JAMMER Pro Plugin

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Part I

1   Welcome to JAMMER Pro Plugin

General Overview

JAMMER Pro Plugin is a MIDI MFX plugin for Cakewalk software or any other program that hosts MFX plugins. This plugin allows you to play your JAMMER Pro 6 and later tracks directly in the MFX host, allowing you full access to all of your soft synths while still using the JAMMER Pro 6 interface to create your songs. This replaces the more tedious method of continually exporting MIDI files from JAMMER into your audio software whenever you make a change in your JAMMER song. With this plugin, any changes in JAMMER are heard immediately without having to export.

Important Notes

- This plugin requires JAMMER Pro version 6.0.5.1 or later. If your version of JAMMER Pro 6 is earlier than this, visit www.soundtrek.com to download the latest update. You can check your exact version number by selecting About from the Help menu from within JAMMER Pro 6.

- Note that some hosts by default use a fairly large window for getting events, which means changes you make in the interface take longer to be heard while playing. For possibly (much!) better response from your host, look in the <u>Sonar Performance Tips</u> section.

Using Html Help

The help tabs are shown to the left of the help content. If you do not see these tabs, click the **Show** button on the tool bar above to unhide them.

Use the **Contents** tab to display the list of all topics.

Use the **Index** tab to search the available topic keywords.

Use the **Search** tab to search for text in the entire help file.

Use the **Favorites** tab to book mark topics that you frequently access.

Part II

2   Getting Started

The following is a quick start guide to get you going quickly.

First, make sure that you have JAMMER Pro 6.0.5.1 or later installed. If not, visit the SoundTrek Web Site to get the latest version. Also, make sure you have run and exited JAMMER Pro at least once before starting the plugin.

Create a MIDI track in your host application and load any desired soft synths. Once the MIDI track is created add a JAMMER Pro Plugin instance. The exact method used depends on which host application you are using. In Sonar you can right click on the FX Bin for the track and select **JAMMER Pro Plugin**.

Once the plugin window opens JAMMER Pro should automatically be opened. If not, go ahead and launch it manually. In the text to the right of the combo 'JAMMER Pro is active' should be displayed. Note that when you are done it is recommended to close JAMMER Pro last, after you close your host application.

Click the **Activate JAMMER Pro** button to switch to JAMMER Pro. Create or load a song that you want to play from the plugin. Once this is done, switch back to the plugin window.

Just under the list of tracks you should see a combo box labelled **Select JAMMER Pro song...** Click the combo box to open it and you should see a list of all opened songs in JAMMER Pro. Select the song you previously opened in JAMMER Pro then you should see a list of the song's tracks. The song's name should now be displayed in the song selection combo box.

In the list of tracks you can check and uncheck tracks that you want to hear. Checked tracks will be played by your host application and unchecked tracks will be silent. You can open multiple plugins if you want to send tracks to different synths.

In addition to manually selecting your tracks you can use the **Auto Select Tracks** parameters to simplify track selection. For example, if you want to send all of the tracks to the same synth, check the **All Tracks** check box and all tracks will be automatically selected when you add and delete tracks in the JAMMER Pro interface (such as when loading and composing new styles). The other parameters give you finer control over exactly which tracks are auto selected.

Use the **Compose All** button to compose all eligible tracks for the connected song. This is the same as pressing the Compose button in JAMMER Pro. You can even do this while playback is active and hear the changes take place immediately after composing. The **Compose Active** button will only compose the tracks that are checked in the track list. Note that the punch and selection values in JAMMER Pro still apply just as if you were composing inside JAMMER Pro.

If you like, the various track parameters such as patch, level, pan etc... can be sent before playback starts. Use the track parameters check boxes to decide which, if any, you would like to have sent before playback.

When you save your project in your host application, the JAMMER Pro song is automatically saved as well. If necessary the plugin will generate a new name file.

However, if you manually save the file yourself first, the plugin will use your filename. By default all new songs are saved in the default JAMMER Pro songs folder and are named like 'Pro Plugin Song 1', 'Pro Plugin Song 2' etc...

When a host application project file is opened, if JAMMER Pro is running, the connected song file will be automatically loaded and connected to the plugin.

