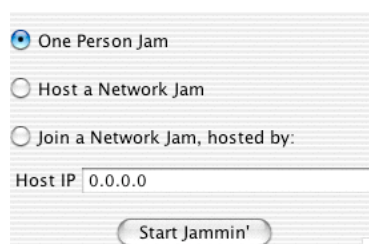
- 1) Copy the jam2jam.jar file to the Applications folder.
- 2) Locate the jam2jam application and double click it to run the program.

Getting started with Linux

- 1) Copy the jam2jam.jar file to your hard drive.
- 2) Right click on the jam2jam application and select "Open with.." then "Java".

How to Jam

Select from one-person, host network or Join a network Jam.



One Person Jam: Allows users to Jam alone and create grooves off line

Hosting a network Jam allows the Host to be the Hub of a jam and have others join in to the Jam on a local area network or on the Internet via the IP number of the host.

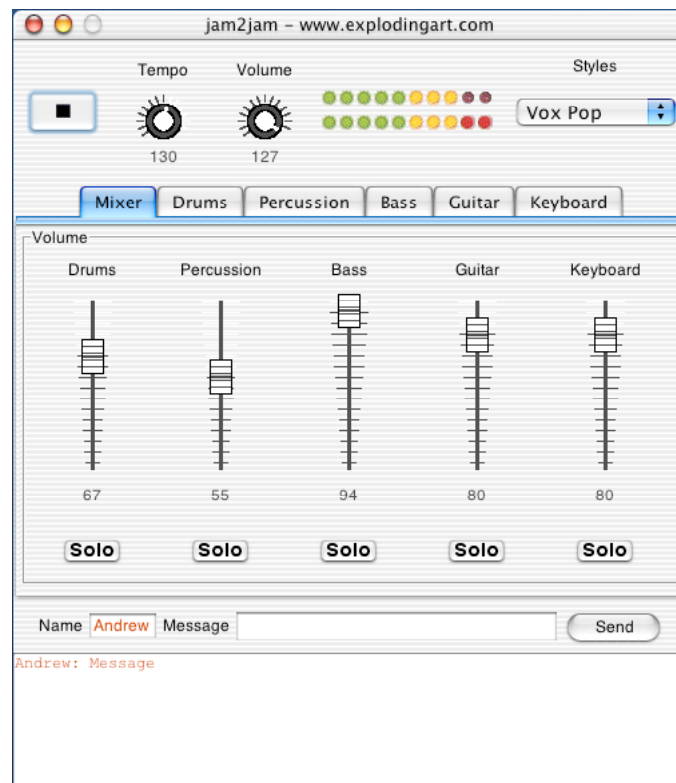
Join a network Jam: Allows users to join a Jam hosted by a remote host. All you need to do is have the host computer's IP number and place it in the box marked Host IP. This can be done on a local area network or on the Internet.

Click the play button: This starts a jam and you should hear an immediate groove.



Use the Mouse to:

- Adjust Tempo to move the speed of the groove.
- Shift the volume up and down
- The coloured metres should show the volume activity.
- Under **Styles**, you can change the kinds of style of groove that you hear between:
 - **Voxpop:** a kind of R&B Groove
 - **Streetjam:** A Funky Rap style groove
 - **Thump it Up:** A grunge guitar based styles
 -



Operating jam2jam

Moving between Instrument Pages

The front page is the **Mixer**. From here, you can control overall volumes for all instruments and also solo or feature one or several instruments whilst muting (making others silent) by putting a tick in the box at the bottom of the instrument.

Chatting to Jammers

If you are Jammin online or hosting a Jam with others type your username in the box marked **Name**. Type a message in the box marked **Message**.

Communication is the key to a good collaborative Jam so Chat to each other and listen to the groove and the changes being made.

Instrument Pages:

Drums, Percussion, Bass, Guitar, Keyboards.

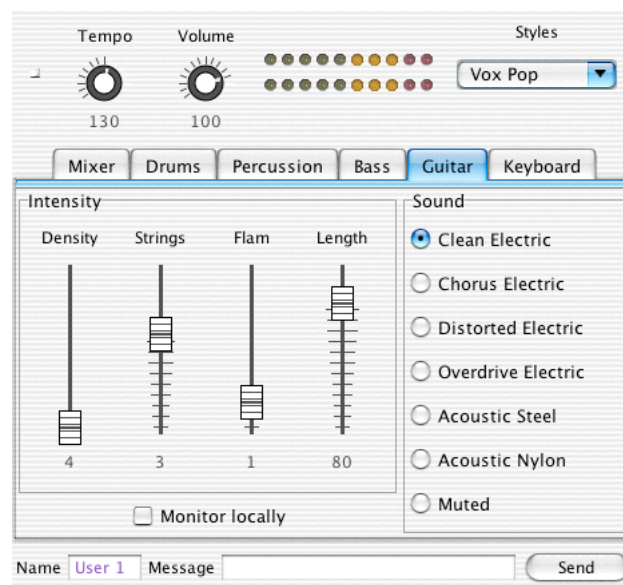
Each of the instrument pages has different features that relate to the instrument.

