GrooveMaker 2.0

Cybermix Software and Sounds

USER MANUAL

for MacOS®, Windows®, BeOS®

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IK Multimedia Production srl, via Canalino 5, 41100 Modena Italy
tel +39-59-244190
fax +39-59-244106
e-mail ikm@ikmultimedia.com
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Thanks for purchasing GrooveMaker.

This manual will guide you through all of the exciting GrooveMaker 2.0 features. Support and the most updated info can be found online at:

WWW.GROOVEMAKER.COM

I. What is GrooveMaker?

A revolutionary approach to remix

GrooveMaker® is a new combination of software and sounds that lets you instantly produce high quality dance grooves and play with them. The groove is a combination of sample loops taken from the featured songs collection. Other collections are also available for use with this software (see chapter 21 sounds catalogue).

GrooveMaker gives you a random access 8 track player, allowing you to insert and remove loops in real time. The loops are taken from groups called songs and all the loops within a song can be recombined in endless ways to produce the groove you want.

On top of this, you can insert a useful arpeggiator to be used live for unique rave performance. Grooves can be easily saved and sequenced, allowing you to make your own compositions with just a few mouse clicks and without specific musical training.

A virtual DJ is also included that automatically generates millions of different remix sets.

2. Requirements and Installation

MacOS®

System Requirements

Minimum: Power PC 601/603/604 Power Macintosh® with 32MB of RAM, 640x480 256 colours monitor, CD-ROM, 100MB of free hard disk space, PC speakers.

Recommended: G3/G4® and iMac® with 64MB of RAM, 800x600 thousands colour monitor, CD-ROM, high-quality speakers, 100MB of free hard disk space.

Operating system MacOS® 7.5 or later.

Installation

Insert the GrooveMaker CD-ROM into your CD-ROM drive.
Double Click on the GrooveMaker installer icon. This will guide you through the rest of the installation procedure.

Once you've finished with program installation you'll be prompted to install QuickTime™4. QuickTime™ is used by GrooveMaker to access a huge number of import/export formats (including MP3, QDesign, compressed formats, etc...). We strongly recommend that you install QuickTime™ to complete your installation and give complete functionality to your GrooveMaker. If you decide not to install QuickTime™, GrooveMaker will import/export only AIFF/44KHz/16bit audio files.

QuickTime Installation

Once you've finished with program installation you'll be prompted to install QuickTime™. Choose yes if you do not have QuickTime™ installed on your system.

After accepting the license agreement you're prompted to choose from 3 possible installation Minimal/Custom/Full: choose the one you prefer, bearing in mind that Minimal is already suitable for GrooveMaker.

After choosing the most suitable installation, click on Next to proceed. and you'll be prompted for the QuickTime registration number. If you do not have one, leave the field blank and click on continue (if you decide to register or upgrade QuickTime you can enter it later using the QuickTime™ Settings control panel).

After the installation, you must restart your Macintosh.
Now you're ready to launch GrooveMaker 2.0.

Windows®

System Requirements
Minimum: Pentium® 200MHz with 32MB of RAM, 640x480 256 colour monitor,   CD-ROM, 16 bit sound card (SoundBlaster™ compatible), PC speakers, 100MB of free hard disk space.

Recommended: Pentium® II 200Mhz with 64MB of RAM, 800x600 thousands colour monitor, CD-ROM, 16 bit sound card (SoundBlaster™ compatible), high-quality speakers, 100MB of free hard disk space.

Operating system: Windows® 95/98/NT®4.0/2000.

The LoopMaker realtime recording will stop the audio playback if your audio card does not support full duplex operation. Check your audio card user manual for full duplex capability.

Installation
Insert the GrooveMaker CD-ROM into your CD-ROM drive. Double Click on the SetUp.exe icon. This will guide you through the rest of the installation procedure.

Once you've finished with program installation you'll be prompted to install QuickTime™4. QuickTime™ is used by GrooveMaker to access a huge number of import/export formats (including MP3, QDesign, compressed formats, etc...). We strongly recommend that you install QuickTime™ to complete your installation and give complete functionality to your GrooveMaker. If you decide not to install QuickTime™, GrooveMaker will import/export only WAV/44KHz/16bit audio files.

QuickTime Installation
Once you've finished with program installation you'll be prompted to install QuickTime™. Choose yes if you do not have QuickTime™ installed on your system.

After accepting the license agreement you're prompted to choose from 3 possible installations Minimal/Custom/Full: choose the one you prefer, bearing in mind that Minimal is already suitable for GrooveMaker.

After choosing the most suitable installation, click on next to proceed. and you'll be prompted to select the directory for program installation. The Select Program Folder window appears: You can type a new folder name or select an existing folder from the list. Once you've made your selections, click the Next button.

The QuickTime plug-in Options window appears: the setup program will install the QuickTime plug-in into Microsoft Internet Explorer or Netscape Navigator or Communicator plug-in folder. To locate an additional browser plug-ins folder, click the Browse button. Once you've made your selections, click the Next button.

