



PlayStation

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PlayStation®



# MUSIC GENERATOR™

MUSIC CREATION FOR THE PLAYSTATION®

"...possibly the coolest thing that will ever be released for the PlayStation."

— EGM



EVERYONE

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**E**


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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® game 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.

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
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- 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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**MUSICGENERATOR**

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Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to using this product.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, immediately discontinue use and consult your doctor.

### **Precautions to take while using this product**

- Don't sit too close to the television screen. Make sure you are a good distance away.
- Preferably play the product on a small screen.
- Avoid using if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes each hour that you play a video game.

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# MUSICGENERATOR™

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# MUSICGENERATOR

# MUSIC WALKTHROUGH

This walkthrough is designed to show you the basics of creating a song using **MTV Music Generator™**. Follow the instructions below, and we will make a simple rock song together!

Once **MTV Music Generator™** has loaded in, you will see a text box, which explains a little about the product, and what the basic controls are. Press the **X button** to skip past this box.

You will then arrive at the main music track screen. This is where you can build up a song by putting together small sections of music, called 'riffs'.

If you move around the screen using the **Directional buttons**, you can move the highlighted square around the screen. If you hold the Down **Directional buttons**, you will see that there are actually 24 vertical 'channels' as well as a few different channels at the bottom which you don't need to know about right now.

Go back up to the top left hand corner of the screen using the **Directional buttons**, and then press the **O button**. You will see a menu appear that shows you everything you can do from this point. Move down the menu using the Down **Directional Button**, and then press the **X button** when 'Riff Library' is selected. The Riff Library is an area where all the different riffs are stored. Riffs are like building blocks which you can put together to make a song.

You are now in the Riff Library. Moving left and right will change the section that you are in. There are 35 different sections, split between 'Beat', 'Drum n Bass', 'House', 'Rock', 'Techno' and 'Trance'.

For now, we are going to make a rock track, so keep pressing the Left **Directional buttons** until you see the 'Rock - Bass Lines' section.

Pressing the **START button** will let you listen to the riff that is currently highlighted. Try pressing this now. Moving up and down will alter which riff is highlighted within the current section. Move down until 'Funky Slap 1a' is highlighted. Press the **START button** to listen to this. Then press the **X button** to load in this riff, which we will use to start off our song.



You should arrive back at the top left hand corner of the music track screen. Press the **X button** to place the riff down into your song. Then move right, and press the **X button** again to place another copy of the riff into the next box. Continue this twice more, so that you have a horizontal row of four riffs.

In order to play our song, hold the Left **Directional button** down until you reach the beginning of the song, and then press the **START button** to start it playing. You will see how the music plays from left to right, and that you hear your bassline played four times.

Right, next we'll add some drums. Press the **O button** again to enter the menu, move over 'Riff Library' and press the **X button**. When you are back in the riff library, press the Right **Directional button** to move into the 'Rock Drum Loops' section. Move down until you reach 'BEAT ARP 1'. Press the **START button** to hear this, and then press the **X button** to load it in.

You can then place the new drum riff below the bassline. When you press the **X button** to place it, you will see that it is two bars wide, and two bars deep. Put another copy of this riff

to the right hand side of the first one.

Let's hear how the song is progressing now. Move to the left hand side of the screen, and press the **START button** to play the song. Hear how the bass and drums are played together. Pressing the **START button** again will stop the song playing.

Finally, we'll put in a melody. Go back to the riff library in the same way as before, and move right again to enter the 'Rock Melody' section. This time, go all the way down to 'Roll On 1', and load it in using the **X button**. Place it below the drum section.

Finally, listen to your song, by holding down the Left **Directional button** to go to the start, and then pressing the **START button** to play your song.

You can repeat this process to put any combination of riffs together from the library. If you make a mistake, move over the riff you want to delete, and press the **□ button** to remove it.

You can copy and paste areas of your song by pressing the **SELECT button**, using the

**Directional buttons** to select the area you want, and then pressing the **X button** to copy. Then move to where you want to place the copied section, and press **X button** to paste it in. Pressing the **SELECT button** again will take you out of the area selection mode.

Have fun trying this out, and then try the video walkthrough below to make a video to go with your song !

## VIDEO WALKTHROUGH

This walkthrough is designed to show you the basics of creating a video using **MTV Music Generator™**. Once you have a song that you are happy with, we can make a simple video to go with it. From the music track screen, press the **Δ button** to move up to the menu along the top of the screen. Move right once, so that 'Video Track' is highlighted (it's the icon that

looks like a TV set). Press the **X button** to enter video track mode.

Making a video is very similar to making a song. A video is made by putting together blocks of video, called 'clips'. Press the **O button** to enter the menu, move down to 'Clip Library', and press the **X button** to go into the clip library. Moving left and right will change between the clip section (there are 55 sections within this library). You should start in the 'Back again - Background' section. Move down onto the 'Circles' clip, and press the **START button** to preview it. You will see it in the small screen in the bottom-right corner of the screen. Then press the **X button** to load it in. Use the **X button** to place it into the top left bar on the video screen. Then move right, and press the **X button** again to place another copy of this clip. Do this two more times, so that you have a horizontal row of four clips.