Part III

3   Sonar Performance Tips

By default Sonar uses a fairly large buffer size for MFX plug-ins that process MIDI events. This results in a noticeable delay between actions in the user interface and hearing the resulting changes. Fortunately there is a way to make Sonar much more responsive. Add these lines to Sonar's TTSSEQ.ini file (normally in the main Sonar installation folder):

[OPTIONS]
MfxLookAhead=480

This new TTSSEQ.INI variable defines how much extra MIDI data is sent to MFX plug-ins, so that they have extra room to quantize events into the future. Lower values mean MFX plug-ins can work more "just in time". The setting above is a 1/8th note buffer size. You can also try 1/16th by using a value of 240. A value of 960 specifies a quarter note. Start with 1/8th or 1/16th and see how it works on your system. Sonar defaults to a value of 1 measure, or 3840 (960 * 4), which means that you would have to wait 1 bar before hearing any changes.

Make sure there is only one [OPTIONS] section and make sure to make these changes while Sonar is not running. Any text editor such as Notepad can be used to edit this file.
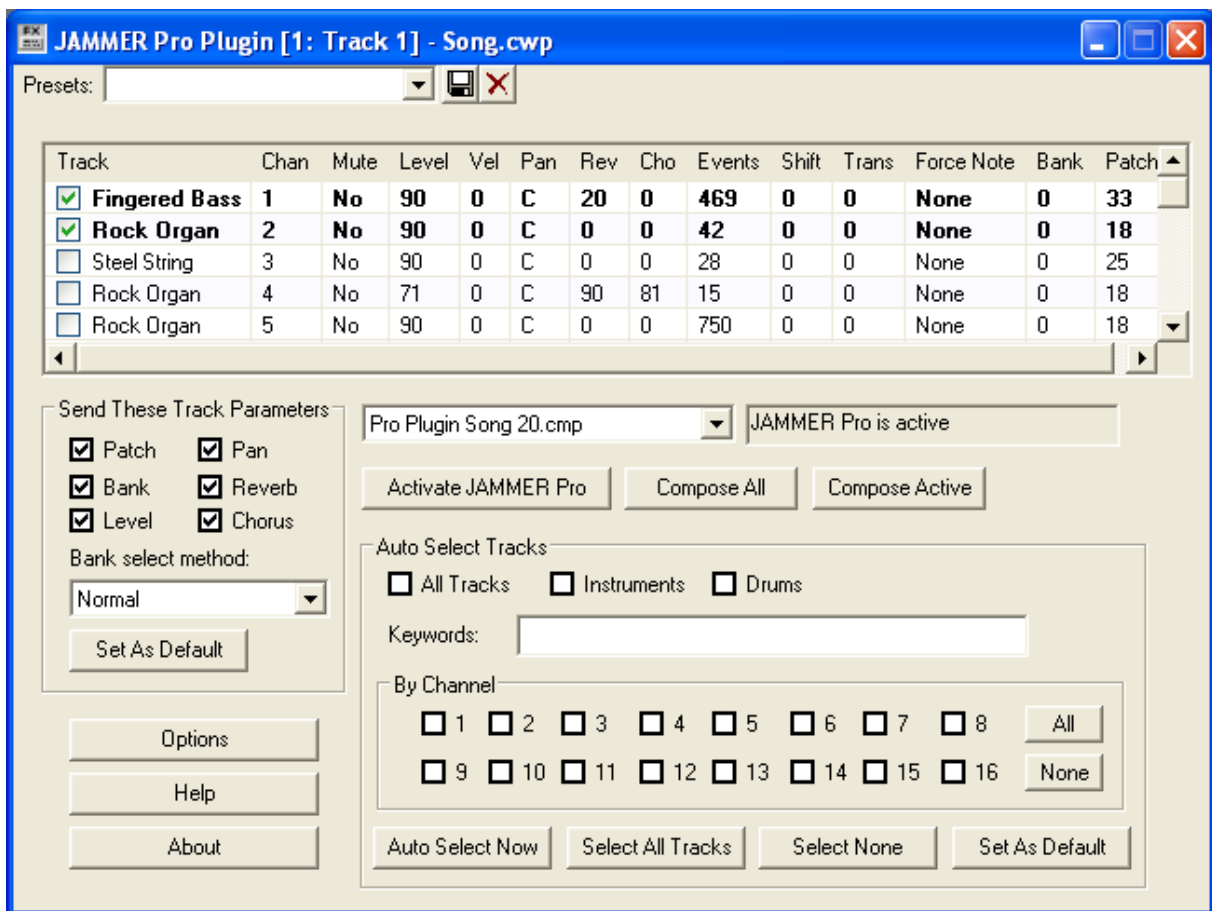
Also you may increase responsiveness by lowering the Sonar option **Prepare Using [n] Millisecond Buffers** (accessed via Options / Global / MIDI).

* tested with Sonar Producer 4. Newer versions may or may not behave differently. See the Sonar readme file for more information. Note that this does limit the amount of time notes can be quantized into the future with MFX quantizing plug-ins.