The Enter Registration Options window appears: if you do not have one, leave the field blank and click on next (if you decide to register or upgrade QuickTime you can enter it later using the QuickTime™ Settings control panel).

Once the installation is complete, close the installer.

Now you're ready to launch GrooveMaker 2.0.

UnInstallation
Click on the start menu button, select GrooveMaker 2.0 from the Programs directory, and then click on Uninstall GrooveMaker 2.0.

BeOS®

System Requirements
Minimum: Pentium® 200MHz with 32MB of RAM, 640x480 256 colour monitor,   CD-ROM, 16 bit sound card (SoundBlaster™ compatible), PC speakers, 100MB of free hard disk space.

Recommended: Pentium® II 200Mhz with 64MB of RAM, 800x600 thousands colour

monitor, CD-ROM, 16 bit sound card (SoundBlaster™ compatible), high-quality speakers, 100MB of free hard disk space.

Operating system: BeOS® 5.0 or later.

The LoopMaker realtime recording will stop the audio playback if your audio card does not support full duplex operation. Check your audio card user manual for full duplex capability.

Installation
Insert the GrooveMaker CD-ROM into your CD-ROM drive.
Double Click on the .zip file included. You'll be prompted for a directory on your hard disk where to expand the .zip archive. Once the .zip archive is expanded, you'll be able to launch GrooveMaker 2.0.

3. How to Begin

Starting GrooveMaker

Once the program has been correctly installed you can open it by clicking on its icon. After the intro screen, the Song dialogue box will appear.

Loading a Song

You can immediately load one of the libraries installed in the home directory or load extra loop-libraries by clicking on the CD button on the right.

Insert the CD-ROM in your drive and click on the CD button. The list of available songs will appear. Clicking on any song title will give you a brief description of the song, the BPM at which the song is originally made, and lets you hear an example of the musical characteristics of the song (it's only a sample because in reality the songs allow for millions

of groove combinations). Clicking on the Disable Preview check box allows you to disable the preview.

Select the song you prefer and click on the Copy To Disk button to copy the samples contained in the song to your hard disk. A copy message will appear and in a few seconds you'll be ready to groove.

Once the song is transferred, select home using the Home button and then click on the Load button to load the song and enter GrooveMaker.

Unloading a Song
To unload a song simply select it and press the Delete key on your keyboard.
This will remove the song from your hard disk.

NET button
If you click on the Net button (with your modem connection opened) your internet browser will be launched and you'll automatically connect to the groovemaker website at: www.groovemaker.com/song.html where you can find the range of songs available for ordering or downloading.

4. Using GrooveMaker

Entering GrooveMaker

You're now ready to start creating your music.

Click on one of the 1-4 Randomix grooves on the left to start a random groove playing. At first, you'll hear a random combination of loops which you may build upon or delete and start from scratch.

In the GrooveMaker you have at your disposal an 8 track stereo loop player with the same controls as a real mixer. On each track you can assign one of the samples available in the library. The vast number of loops at your disposal and the total control of the environment allows you to surf the millions of possible combinations offered by the GrooveMaker.

Loops associated to the tracks are organized by **category-instrument** for quicker access and fast selection, and are displayed in the right track display.

The active tracks are shown in the GrooveMaker track control LED. The light-blue LED shows that they're activated and playing. The LED bar displays the volume of the loop assigned to the track that is playing together with its VU-meter. Each loop present in the list is played with a pre-set volume called the open volume. Select one of the active tracks by clicking on the blue track button or by using the numeric keypad. You can also directly click on a track in the track display to select it.

Once a track is selected you can change its volume and pan (set to a default pre-mix level) with the track volume and pan control by clicking and dragging the sliders. Volume and pan of the selected track are also displayed in the volume/pan display.
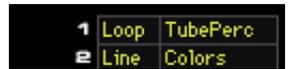
The name of the track playing within the track display is shown in the top right part of the screen.

Surfin' the groove

You can surf the grooves in many ways.

Once a track is selected you can assign any one of the available loops by simply clicking on it. This will make the category and instrument name appear and you'll be able to assign any of the included loops.

You can also click the slider contained in the central area. The left slider controls the category and the right slider controls the instrument type.

In Dance music libraries the category of available instruments are generally organized this way:

1) **Bass** includes both analogue and real basses

2) **BD** offers a wide range of bass-drums

3) **FX** contains a wide range of effects or high impact sounds

4) **Line** offers an immediate access to beautiful melodic lines made with a variety of instruments both electronic and real

5) **Loops** are complete drum and electronic drum set or percussion loops

6) **Pad** offers background texture synth

7) **Perc** are separated percussion elements (such as high hat, snare, crash and many other percussion instruments)

Percussions, drums or libraries of other style contains their personalized, self-explicating, category set.

Marking and recalling grooves

When you hear something you like, the best way to instantly save it is to add a groove-marker by clicking the Mark button.

It will be numbered and appear in the groove list at the left.

You can add up to 99 different groovemarkers. You can save, load or delete them from the list by dragging the numbers outsi-

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de their position. To recall a marked groove simply click on its number and it will play immediately (remaining highlighted until you make a change in the groove).