Move to the left of the screen and press the **START button** to play your song and video together. You should hear your song playing, and you can see your background moving. Pressing the **START button** again will stop your song playing.

Next, we'll add a 3D shape. Press the **O button** to enter the menu, and select 'Clip Library' again. Move right three times, so you are in the 'Back again - Shape' section. Move down to the 'goldbox' clip, and press the **START button** to preview it. You can then press the **X button** to load it in.

Place it underneath your background, four times. You will see both the background and the shape at the same time in the preview box in the corner of the screen.

Finally, we'll try adding an effect. Go back into the Clip Library as before, and move left to the 'Back again - Pop Art' section. Press the **START button** to preview the 'widescreen' clip - you will see that it is an effect which makes the video look like a widescreen movie. Press the **X button** to load this in.

Effects and cameras are rather unusual clips, and have a special channel of their own - effects go on the very bottom row, and cameras go on the row just above that. Place our effect into the first and third bars on the bottom row.

You can then see the finished video by moving left to the beginning, then pressing the **START button**.

You can repeat this process to put any combination of clips together from the library. If you make a mistake, move over the clip you want to delete, and press the **□ button** to remove it.

To view your video full screen, press the **R2 button** to toggle full-screen on / off.

To leave video mode, press the triangle button to return to the top menu, and select another mode.

Have fun trying this out, and then use the Introduction section that follows to learn more about **MTV Music Generator™** !

# TUTORIAL

Congratulations and thank you for buying **MTV Music Generator™**.

You don't need to try and digest the whole manual now, but we suggest that you read through this Tutorial section. In this section, you'll find details on the on-line help, as well as an advanced menu system. Together, these features should allow you to navigate through **MTV Music Generator™** with ease.

## Getting Started

### Loading and playing a demo song.

**MTV Music Generator™** comes with several demonstration songs. These give you an example of the diverse range of music you can make, and also allow you edit, remix and examine the tracks, which have been written by a number of different musicians. All these songs also contain a full video, which you can also edit and examine.

Right, so how do you play one of these demo songs? Firstly, a quick guideline - throughout

**MTV Music Generator™**, the **X button** carries out an action, the **Δ button** takes you back to a previous menu, and the **O button** gives you a full menu of choices.

Once you have started **MTV Music Generator™** you will find yourself on the main track screen. Press the **Δ button** to move onto the top menu. Here you can choose between the different modes in this product. Move right until the **'Load and Save'** option is flashing. Press the **X button** to go into the **'Load and Save'** screen. Here you will see all the songs/videos that are supplied on the CD. Move over one of the songs, and press the **X button** to select the track, and then again to load it in. Press the **X button** again to load in both the video and the music.

Once the song is loaded press the **X button** to acknowledge that the file has loaded OK then press the **Δ button** to return to the top menu, and select the **'Song Track'** option. You will now see the song on the screen. Press the **START button** to play the song. The **START button** will also stop the song playing. To watch the video as well, go back to the top menu, choose **'Video Track'** and again press the **START button** to play the song. You will see the video playing in a box on the screen, but you can make it fill

the whole screen by pressing the **R2 button**. Pressing the **R2 button** again will return the video to the normal size.

You can repeat this process to play any of the demonstration songs.

### Creating your own new song

Firstly you need to make sure that you don't have a song or video loaded in. If you have just turned on your PlayStation® game console, you will be alright, but if you have loaded in any of the demonstration songs, you will need to clear the music and video. To do this, go to the top menu (using the **△ button**) and select the **'Options'** menu. Then select **'Clear All'** to delete all music and video so we can start from a blank canvas. Go back to the top menu, and select the main **'Song Track'** option.

