

FUNKMASTER FLEX'S

**HIP HOP, POP, INDIE...
MAKE YOUR OWN HITZ!**



DIGITAL HITZ FACTORY



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

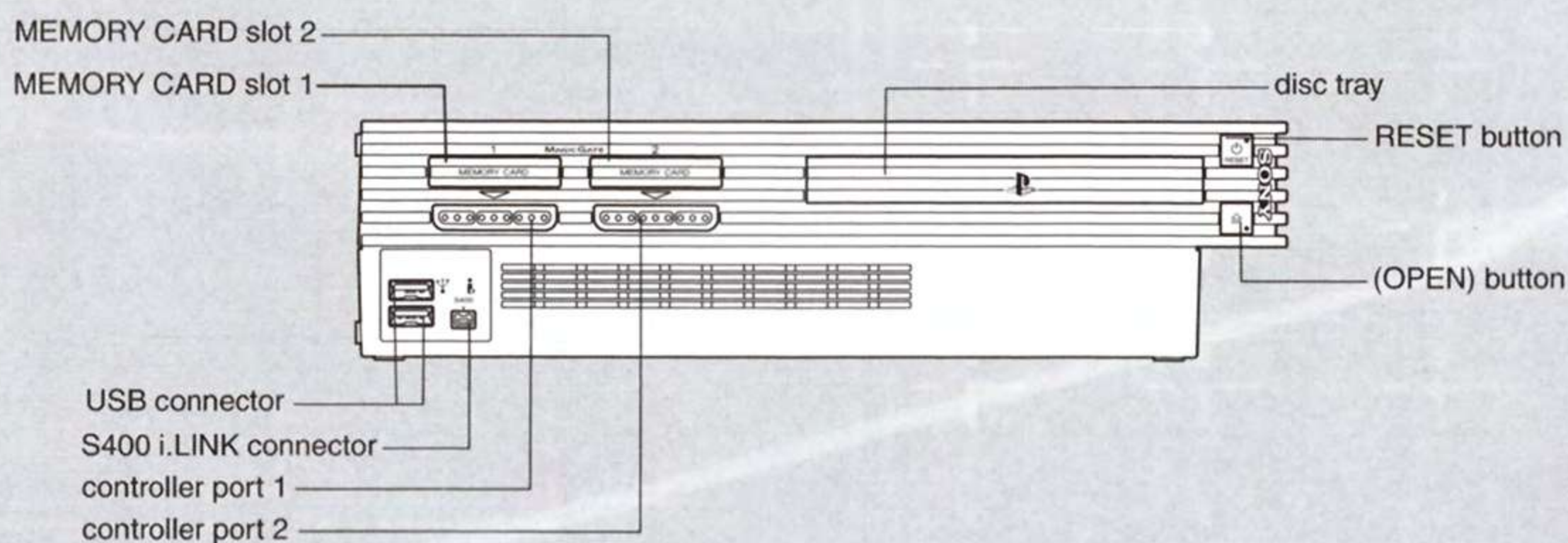
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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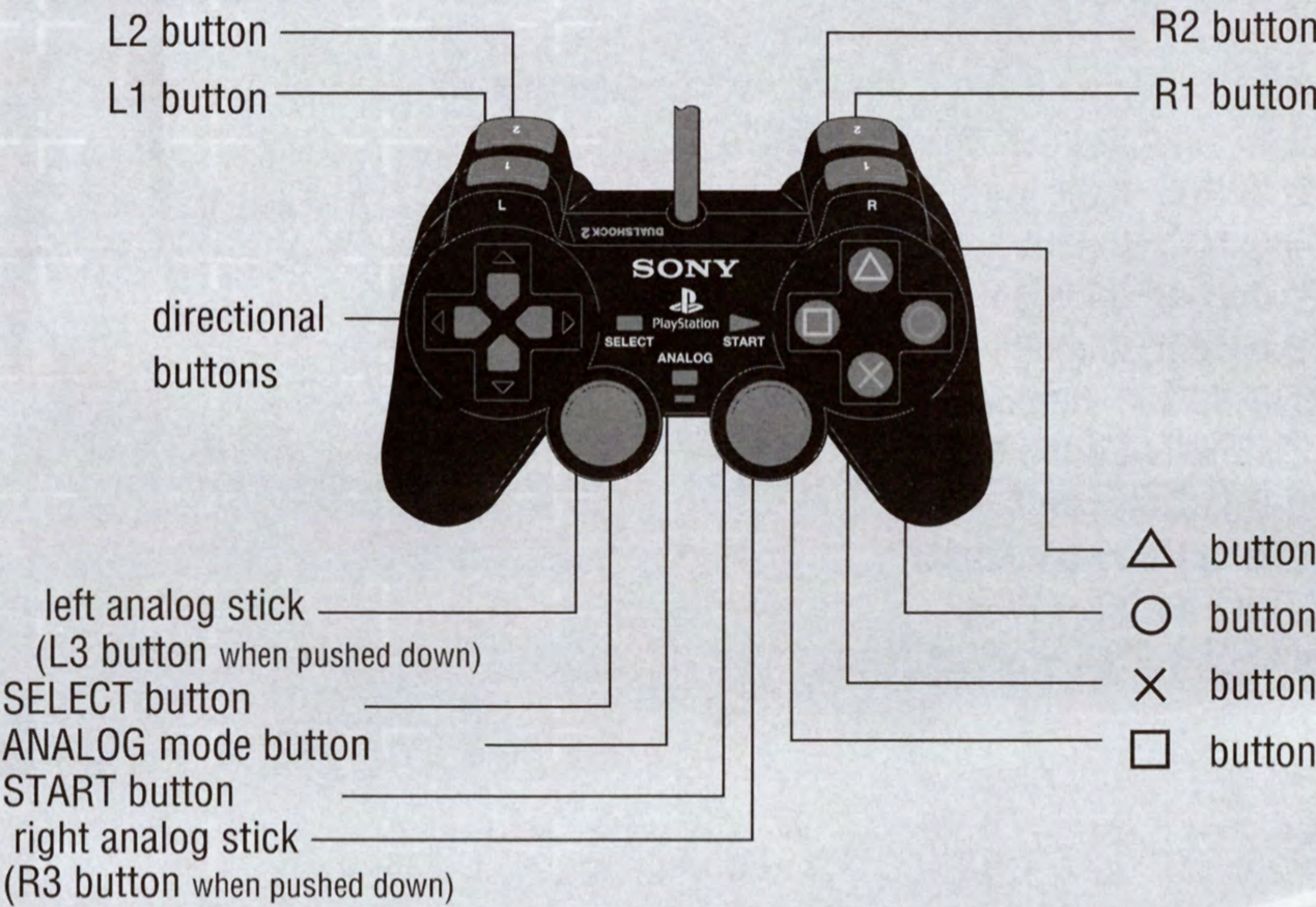
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Digital Hitz Factory disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Introduction:

Welcome to the official jump off! This is how it's going down Funk Flex style! Prepare to immerse yourself in a virtual studio environment, where you can create your own hitz! Others have tried, but none come close to matching the power of the Digital Hitz Factory found only on your PS2. Be clear! You heard it right here first!

GAME CONTROLS:

Default Music Controller:

Left Analog Stick/Directional buttons – unassigned

Right Analog Stick – Pointer/Select

⊗ button – Edit

⊠ button – Delete

⦿ button – Unmapped

△ button – Unmapped

R1 button – unmapped

R2 button – unmapped

L1 button – unmapped

L2 button – unmapped

START button – Play

SELECT button – Select Area

MUSIC MIXER CONTROLLER

Left Analog Stick – unmapped

Right Analog Stick – navigate

Directional button up – increase/adjust

Directional button down – decrease/ adjust

⊗ button – press down for volume

⏏ button – Hold for Chorus

⦿ button – Hold for Filter

⬆ button – Exit back to main menu

L1 button – mute

L2 button – mute

R1 button – mute

R2 button – mute

START button – unmapped

SELECT button – select/change loop

MAIN MENU:

You can rotate the menu by using the up and down directional buttons on your controller. You can select from six modes, press the  button to confirm your selection. The modes are the following:

MUSIC CREATION:

This is where the magic begins! You can create, load, and then edit existing songs you've fashioned together! The interactive interface allows for easy control and maneuverability within the creation environment. Compose your song by selecting from a wide variety of Music Styles, Loops, Snares and Drumbeats, as well as Bass, Vocal, and Melody riffs of you're choosing. Unleash your creative potential, the possibilities are endless!

There's even a quick tutorial at the end of the manual as well as on the game to get you up and running fast.



MAIN MENU:

MUSIC MIXER:

In the Music Mixer you can be your own Mix Master! Select a song and bring in loops on the fly! Arrange your loops to your liking, drop beats and hook up the crowd control.

MUSIC CREDITS:

Check out the inventive minds that put Digital Hitz Factory on the shelves!

MUSIC STACK:

The music Stack is where you can listen to your completed songs or songs built into the CD in jukebox. You can also view your own videos.

MUSIC SETUP:

Customization at its very finest is available to you. You can manipulate a host of in game options, which include Sound, Video, Interface, grid and Storage space, which you can alter to your choosing. As an added feature, you even have the ability to change the skin/texture of your Generator Interface!