Muting and Soloing tracks

You can mute any track playing by simply clicking on its LED in the track control. The LED will turn red and the track will be muted. Re-clicking on the LED will unmute it.

You can also solo any of the tracks by clicking the Solo button: the currently selected track will be soloed and the LED will turn green. All the other tracks will be muted. You can solo multiple tracks by clicking on other track leds. In this way you can solo tracks sequentially. Re-clicking on the Solo button unmutes the other tracks. Another option is to use the solo-group with the Group button.

Grouping tracks

You can have a selected group of tracks always active in Groovemaker. To make a group active click on the Group button and then select all the tracks you want to have in the group. By clicking again on the Group button the group will be disabled. To enable it again, click back on the Group button.

With group tracks you can:
- solo a group of tracks with one click
- mute a group of tracks with one click
- change volume simultaneously for each track in the group, and so on.

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Empty tracks

While a track is selected you can empty it with the Empty button. You may also empty all the tracks in one shot using the All button.

All button

By clicking on the All button all the tracks are automatically selected. You may want to use the All button to empty all the tracks simultaneously or to raise the volume of all the tracks.

5. Randomix buttons

The Randomix button

The GrooveMaker also offers super-fast surfing, thanks to the Randomix button that changes loops over various tracks simultaneously. Clicking on one of the four randomix buttons will create a random combination of loops according to the selected style. And every time you click, a new random combination is produced. This allows you to quickly surf and creatively explore the millions of combinations offered by this powerful tool.
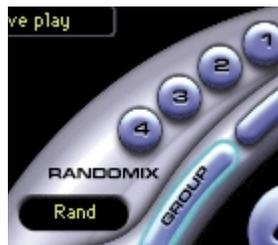
Each button will produce a different style groove according to the personalized set contained in the loop library.

In Dance music libraries the randomix button are generally set this way:
1) **perc** will produce a percussion only groove
2) **inst** will produce an instrumental atmosphere
3) **rand** will create a completely random combination of loops
4) **mild** will open a standard bass, drum, line, pad loop set

In the preferences window you can also individually set the number of loops that each style will open when clicked, from 3 to 7 loops.
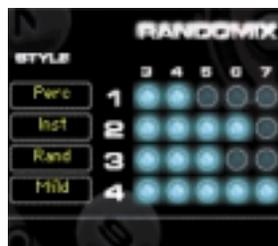
6. Tips on using the Randomix buttons

The Lock button

You can increase the usefulness of your groove experience by using the Lock button. When you completely change the groove with the randomix buttons you will notice that all the loops are changed, resulting in wildly different mixes.

You may wish to keep some loops while randomizing others to create two different, but related grooves. Locking loops keeps them and keeps them from changing during a randomix. This allows you, for example, to have a continuous bass line while randomizing the percussion loops. The locking of loops adds much more musicality to your final performance and helps to expand your mix possibilities To keep a loop in a track, simply click on the keep button while the track is selected.

The locked track will begin to flash in the track display and in the track LED. You can keep any number of tracks, even empty tracks with no loop associated.

Now you can make changes with the Randomix button, while the loop(s) you've locked will continue to play. To unlock a track, re-click on keep while the track is selected.

7. Sync mode

The Sync mode

Up to now you've noticed that a click on the randomix buttons (or recalling a groove) will initiate playback of the loops almost instantly with no regard to 4 or 8 bar timing. Sometimes you will want to have more control over when the loops begin playing. For this reason the Groovemaker offers you the sync mode function. With the sync mode activated, your change will be synchronised with the beginning of the next 8 bar groove.

To use the sync function, simply click on the Sync button.
Now if you apply a randomix or change solo mute configuration, the change will be applied at the beginning of the next 8 bar groove.
To exit sync mode simply click again on the sync button.

Remember that the sync function affects the:
- Randomix buttons
- Marked groove recall
- Loops to be inserted
- Solo button
- Mute/Solo leds

8. Changing the groove speed

Synching the GrooveMaker

In a DJ-like situation you probably would like to sync your groove with other devices such as a turntable or CD player. In the Groovemaker you have three methods to control the speed (BPM) of your groove. The most direct way is to use the BPM slider. Clicking on it will cause the speed of your groove to move at the desired value in real time. **You have a wide range of action of ±40%** with respect to the original song's BPM. The BPM indicator will be updated in real time.

Another method to fine tune tempo is to use the +/- button. This will increase/decrease the groove speed in 0.2 BPM steps (for the highest accuracy). The BPM slider will also be set accordingly.

The third way is with the Tap button. With 4 clicks on the tap area the BPM will automatically set the BPM to the value you've set with your click. In this case the BPM slider and the BPM indicator will automatically set to the new value.

9. Synth Arpeggiator

The Virtual Synth Arpeggiator

To open the virtual synth arpeggiator click on the Arp button. This opens the virtual synth arpeggiator window. The synth will appear with a certain number of pre-loaded sound banks by default.