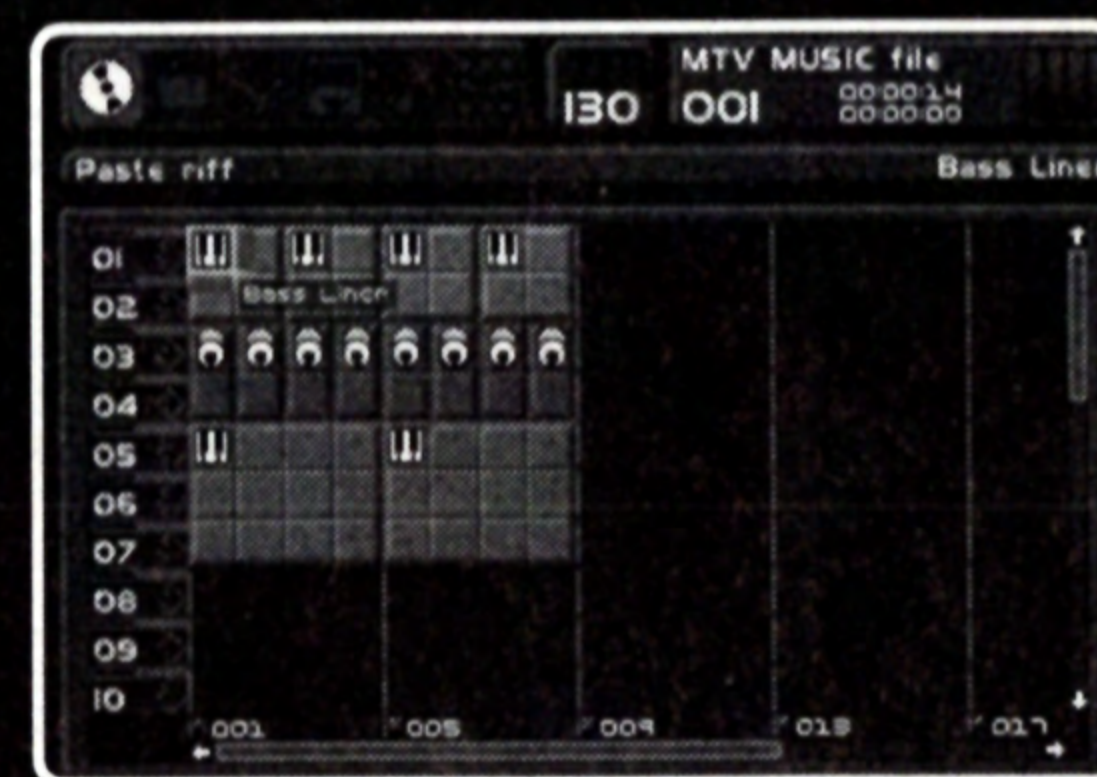
Making a song is very simple. Press the **○ button**, and you will see a menu appear. Choose the **'Riff library'** option (note that there is a shortcut to this option displayed in the menu, which you can use later to save you time. The particular shortcut is the **L1 button**). You can now use the up and down **Directional buttons** to move up and down each list of riffs, and you can use the left and right **Directional buttons** to change the sec-

tion you are in. If you keep going to the right, you will see there are lots of different sections, split into Beat, Drum n Bass, House, Rock, Techno and Trance.

**Tip:** Jump to the next genre by holding down the **SELECT button** and moving left or right.

Press the **START button** to listen to any of these riffs. If you'd like to put one into your song, then press the **X button**.

You can now place the riff you've chosen into your song. Move around the screen with the **Directional buttons**, and press the **X button** to place the riff wherever you want. I'd suggest putting it onto track 1 (at the top left hand side of the screen). Note that you can put it down as many times as you want. If you make a mistake, press the **□ button** to delete it.



To play your song, hold the left **Directional button** down until you are at the left hand edge of your song, and then press the **START button**. When the timer reaches your riffs you will hear them play. Press the **START button** again to stop the track playing.

You can now repeat this process, pressing the **L1 button** as a quick shortcut to go into the library. Try putting a bass-line down first, and then a drumloop underneath it, and then a melody. You're making music!

### **Getting started in Music Jam mode.**

Music Jam allows 1-4 players to 'jam' together. For more than two players, you will need a Multi Tap.

Each player selects a template, which is a set of riffs, one for each button on his Controller. You can play a riff by holding a button down. If you want to loop any of the riffs (all the riffs on the X, O, □ and △ **buttons** are designed for this), you can press the **START button** at the same time as the button you want to loop. Let go of the buttons, and the riff will loop indefinitely, in time with all the other music. To stop a loop, just press the button again.

The samples on the **L1, L2, R1** and **R2 buttons** are designed for tapping and holding down.

The **Directional buttons** affect the different samples - left and right stop the main loops and play an instrumental break, up and down alter the volume. If the up and down **Directional buttons** are pressed when a **L1, L2, R1** or **R2 button** is held down (in normal mode) it will alter the volume of the sample up or down. If the left and right **Directional buttons** are pressed when a **L1, L2, R1** or **R2 button** is held down it will alter the pitch of the sample up or down an octave.

Any player can load in a different template at any point, whilst the other players are still playing. Use the **SELECT button** to bring up the menu. You can also alter the sounds for any individual button (you can even load up your own riffs), or choose '**cycle button sounds**' to rotate all the players clockwise, so that everyone gets the sounds from one of the other players.

# FULL MANUAL

## Important Information

- Please note that if you save a jam session using your own riffs, you must load back in both the riffs and the jam session. Failure to do this will cause problems.
- Also, please avoid recording jam sessions using riffs that you have created using the sample editor. Such sessions will not load into the product.
- Please do not continue to insert files into a song once you have noticed the memory has run out. This may lead to problems.
- Further instructions on items such as loading/saving can be found in the on-line help sections within the product.



## The main screen layout

At the top left of the screen, you will see the six main menu icons, which are :



**Song Track:** This is where you create and play songs



**Video Track:** This is where you create and play videos



**Music Jam:** This is where you can jam with 1-4 players



**Load and Save:** Use this to load and save songs and information



**CD Player:** This lets you play audio CDs, and also record samples from them



**Options:** This allows you to clear songs and videos, as well as giving you information on the current song / video

At the top center of the screen is a small box which tells you the current tempo (beats per minute) of your song, as well as a graphical display of which beat is currently being played.

The top right part of the screen tells you the name of the currently loaded song, along with the current position within the song (in number of bars). It also shows you the length

of your song (in hours, minutes and seconds), and below this the current time within the song. On the right hand side of this box are four colored bars. These give you details on the memory usage of your PlayStation® game console as follows :

**Bar 1 (Blue):** this is the amount of sound memory taken by the currently loaded samples, if you reach the top you have filled the allocated space.