MUSIC LESSON:

Let the lessons begin. Here is where you are able to learn the intricacies of the Hitz factory interface. From the basics to the most complex of topics this comprehensive tool will provide you with the knowledge you will need to wield the Digital Hitz Factories full potential. *

*Complete the Lesson tutorials in order to get a comfortable feel for Digital Hitz Factory's functionality.

MUSIC SETUP OPTIONS

SOUND OPTIONS: Here you can adjust master volume control FX volume, Time Signature, Metronome, as well as the Riff editor.

VIDEO OPTIONS: Toggle various video Mode and Editor Functionalities on/off.

STORAGE SPACE OPTIONS: Here you can view the storage space values for Digital Hitz Factory.

INTERFACE OPTIONS: Here you can adjust your screen position, the ergonomics of your Track and Riff editors, as well as adjust pointer speed.

CONTROLLER OPTIONS: From here you can adjust the controls to fit your preference.

SKIN SELECTION OPTION: You can customize the display of your Track Editor by toggling different skins.

CREATING A SONG – QUICK START GUIDE

From the Main Menu select Music Creation. This will automatically take you to the environment where we can begin making music. Before we start there are a few interface functions to go over before we can begin creating our first song.

TRACK EDITOR GRID: This is the screen where the songs are assembled.

INSTRUMENT EDITOR: Generate the music for your songs.

VOICE TO MUSIC MODE: Record vocal samples into Digital Hitz Factory.

SAMPLE A RIFF MODE: Record and store samples (drumbeats, baselines, etc.) into Digital Hitz Factory.

BLOCK SIZE MODE: The scale/size of the Blocks on the Track editor grid can be modified.

Specific functions and controls in Track Editor Mode

PLAY SONG: Move pointer to position in song where you would like to begin play and press Start button.

PREVIEW/DEMO RIFF: Start button

SELECT AND PLACE RIFF: R3 button

DELETE RIFF:  button

Delete Area: Press the SELECT button and highlight area to be deleted. Press the  button to delete the area.

CREATING A SONG- QUICK START GUIDE

Loading songs from the DHF CD:

1. Move your pointer to the Memory Card Manager icon  at the bottom left corner of the screen and press R3 button.
2. Move your pointer to the Game CD icon  and press R3 button
3. Scroll through the list for the desired song and move the pointer over it and press R3 button.
4. Move you pointer to the Load icon  and press R3 button to load the song.
5. Press the  button to return to the Tack Editor screen.

Loading songs from Memory Card:

1. Move your pointer to the Memory Card Manager icon  at the bottom left corner of the screen and press R3 button.
2. Move your pointer to the Memory Card slot1 or 2 icon  and press R3 button
3. Scroll through the list for the desired song and move the pointer over it and press R3 button.
4. Move you pointer to the Load icon  and press R3 button to load the song.
5. Press the  button to return to the Track Editor screen.

Saving songs to your Memory Card:

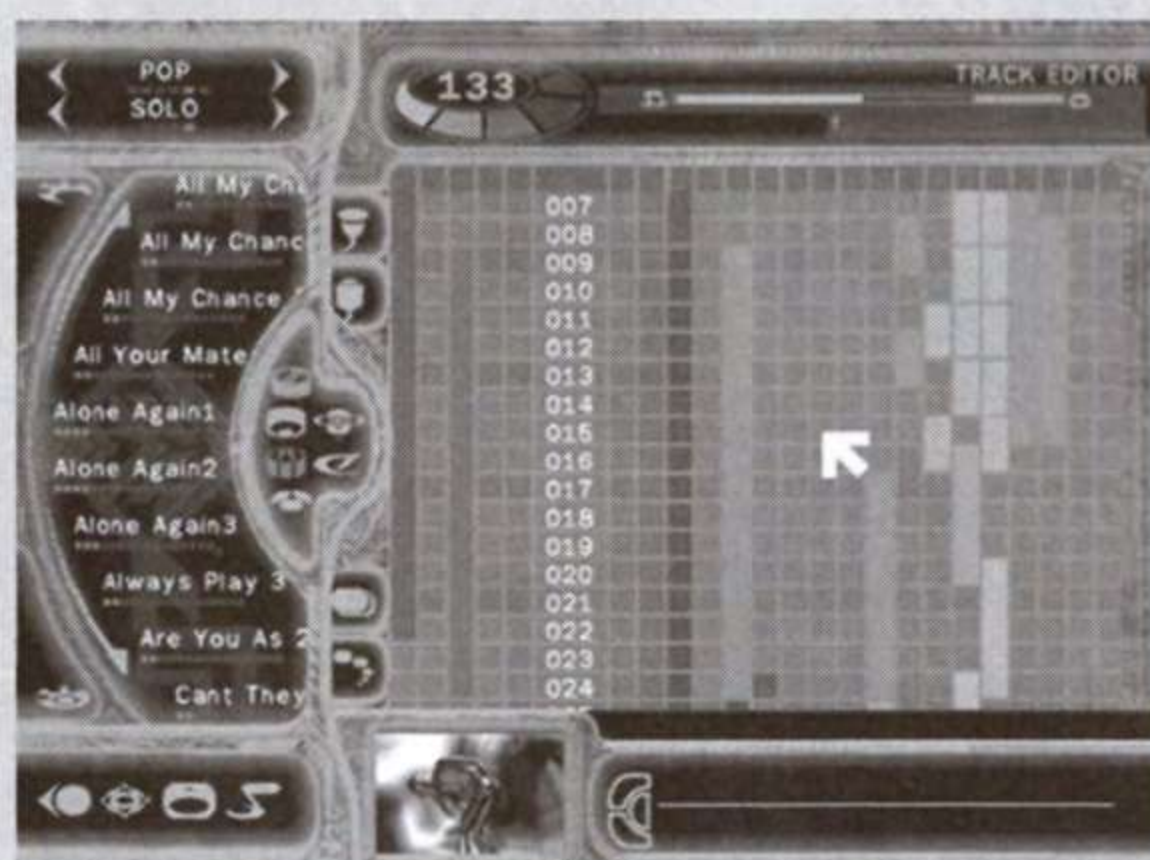
1. Move your pointer to the Memory Card Manager icon  at the bottom left corner of the screen and press R3 button.
2. Move your pointer to the Memory Card slot 1 icon  and press R3 button.
3. Now save by moving your pointer to the Save to Memory icon  and press R3 button.