Click on the synth name to display the pop up menu where you can select the sound and see the sound loaded.

To open more sound banks, click on the synth's Open button. The Open Synth dialogue will appear on the screen. After inserting the GrooveMaker CD, click on the CD button to see the list of synth sounds available on the CD for loading into the virtual arpeggiator. Now you can select the synth sounds (shift-click to make multiple selection) and with the Copy to Disk button transfer them to arpeggiator. You may also make multiple sound selections and transfer more than one sound using the shift key.

A huge variety of synth sounds is available, from typical analog arpeggiator synths to pumped bass and percussion sounds in order to give you the most creative freedom. To delete a synth from your disk, select it and then press Delete button.

Playing the Arpeggiator

Once the sounds have been loaded in the arpeggiator you can begin to rave. In order to help you find the right notes, the synth will open revealing a red LED marking all of the notes which are compatible with the harmony of the song you've opened.
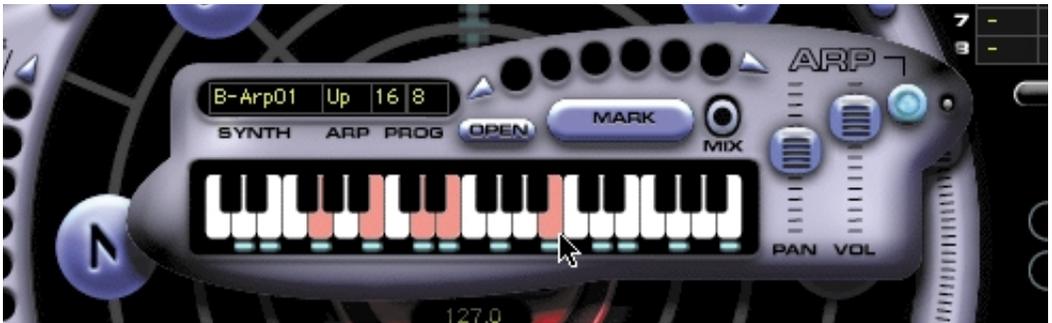
Clicking on the marked notes will ensure that you're in tune with the groove. A pressed note will remain marked in red. The arpeggiator will begin to play at the pre-set settings. You can change the volume and pan of the synth with the green and red sliders to the left of the synth. Pressing more keys will cause the arpeggiator to play the notes you've selected in sequence. It's important to realize that the sequence will be exactly the same as the sequence of notes you've pressed.

You can now experiment with different sounds (synth), arpeggiator style (arp) and progression (prog) by simply clicking on the displays and the relative pop-up menu will appear, allowing you to select your preferred variation. You'll have tons of variations to experiment with:

synth: 250 sound banks included (with basses, bds, analog synths, hihats, drums, etc...)

arp: 4 progression UP/DOWN/UP&DOWN/RANDOM
4 beats 1/4, 1/8, 1/16, 1/32

prog: 33 arpeggio pre-sets

When you change the sound bank you've loaded, please leave the new synth a short time to load the bank into memory before playing.

Marking and recalling Synth sets

The best way to save a synth set (note+sound playing) is by using the Synth Marker. Clicking on the Mark button will save all the settings (including the sequences and sounds) and a number will appear in the synth marker list.

You can add up to 99 different synth markers. You can save and load them or you can delete them from the list by dragging the number outside its position with the mouse. To recall a marked synth set simply click on it and it will play (remaining highlighted until you make a change in the synth).

Exporting arpeggios as audio file

To mix a synth set, click on the red mix button.
According to the quality settings in the preferences window, a n audio file with 8 bars duration will be created on your hard disk. You'll be prompted to name the file.

TIPS
- if you Mix a synth as .aiff (Mac) .wav (Win/Be) into the user folder of the current song and you re-load the song, the audio file will be automatically loaded as a user file.

10. Making your own remix

Sequencing grooves

Once you have experienced the millions of groove possibilities in the GrooveMaker, you're ready to make your own remixes.
To make a remix you will need to have marked all your favourite grooves (see Marking and Recalling Grooves) and sequence them into a play-list. In GrooveMaker you can easily create a sequence list of your marked grooves so that with one click you'll be ready to make your own full-length re-mix.

Start by marking some grooves in the GrooveMaker and then click on the All button. All the grooves (in their marked order) will be moved into the sequenced groove list on the right - it's done! Simply click on the Play button and you'll hear your complete composition (in sequence) and repeated in loop (from start to end). Note that the active groove playing will be highlighted in light-blue in the sequence list during play.

You can add more grooves by dragging their numbers from the left list (marked grooves) to the right list (sequenced grooves) with your mouse one at a time. You can also insert them in between two placed grooves.

Using the same technique, you can change their positions in the sequenced groove list or delete them from their positions by dragging them outside. The maximum number of grooves you can put in the sequence is 99 (for a total of 792 bars).

You can also change the play/loop point of the groove play list by clicking on the number you want the sequence to start from. It will be coloured in light blue and play will begin from that groove by clicking on the Play button.