**Bar 2 (Light Blue):** This is the amount of PlayStation® game console memory used by song and video data

**Bar 3 (Red):** This is the amount of video memory used by the loaded clips

**Bar 4 (Pink):** This tells you if there is enough room on your MEMORY CARD to save your song / video

There is an information line below the menu icons, which displays information on the current screen and action.

Most of the screen is taken up with the song track display. There are 24 channels which run vertically. If you hold the down **Directional button**, you will scroll through the channels. Each channel is 999 bars long (more than enough for even the longest of songs), and is split into boxes. Each box represents a bar of your song, and every four bars there is a light blue box to represent the start of each four bar section. There are scroll bars on the right hand side and also below the main track display, which show you whereabouts within the screen you are. Under the track display are numbers which display the bar number of each bar on the screen. As you may have guessed, time moves horizontally. The start of your song is at the left hand side of the screen, and as your song plays, the song will move to the right.



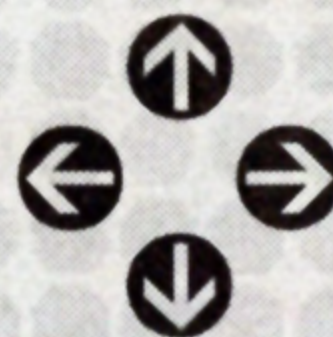


## Controls

You can use either a DUALSHOCK™ analog controller, or a Mouse to move around the screen.