Basically the idea is that all the sliders work on intensity values which means that as you increase the slider you get more activity in that parameter ie more notes, more volume, more strings etc.

The best idea with this is to experiment and shift sliders up and down listening to what happens when you do. This is great for developing aural perception, especially when working collaboratively.

Drums: divides the sliders into drum parts: Kick, Snare, Hats, Toms, Cymbals. Each of these controls the intensity of the drum part.

Note the Shuffle dial this dial increases and decreases the amount of shuffle or the triplet feel of the groove, which is great for funky rhythms and used less or not at all in straight rock styles. Play with it and listen to the effect on the groove.



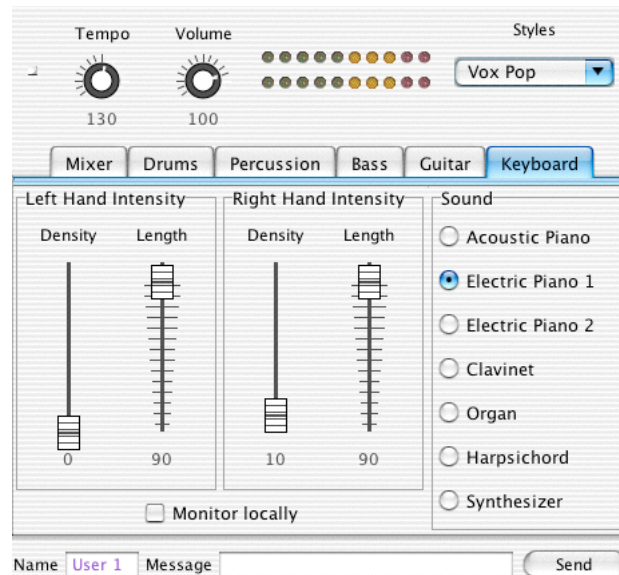
Guitar has a choice of: Density that increases the amount of notes played.

Strings, which increase the amount of strings from 1 to 6, for instance grunge style sounds great with two strings rather than six to get that fifth sound.

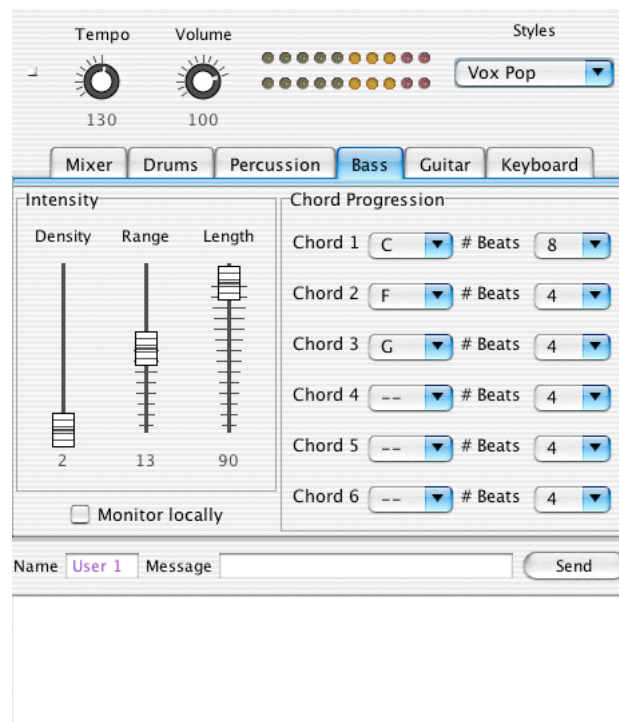
Flam: which increases and decreases the closeness of notes from arpeggiated to chords.

Length: Increases and decreases the duration of notes.

The Sound buttons allow you to change the kind of guitar sound from clean to distorted etc.



Keyboards: A simply split left and right hands and allows density and length of notes to be changed. It also allows you to change the keyboards sound.



Bass is the Harmonic engine room of the piece. In this window, you can change the Density and Range of notes as well as Length as you can with other instruments. Most importantly you can change the chords played and how long each chord is played with up to six different

chords cycling over groups of beats. This is the engine room of Jam2Jam and all the other melodic instruments will follow these chords (Keyboards and Guitar).

To **stop** Jam2 Jam simply click on the *stop/start* button on the Mixer page.

Exit the application using the usual pull down menu.

The secret is to listen and experiment. Happy Jammin!

Upgrades will be available from <http://explodingart.com>



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