To fine edit your mix you can select a groove to recall it, apply modifications, and then click on the Rewr. button. This will rewrite the groove and automatically apply the change in the groove

in every position it appears in the sequence.

To quickly delete all sequenced grooves, simply click on the Empty button and all the grooves will be deleted.

To delete the marked grooves with one click, double click on the Empty button and after a confirmation dialogue you'll be able to completely empty the list.

II. Final mixdown

The Mix Function
Once you've made your groove sequence list you're ready to mix your song to your hard-disk as an audio file. Before you do this you need to set the format of the audio file you're going to save.

Stereo or MultiTrack
Click the P button to open the Preferences button.
In the preferences window you can set the format/quality of your mix file and whether you want one complete stereo file or up to 8 separate stereo files. This option, called separate track mix, is memory-intensive but extremely useful if you plan to re-mix your work using your favourite digital-audio sequencer. It will keep the instruments separated, making it in a flash to perform further sound editing and remixing in any other audio sequencer.

Choosing your Audio Format
You have many different format possibilities when you export your mix. You can choose the most appropriate format for CD, multimedia or internet publishing of your music.

In the format display you can choose from 6 basic formats by clicking on the format display, which displays the pop-up menu. You can export your mix as the following formats:

1) GrooveMaker: this format is always available in case you do not install QuickTime during installation; that is WAV for PC and AIFF for Mac
2) Aiff: choose this format in Mac
3) μLaw: a compressed format
4) Wave: choose this format in PC
5) System 7: Mac format for producing system's sound
6) Sound: Mac format

All of these formats have their own options windows that can be accessed by clicking on the Options button.

Audio Format for high quality music productions

In this case it's best to use AIFF (for Mac) or WAVE (for PC). In both cases check that the options are set this way to obtain CD quality results (by clicking the Options button in the preferences):

compression: none
rate: 44,100 KHz
size: 16 bit
use: stereo

This format can be immediately written to CD using standard CD writer. For DAT (digital audio tape) writing both AIFF and WAVE format offer multiple rate including 48,000KHz, the rate suitable for DAT. AIFF also offers special high-quality format for highly-professional production in the compression menu such as:

- 24 bit integer (for use with 24 bit software)
- 32 bit floating point
- 32 bit integer
- 64 bit floating point

Audio Format for multimedia productions

In this case it's best to use AIFF (for Mac) or WAVE (for PC) but you can choose lower rate and size in order to minimize the amount of memory occupied.

The suggested options settings are:

compression: none
rate: 22,050/11,025 KHz
size: 16 bit (or 8 bit)
use: stereo (or mono)
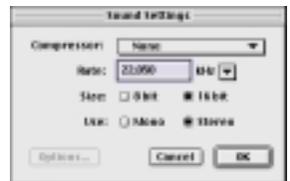
This way you should be able to obtain a satisfactory multimedia quality, downsizing your mix from 1/2 to 1/16 of the original CD quality size. You can also use some compression format specifically made for multimedia programs that allow you even further downsizing. If you choose AIFF format you will have several com-

pression formats suitable for this purpose, namely: ALaw 2:1, MACE 3:1, MACE 6:1, IMA 4:1 and µLaw 2:1. Among these, choosing IMA 4:1 offers a good middle ground between quality/downsizing and allows you to further reduce your audio file by 1/4.

compression: IMA 4:1
rate: 22,050/11,025 KHz
size: 16 bit (or 8 bit)
use: stereo (or mono)

Audio Format for internet publishing

GrooveMaker offer the possibility to export QDesign format as "streamable" audio format (QuickTime plug-in for your browser is needed) that you can immediately put on the net.

QDesign enables users to produce the highest audio quality at the lowest data rates. No other technology can deliver full bandwidth 44.1 kHz stereo sound over a 28K modem.

QDesign format is also the most suitable for its downsizing capability (up to 200 times that is far better than MP3 files).

Choose AIFF as export format then in the options choose QDesign Music 2 and set the other parameters as follows:

compression: Qdesign Music 2
rate: 44,100/22,050/11,025 KHz
size: 16 bit (or 8 bit)
use: stereo

QDesign exporting will take some moments to complete.

In the QDesign options (that will be enabled) you can select among bit rates (from 8 to 48kbits) the higher is the bit rate the greater the size and quality of the audio file (from 30 to 200 times smaller than the original file size)**.**

Mixing to disk

Once you've sequenced your groove you can click on the Mix button to save your mix as an audio file.

You'll be prompted to give a name to your mix file and select a destination folder. Click on save and in a few seconds your mix will be created on the hard disk (a progress bar will appear).

If you've chosen the multitrack mix option you'll be prompted to select a destination for the mix folder. As soon as you click Save there will be one file for each of the separate categories of instruments playing.