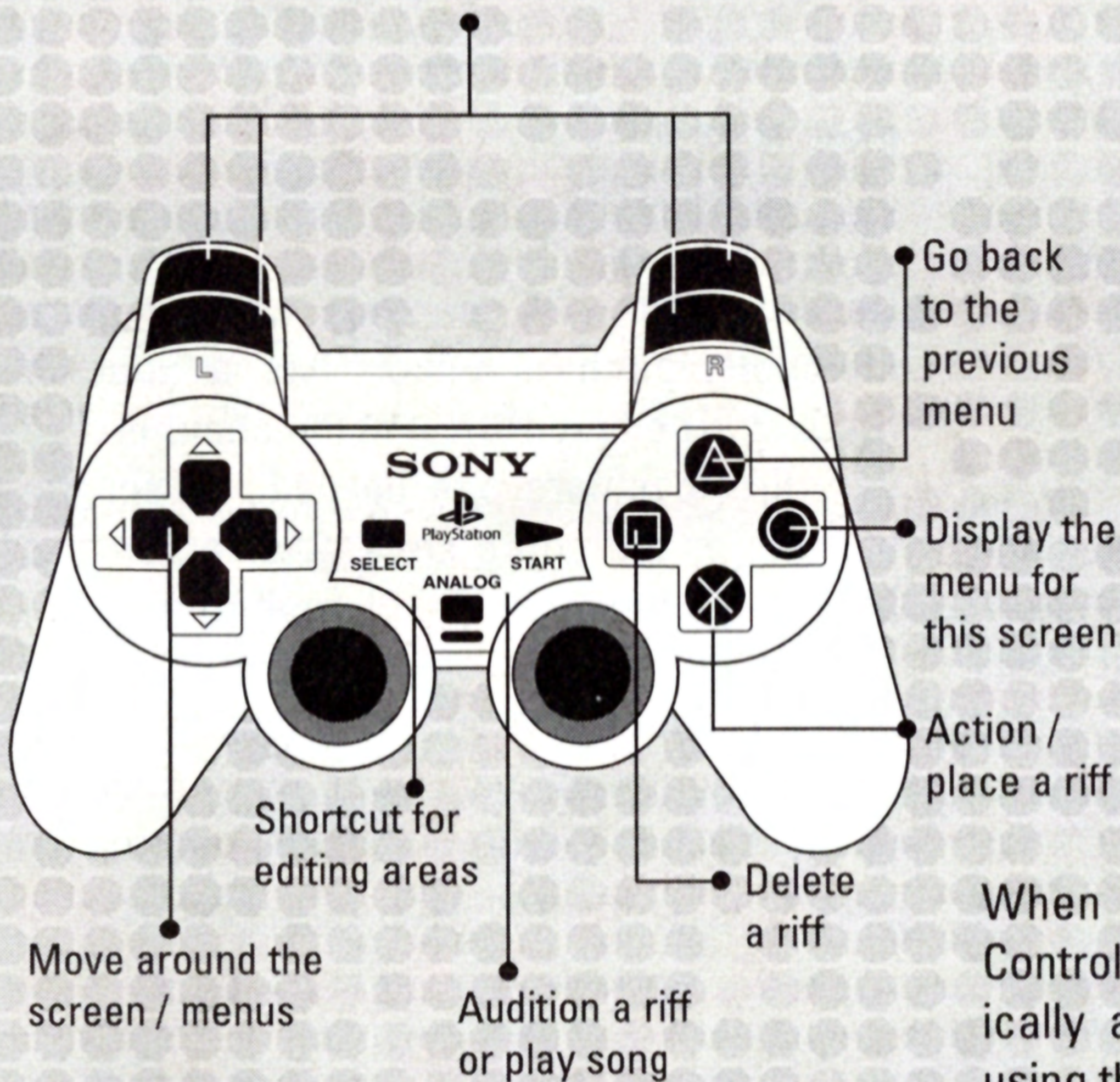
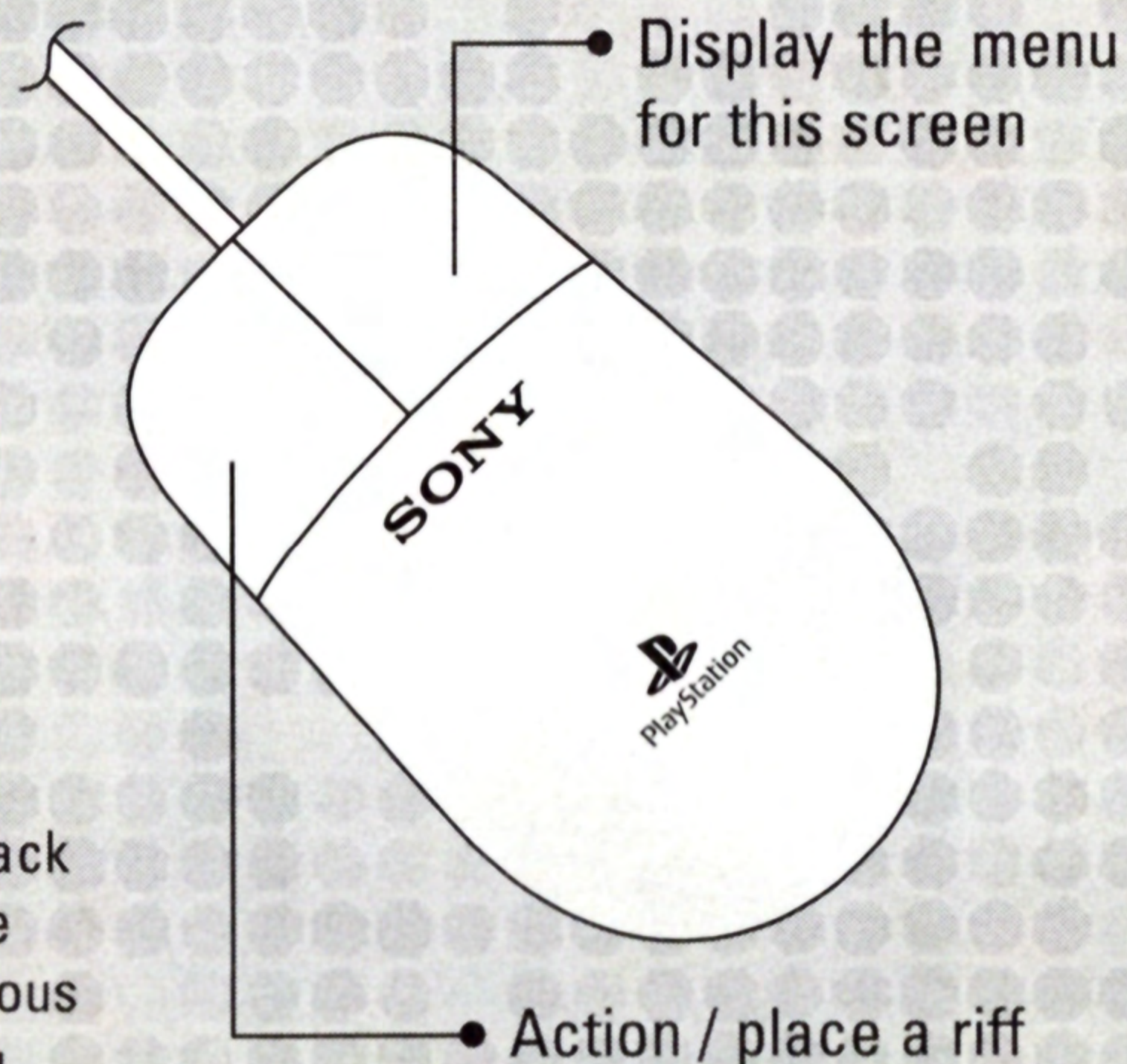
### Shortcut buttons

(you don't need to use these, but they provide instant access to certain functions)



### Mouse Movement

Move cursor around the screen / menus



**Note:** When using the Mouse on the **'Load and Save'** screen the right button is used as the Action button.

When you insert a Mouse into a Controller port, a mouse pointer will automatically appear, which you can then control using the mouse. You can use a Mouse and a Controller at the same time.

## Online Help

Wherever you are within **MTV Music Generator™**, you can press the **O** button (or right mouse button) to display a menu. This menu will show you all the different options you have at the current point. You then simply move up and down the menu, and choose the option you want.



If you would like some more information about any of the options within a menu, move down to the **'Help'** option at the bottom of every menu. Clicking on this will allow you to choose which item you'd like help on. Click whichever option you want, and it will display a full description of what the option does. This is a great way of learning about the more advanced features of **MTV Music Generator™**.