Now that we're familiar with our interface, we're ready to begin creating our Jam. First let's select a Musical Style (MS). Using the R3 button hit the directional arrows until your preferred style is selected.



CREATING A SONG- QUICK START GUIDE

Once you have a MS, you can now select Riffs from our Music Generator.



For example: if you select Trance as your MS choose a drum riff by hovering over the drum riff icon  and pressing the R3 button. This will bring up a scrolling list of various drums you can insert into your song. Now let's select a bass riff by hovering over bass riff icon  and pressing the R3 button. A new scrolling list of different types of bass riffs that you can insert into your song will appear. You can do this with the melody and voice riffs as well. Once you have finished placing all of your musical elements onto the track editor grid, place your pointer at the start of your song and hit the Start button to hear your creation. It's that easy!

Now you've seen what Digital Hitz Factory is capable of, time for some basic lessons in how to operate the controls. Return to the main menu by clicking on the main menu icon. Rotate the main menu until music lesson is highlighted, then press  button. From here you can learn all you need to know, from basic lessons to more advanced topics. If at any time you want to exit a lesson, just press start and select button together, then  button to get back to the main menu. If at any stage memory becomes full or you need to clear out your work and start afresh, press the R3 button on the options icon and use the storage space buttons.

GLOSSARY OF MUSICAL TERMS**

Percussion – A musical element in which sound is produced by two objects striking each other.

Beat – (a) The steady even pulse in music. (b) The action of two sounds or audio signals mixing together and causing regular rises & falls in volume

Beats per minute – The number of steady even pulses in music occurring in one minute and therefore defining the tempo of the song

Snare – Short for Snare Drum, the sound a small drum with two heads and a snare stretched across the lower head.

Kick drum – Also referred to as Bass drum is a very large low-pitched drum.

Loop – A repeating audio sample or riff with no gap in between.

Riff – A short melody repeatedly played in a tune (sometimes with variation) often between vocal lines

GLOSSARY OF MUSICAL TERMS**

Types of Riff's:

Melody – A succession of notes forming a distinctive sequence

Vocal – The recording of vocal announcements over a bed of music

Bass – The lower range of audio frequencies up to approximately 250 Hz

Drum pattern – A sequence of drum soundings during a tune played by a drummer or sequenced into a drum machine; especially a short part used in part of a song.

Sample – To record a short segment of audio for the purpose of looping for playback.

Sampler – A device that records and plays samples, often with features to edit and store the samples.

Metronome – A clicking pendulum indicates tempo.

CREDITS

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written and composed by

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G-House Project

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written and composed by

Darren Cross, Burke Reid and Paul Towner

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Help Me

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Maas/Buttrich/Rogers/Hermann

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****All definitions taken from the following resources :**

Ansme.com 'Web's Smartest Portal'. CompuCated Technologies

09/19/03 <http://www.ansme.com/>

Music Technology Terms. Dretske's Computers in Music

09/19/03 <http://vtg.org/cimonline/Glossary.html#C>

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