The bpm slider settings are also active during mixdown so you can mix files at BPM values different from the original.
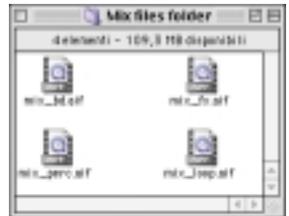
Mixing to disk in BeOS

Supported formats with 5.0 OS release:

- Audio IFF format (AIFF)
- AVI File Format (AVI)
- MP3 Audio File Format (MP3)
- QuickTime File Format (QuickTime)

12. Activating the Virtual DJ

The V-Mix

The GrooveMaker also contains a virtual DJ offering the quickest way to produce not only a groove but a complete remix album with just one click!!! To check out the possibilities of the built-in DJ click on the V-mix button and you'll enter the V-mix window.

Now click on one of the four remix buttons to hear the remixes randomly prepared for you by the virtual DJ. You can listen to them one by one by clicking the appropriate remix button or you can listen to all of them in order by clicking the List button or in random order by clicking the Rand button. You can also change the remix duration by clicking and dragging on the duration slider of each remix (by clicking on the duration display you can toggle the duration display between bars and min:sec).
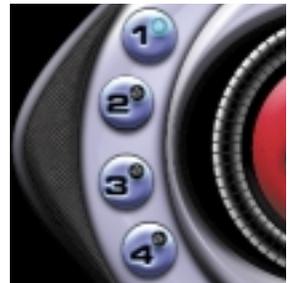
Clicking on the Radio button produces an endless flow of different remixes. After the play (in list or random mode) of the four remixes another new set of random remixes is automatically generated and played, and so on.

If you would like the V-mix to prepare a new remix set, simply click on the blue V-mix button. Each click will prepare a new random set of remixes.

13. Editing a remix

Exporting any remix to the GrooveMaker

First select the remix you would like to work on by clicking on one of the four remix buttons. At this point clicking on the To Seq button will transfer the remix to the GrooveMaker; the remix will be divided into a number of grooves according to their duration and will appear as a sequence of grooves.

Now you can treat it as a standard groove composition and work with it in GrooveMaker as previously described.

14. Importing your loop

Loading user loop in the GrooveMaker

In the GrooveMaker you can also load an unlimited number of personal loops and sounds in order to immediately customize your groove performances. Click on the Import Loop button and the new LoopMaker window will appear.

With the new LoopMaker window the possibilities are endless and you'll be able to mix and match virtually any material together in a flash!

Start by opening the file you'd like to import in GrooveMaker by clicking on the Open button on the LoopMaker panel. You'll be able to import many formats including:

- WAVE
- AIFF
- compressed AIFF
- MP3

at every bit rate and frequency. By clicking the Open button you'll be prompted to select a file into your hard disk to be opened.

Select the file you want to import and click on Open.

The audio file will be opened (and converted) and played in loop within the LoopMaker. You can toggle the sound on/off by clicking on the light-blue LED and change its volume using the volume slider. The name of the imported file will appear on the user display.

As soon as the loop is imported you're able to hear it looped together with the other loop composing the grooves which are present on the GrooveMaker tracks. The imported sound is looped using the BPM of the current GrooveMaker sound.

There are two conditions importing loops in GrooveMaker that are:
- you KNOW the BPM of the imported loop
- you DON'T KNOW the BPM of the imported loop
In both cases GrooveMaker will help you, matching your loop with the other material playing in GrooveMaker.

KNOWING the BPM of the imported loop
This is the easier case. **Once the loop is imported simply change the Speed slider so that the right display of the slider matches the BPM of the loop.**
Your loop will be immediately matched to the same speed of the GrooveMaker song (i.e. you import a 110BPM loop and you move the speed slider so that the right display indicates 110). The speed fine slider below the coarse slider helps you set the BPM precisely.
Now you can experiment with the other LoopMaker controls.

NOT KNOWING the BPM of the imported loop

This is the condition you may have when you import audio material from CD or other source where you don't know the source BPM speed. In this case once the loop is imported you have to:

- raise the imported loop volume using the Vol slider or lower the GrooveMaker Volume tracks (by clicking on All and then simply lowering the Volume track) to hear the imported loop properly

- set the Loop In slider in order to roughly have a clear start

- **with the Bars slider set at 1** (imported material is looped using the shorter 1 bar duration) **move the speed slider in order to hear a repetition of 1 bar of the imported**

loop precisely repeat itself in synch with grooveMaker

- you may use the speed fine slider to fine tune the loop speed

- when the loop is synched you can experiment with the other LoopMaker controls.

The BARS slider

Set the repetition of the imported loop within the 8 bars groove of GrooveMaker.
You can have 1, 2, 4 or 8 bars repetition.

The LOOP IN slider

Precisely set the start point of your imported loop (coarse/fine).

The LOOP OUT slider

Precisely set the end point of your imported loop (coarse/fine).

The OFFSET slider

Move the loop in-out window, keeping the distance fixed between loop in and loop out point.

The Reset button will reset all the sliders to their original position.

Once you're satisfied with the settings, click on the Write button; your loop will be automatically saved and loaded into the GrooveMaker. You'll be prompted with a dialogue box and requested to name your imported file.