## Redo / Undo

If you accidentally make a mistake, and perform an action you didn't want to do, most menus have an **'Undo'** option. Selecting **'Undo'** will reverse the last action you made. If you then decide that you did want to perform the action, you can click on the **'Redo'** option, which will reverse the **'Undo'** option.

## Volume



Underneath the 24 channels are four more channels, each of which has a specific function. The first is the volume channel. The very first bar here can be used to set the volume for the entire song. Clicking on this bar will allow you to choose the initial volume (at the start of your song), and the final volume (at the end of your song). This allows you to fade your song up or down. If you just want to alter the volume throughout your song, change the start/end volume.

If you click on any bar other than the first, you will then be asked to select a range of bars, and again you can alter the start and end volumes for your selection. For example, if you wanted to fade out your song over the last four bars, move to the fourth bar from the end, press the **X button**, move to the final bar (doing this causes the final four bars to be selected) and press the **X button** again. You can then set the start volume to 100, and the end volume to 0. Your song will then fade out over the last four bars.

## Reverb



Underneath the volume channel is the reverb channel. Reverb is an effect which is similar to clapping your hands in a large hall - the sound seems to hang in the air for a while, and this is the kind of effect that you can alter here.

The first bar allows you to set the reverb setting for the entire song. You can change the type of reverb to any of the following standard settings : Room, Studio A, Studio B, Studio C, Hall, Space, Echo, Delay and Pipe. For each reverb type, you can alter the

depth, delay and feedback rate.

If you want the reverb to alter over a number of bars, click on the first bar, and then move over and click on the last bar of the sequence. You can then set the depth, delay and feedback settings for both the start of the sequence, and the for the end of the sequence. These will then automatically change as the sequence plays.

## BPM



Underneath the reverb channel is the BPM channel. This allows you to set the tempo (number of beats per minute) of your song. The first bar allows you to set the tempo for the entire song. If you want a constant tempo, alter the start/end setting. Otherwise, you can get the song to speed up or slow down by changing the start and end tempos. If you want your song to speed up or slow down over a number of bars, you can select the first bar, select the final bar, and then set the start and end tempos.

## Transpose Key



The track at the very bottom is the transpose key track. This is a really useful track that allows you to change the key of all the music. To use it, select the bar you want to transpose, and then choose the key you want.

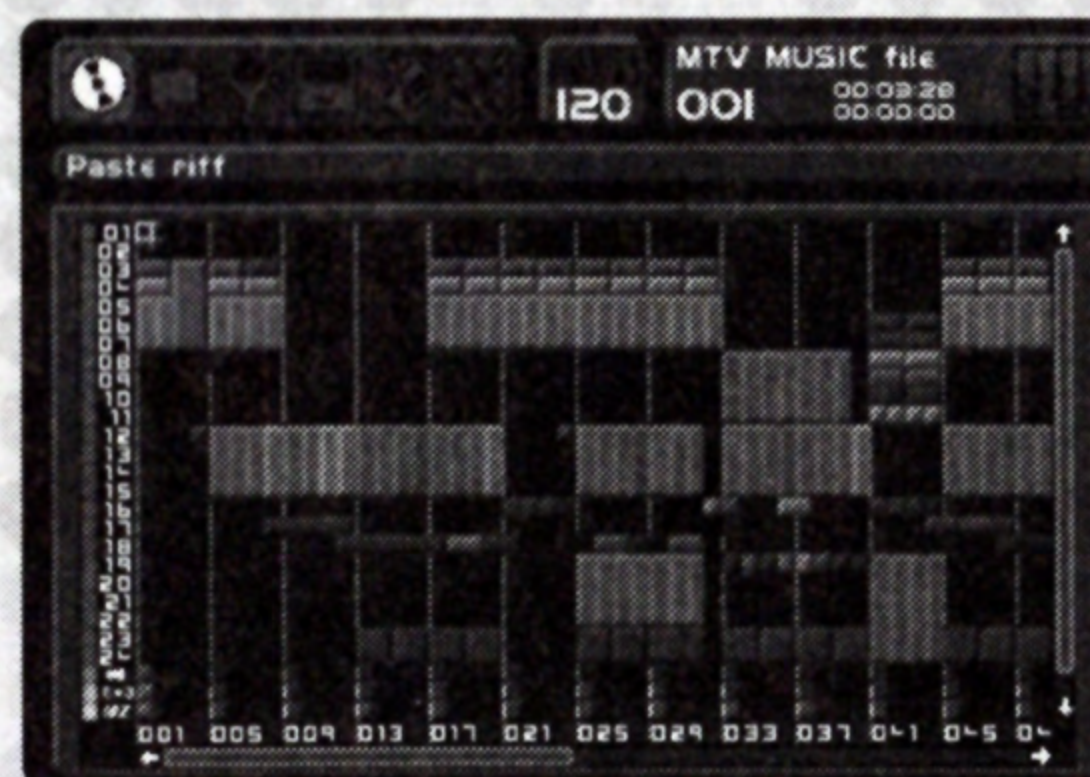


Most of the standard riffs are in the key of 'C', so a very simple key change is to cycle repeatedly between C, F, G and then F again. If you don't want to alter the default key, choose the icon on the left. You can also specify whether you want the key to be changed into a minor or major key. Select **'None'** if you want to leave the minor/major notes as they were by default. Please note that you need to select the key to transpose to before placing the riffs into that bar.