Part

IV

4 Interface

The interface for JAMMER Pro Plugin consists of the following:

- Song Selection

- Tracks List

- Activate JAMMER Pro

- Compose

- Auto Select Tracks

- Track Send Parameters

- Options

4.1 Song Selection

The **Song Selection** combo box is used to connect the plugin to a song that is opened in JAMMER Pro. Each plugin instance can be connected to a different JAMMER Song.

Once a plugin is connected to a song it is in communication with JAMMER Pro for as long as that song remains opened. The tracks list is updated whenever the song's tracks are modified in JAMMER Pro.

When you save your project in the host the JAMMER Pro song will be automatically saved as well. The default location for saving the song files is the standard JAMMER Pro Songs folder.

4.2   Tracks List

Once connected to a song, the plugin will display that song's tracks in the **Tracks List**. Each track displays a check mark. If the track is checked it will be heard during playback, otherwise it will be silent. You can quickly check or uncheck a group of tracks by drawing a marquee selection around the tracks then clicking the check box. Also you can use **Auto Select** to have tracks automatically selected based on criteria that you specify. This is especially useful if you are still working on the song and will be adding new tracks.

The track parameters that are listed show the corresponding values from the Tracks View in JAMMER Pro. When changes are made to the song in JAMMER Pro, the **Tracks List** is automatically updated.

Use the **Track Send Parameters** to determine which, if any, parameters will be sent when playback starts, such as track level, track pan, etc...

4.3   Activate JAMMER Pro

The **Activate JAMMER Pro** button will bring the JAMMER Pro window to the top and activate it. If JAMMER Pro is not running, the plugin will attempt to launch it.

4.4   Composing Tracks

The **Compose All** button will compose all eligible tracks in the connected song just as if you had pressed the Compose button inside JAMMER Pro. Note that punch values are still used here just as if you were composing directly in JAMMER Pro.

The **Compose Active** button is the same as the **Compose All** button except that only the tracks in the **Tracks List** that are checked will be composed.

You can compose parts even while playback is going on. As soon as the tracks are composed you will hear the new parts immediately after they are composed to the tracks.

4.5   Auto Select Tracks

In addition to manually checking and unchecking tracks that you want to play in the **Tracks List**, JAMMER Pro plugin allows you have certain types of tracks automatically selected. This is especially useful while you are still creating your songs in JAMMER, where you are likely to be adding and removing tracks. With auto track selection the plugin will take care of checking the items for you without you having to do it yourself.

All Tracks
If this check box is checked, all tracks are automatically checked whenever new tracks are added in JAMMER Pro. This is good to use if you want a simple setup where you send all JAMMER tracks to a single synth.

Instruments
If this check box is checked, all instrument tracks are automatically checked. This is good to use if you are sending your instruments to one synth and your drums to another.

Drums
If this check box is checked, all drum tracks are automatically checked.

Keywords
Type any desired keywords here and any tracks whose name contains any of the keywords will automatically be checked. For example if you enter Bass Guitar, all tracks with a name containing either Bass or Guitar will be checked.

By Channel
These check boxes allow you to specify tracks' MIDI channels to be auto checked.

Auto Select Now
Clicking this button causes the auto select parameters to be immediately applied, without waiting for tracks to change in JAMMER.

Select All Tracks
Clicking this button checks all tracks.

Select None
Clicking this button unchecks all tracks.

Set As Default
Clicking this button saves the current **Auto Select** parameters as the default to use with new plugins. The default values can also be accessed in Options.

4.6   Track Send Parameters

These parameters determine which track values (bank, patch, level, pan, reverb and chorus) are sent when playback starts. For optimum flexibility, each plugin instance can have different settings in case you are using multiple synths each requiring a different setup.

Clicking the **Set As Default** button causes the current settings to be used for all new plugin instances. These values can also be accessed in **Options**.

4.7   Options

The Options dialog box displays the values used for new plugin instances and overall plugin settings.

- Track Send Parameters

- Host Settings

- Default Window Size

- Auto Select Tracks

4.7.1 Track Send Parameters

These values determine which track parameters are sent before playback starts.

4.7.2 Host Settings

Play Existing Track Events
If this item is checked, any existing events on the host track are played, otherwise they will not be heard.

Echo Incoming MIDI Events
If this item is checked, MIDI input events received by the plugin will be sent back to the host. Otherwise they will be silently discarded.

4.7.3 Default Window Size

This item lets you select the default plugin window size. Some host applications allow you to further size the plugin window, some do not.

4.7.4 Auto Select Tracks

These are the default **Track Auto Select** parameters to be used for new plugins.

Part

V

5   License Agreement

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