Imported files are automatically placed into a folder named "user" contained in the library folder, located in the home folder within the GrooveMaker directory, and loaded into GrooveMaker into a category named "user". Now user loops can be managed in the same way as other library loops within the GrooveMaker.

You can import as many audio files as you want. Imported loops are included in the randomization function when using the Rand button (random).

To delete a user file you need to locate the user folder of the song where you've imported the loop that can be found in GrooveMaker2.0:Library:Song:. There you can find all the user files and delete them as required.

TIPS

- It's now very easy to mix and match material between any GrooveMaker libraries to produce tons of hybrid mixes. Simply use the procedure listed above for loops where you know the BPM. Check the BPM of the library you're going to import before.

- When importing external material to produce a remix , use the Lock button (on your imported loop) and then the Perc randomix button to explore thousands of remix possibilities with a simple click.

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Importing audio material from external sources

Now GrooveMaker lets you record directly from your microphone or computer audio input. The Record function works in RAM so you need to have as much free RAM as possible to record a longer sound.

Simply click on the Rec button on your LoopMaker window and the recording will start. The LED on LoopMaker will become Red and will indicate the level of recording from light-red to red.

Click on the Stop button to stop recording (recording will automatically stop when it has used all the available RAM).

You can now manipulate the recorded material the same way as you do imported loops in LoopMaker and later write your recorded file as a user loop in GrooveMaker.

Importing file in BeOS

Supported formats with 5.0 OS release:

- Audio IFF format (AIFF)
- AVI File Format (AVI)
- MP3 Audio File Format (MP3)
- QuickTime File Format (QuickTime)
- RIFF Audio File Format (WAV)

15. Saving your remix session

To save your complete remix session click on the Save button and name the file when you are prompted.

When saving, the complete remix session is saved, including:
- marked grooves
- sequenced grooves
- marked synths
- user files used within the remix session

The Load button allows you to load previously saved files.

Double clicking on a GrooveMaker file launches it and opens the related song.

16. Help and Tutorial

Getting help

An on-line help file is available at any point in the GrooveMaker software by clicking on the ? button. A pop-up display will appear, showing the description of any button by simply dragging the mouse over it. **The Help also indicates the keyboard shortcuts** (when present) as in this example.
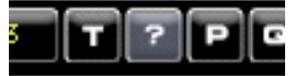
Tutorial

GrooveMaker now has an interactive tutorial that can be launched by clicking on the T button. The first tutorial message will appear together with the Song window (the first tutorial step).
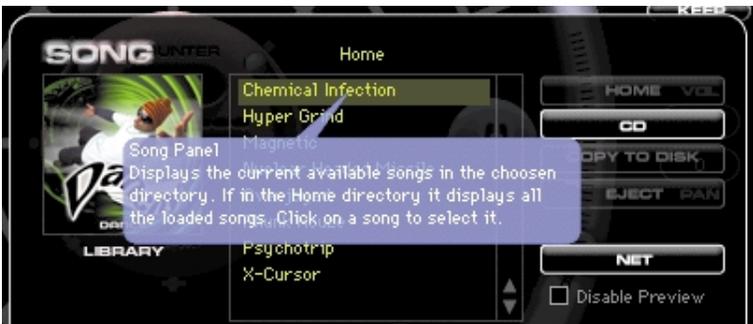
To follow the tutorial, click exactly where indicated by the pop-up message of the current step. This will guide you to the next step. Continue clicking where indicated and the tutorial will fully guide you through all the principal features of GrooveMaker.

17. Tips and Suggestions

GrooveMaker file structure
All the files needed for the GrooveMaker are in the program folder.
In the directory you'll find the Library folder which contains all the loops (Song folder) and the synths sounds (Synth folder). The loops are contained in the sub-directory with the name of the song. The synths are contained in sub-directories with the name of the synth banks.

Sharing GrooveMaker files
GrooveMaker saved files can be saved and exchanged with other GrooveMaker users that share the same libraries. If user loops are contained in the session/sequence they must also be shared to obtain the same results.

Working with other programs
The GrooveMaker can be used in combination with other programs (even with reduced overall performance).

Occasional clipping
Occasional clipping may occur if the overall volume is too loud. Lowering the master volume solves the problem. The same holds true for the synth sounds. Lowering the synth volume avoids occasional clipping.

Hard Disk
To obtain the best performance from your GrooveMaker, remember to run disk defragmenter software on your hard drive frequently.

Quality
The quality of playback depends directly on the quality of the sound card you use (especially with tasks like BPM shifting) and the overall performance of your computer.