## World View



If you go to the menu from the song track screen, and choose **'World View'** you will be able to see all 24 channels on the screen at once, as well as 50 bars as opposed to the standard 18. This can be very useful to get an overall view of your entire track, and to see how it is working. To get back to the normal view, go to the menu, and select **'Cancel World View'**.

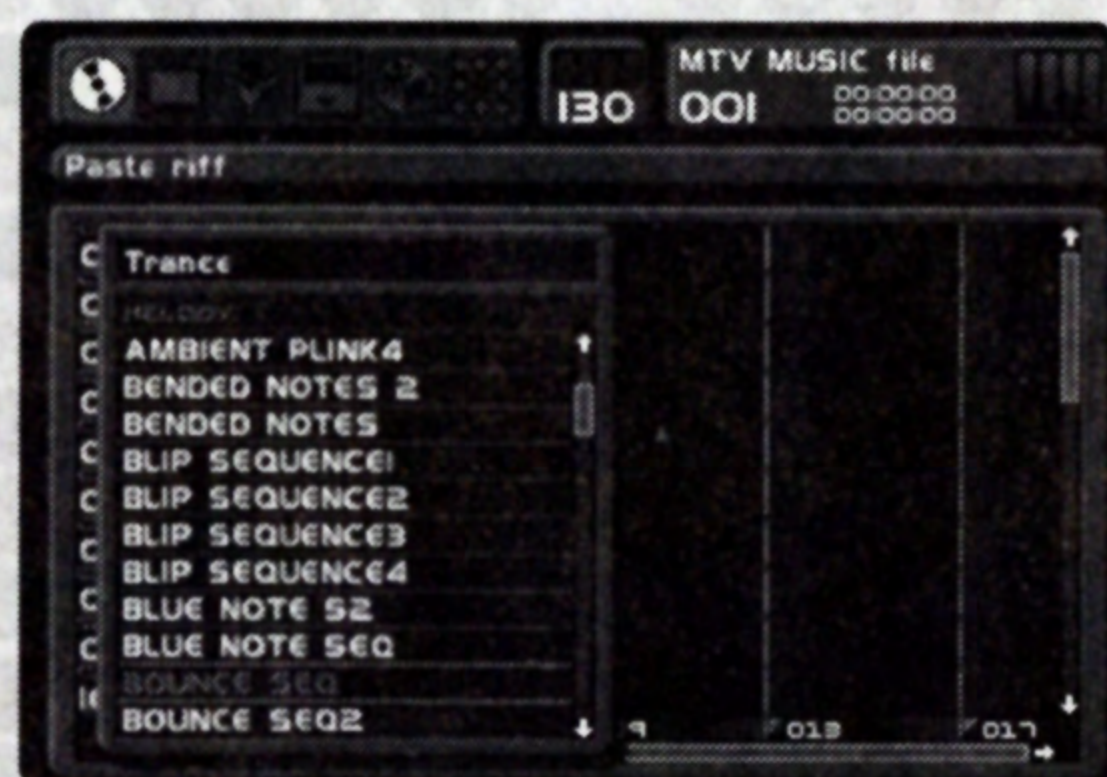


# MAKING A SONG USING RIFFS

## Introduction

Making a song using the riff library is very easy, essentially placing musical building blocks together. There are so many different riffs in the library, and so many different combinations, that you may well never want to try out anything other than this section.

## The riff library



There are over 1000 different 'riffs' which are split into different musical styles and sections. There are two ways of going into the riff library from the standard song track screen - either via the menu (press the **O** button, and then choose '**Riff library**') or using the shortcut, which is the **⏏** button. Within the riff library, the top word is the style of music (Beat, Drum'n'Bass, House

etc) and below that you can see the type of riff (Bass lines, Drum loops, Melody, etc..).

Moving left and right will change the type of riff. If you keep moving in one direction, you will move into a different style of music, and eventually you will get back to where you started. Moving up and down will allow you to see all the different riffs within a section. If you want to hear (audition) a riff, simply press the **START** button, and it will demonstrate the riff for you. If you are happy with a riff, and want to place it into your song, press the **X** button to load it in.

## Placing a riff into your song

Once you have loaded a riff in, you will find yourself back on the song track screen. You can move around the screen, and press the **X** button to place a riff into your song. Note that riffs can be between 1 and 8 bars long, and also some of the more complicated riffs can use several channels. Therefore, if at any point, you can't place your currently chosen riff into the song, it may be that it doesn't fit at the current point. Move to a different place and try again. With a little bit of practice, you will see how this works. You can place any riff in any position. Placing

two identical riffs next to each other horizontally will cause the riff to play twice in succession, and placing two identical riffs underneath each other will play the riff twice as loud.

## Playing the current song

You can press the **START button** to play the song from the current point. The **START button** also stops a song playing. If you want to hear the song right from the start, hold the left **Directional button** down until you reach the start of the song, and then press the **START button** to play it. You can also '*Go to song start*' and '*Go to song end*' via this menu.