18. Support and other resources

Support
For technical support and questions, e-mail to:
support@groovemaker.com

Registration
Users must be registered in order to receive free technical support. Remember to send the registration card you find in the software box or register on line at:
http://www.groovemaker.com/GMReg.html

FAQ
You can consult the GrooveMaker frequently asked question area at:
http://www.groovemaker.com/FAQ.html

NEW UPDATE and DEMO SONGS
Update and demo-songs of new libraries are posted here for registered GrooveMAker users:
http://www.groovemaker.com/GMUpgradeDl.html

For any other needs pls. refer to
http://www.groovemaker.com

or send your e-mail to:
info@groovemaker.com

19. Keyboard Shortcuts

Button/Function   Keyboard Shortcut

Lock Button   **(K + Numeric Keypad 1..8)**
Category Loop Menu   **(C + Arrows Keys)**
Instrument Loop Menu   **(I + Arrows Keys)**
TAP Area   **(T)**
+ TAP Button   **(B + Up Arrow)**
- TAP Button   **(B + Down Arrow)**
Tracks Button 1   **(Numeric Keypad 1)**
Tracks Button 2   **(Numeric Keypad 2)**
Tracks Button 3   **(Numeric Keypad 3)**
Tracks Button 4   **(Numeric Keypad 4)**
Tracks Button 5   **(Numeric Keypad 5)**
Tracks Button 6   **(Numeric Keypad 6)**
Tracks Button 7   **(Numeric Keypad 7)**
Tracks Button 8   **(Numeric Keypad 8)**
EMPTY Button   **(E)**
ALL Button   **(A)**
VOL Slider   **(V + Arrows Keys)**
BPM Slider   **(B + Arrows Keys)**
PAN Slider   **(P + Arrows Keys)**
LED Buttons   **(M + Keypad 1..8)**
GROUP Button   **(G)**
Randomix Buttons   **(R + Numeric Keypad 1..4)**
SOLO Button   **(S)**
Save Button   **(Opt + S (Mac), Ctrl + S (PC))**
Load Button   **(Opt + O (Mac), Ctrl + O (PC))**
Mark Button   **(Enter)**
Groove Play Button   **(Space Bar)**
Groove Stop Button   **(Space Bar)**
V-Mix Play Button   **(Space Bar)**
V-Mix Stop Button   **(Space Bar)**

20. Featured Synth Sounds

Your GrooveMaker 2.0 comes with 150 synth sounds available in the 2 included libraries Magnetic and Dancity.

Installed Synth Sounds
(from the Dancity collection)

A-Arp01	Arpeggiator
A-Arp02	Arpeggiator
A-Bas01	Bass
A-Bas02	Bass
A-Bd01	Bass-Drum
A-Bd02	Bass-Drum
A-Drm1	Drum
A-Drm2	Drum
A-Fx01	Effect
A-Fx02	Effect
A-Hh01	Hi-Hat
A-Hh02	Hi-Hat

Available Synth Sounds

Dancity - 50 sound banks
Arpeggiators	Arp 1-10
Bass	Bass 1-10
Bass-Drum	Bd 1-5
Drum Kit	Drum 1-10
Hi-Hat	Hh 1-5
Effects	Fx 1-10

Magnetic - 100 sound banks
Arpeggiators	Arp 1-40
Bass	Bass 1-20
Bass-Drum	Bd 1-05
Hi-Hat	Hh 1-13
Effects	Fx 1-21

GrooveMaker 2.0

21. Sounds Catalogue

Dance

SOON

HipHop-Rap-Vocals

Street Voices
Vocals, hip-hop and rap and its maximum. An explosive collection dedicated to the voices of the street. East and West coast finest hip-hop and rap.

Drums

SOON

Drum Grooves

Genetic Drums
The latest drum construction kit. Generate millions of funcky, rock, hip-hop, r'n'b, soul drum grooves, with full control over all the separated drum elements.

Percussions

SOON

World Percussions

Hearth Beat
The latest percussions sample kit! Intsantly remix grooves made from percussions coming from everywhere on the hearth.

Dance

NEW

Trance, Techno, House, D'n'B

Magnetic
The latest collection of Techno, House, Trance and Drum'n'Bass.
included with GrooveMaker 2.0.

Dance

SOON

HipHop-TripHop

Tricky Mix
Slow down. Take a walk to the hip-hop. Cool grooves and bottom bass is the Tricky Mix Vibe.

Dance

NEW

Hardcore-Tecno

Stun
A collection of dangerous, in-your-face technophobia. Tons of noise, super fast beats and other assorted chaos.

Dance

House

House Party
Pure house of the latest trend that will shake your speakers. Dynamite sounds and exploding drum loops to explore the latest dance floor contamination.

Percussions

Brazilian Percussions

AXE'
Capture the allure and mystique of Brazilian rhythms. All the "batucada" instruments, mixable in millions of complex, pure carioca rhythmic textures.

Dance

Tecno

Teknostorm
The raw energy of early techno, the monobeats of yore with a touch of eerie cyberfunk.
It will hypnotize you.

Dance

AmbientDub

Contaminated
Metal dub, cool and aggressive uptempo beats. Features weird and chemically altered sounds. It's an enormous collection of phreaked out bass lines and alien noises.

Dance

Drum'n'Bass

Drumbasstic
Nocturnal and soulful psycho-trance, enormous environments and irresistible tribal grooves. An incredible collection of radical soundscapes.

Dance

Dance

Dancity
A huge collection of Techno, House, Progressive, EuroDance, Jungle, Trash, and more. Included with GrooveMaker 2.0.

www.groovemaker.com