## Deleting riffs

If you want to delete a riff, simply move over its icon, and press the **□ button**.

## Copying and pasting riffs



You can copy and move an area of any size - from just one bar, to a large block of bars. Firstly, move to the top left hand corner of the area you want to select.

You can select an area in one of two ways. Either press the **○ button** to bring up a menu, and choose '*Area Selection*', or press the **SELECT button**, which is a shortcut. Now move to the bottom right hand corner of the area you want. Pressing the **○ button** will now bring up the menu. You can choose to copy the area (leave the original selection there, and place a copy somewhere else), cut the area (delete the original selection, and place it somewhere else), or join riffs (which allows you to merge a number of riffs into one big riff).

If you have chosen to Cut or Copy, you can then move the selection box to wherever you want to place your selection, and press the **X button** to place it.

### Changing the volume of riffs

To change the volume of a riff, move over the riff you want to change, and choose **'Change riff volume'** from the menu. To alter the volume throughout the riff, change the start / end section. Otherwise, you can set the start and end volumes in order to make the riff get louder or quieter. The maximum volume of a riff is 100. If the riff still isn't loud enough, either lower the volume of other riffs in your song, or place an identical copy of the riff below it. This will instantly double the volume.

### Riff palette

Once you have used a riff once in your song, it will be placed into your Riff palette. You can bring this up by pressing the **R2 button**, or by choosing **'Riff Palette'** from the menu. This makes it quick and easy to find a riff that you have already used. If you create your own riffs, they are also placed here.

### Introduction

**MTV Music Generator™** gives you the ability to create your own riffs, note by note. There are over 2000 individual instrument samples for you to use (each one of which has been recorded three times, at different levels of quality). You can also record samples from any audio CD, which you can also use instead of a standard sample (see page 25).

### Starting a blank riff

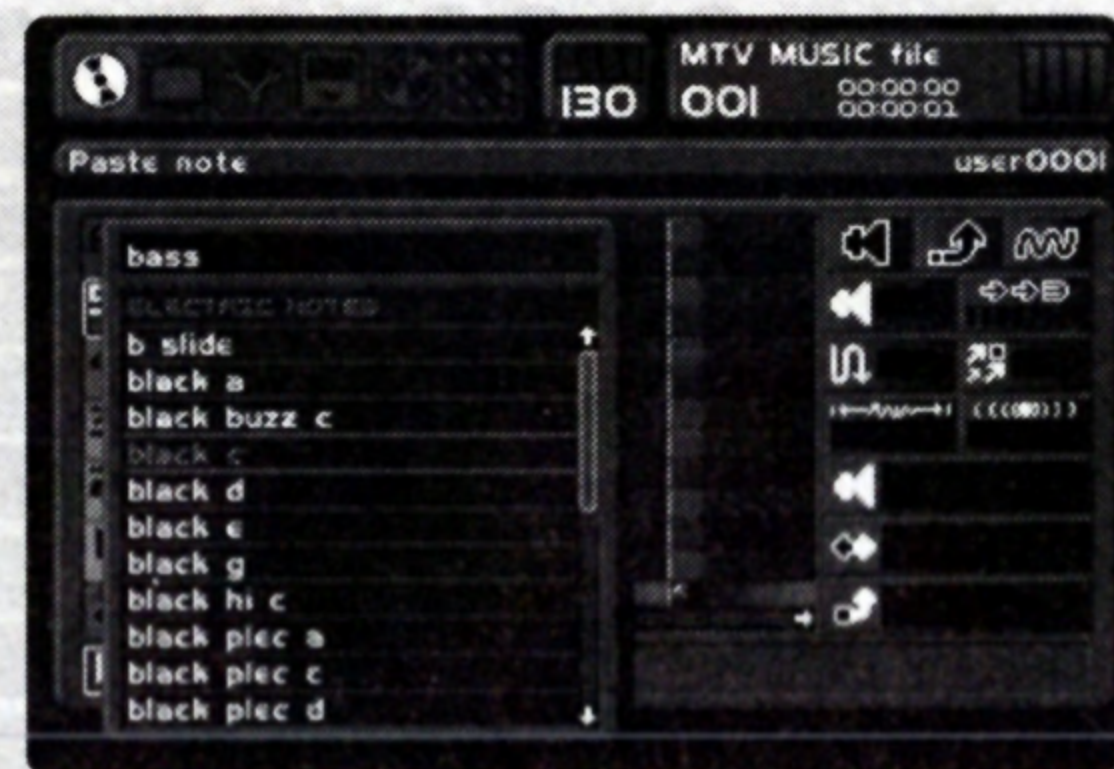
On the Song Track screen, either press the **R1 button**, or go to the menu and choose **'Riff Editor'**. You will then be able to move left and right to decide how long you want your riff to be - as little as 1 bar, or as many as 8 bars. You can also decide how many channels you want your riff to use. For most tunes and bass-lines, you will only need one, but if you want two notes to play at the same time, you will need to use two channels, and so on. The maximum number of channels you can use in one riff is twelve. Once you are happy with the size of your riff, press the **X button** to enter the riff editor.



You will see a screen which isn't as complicated as it may look ! On the left hand side are the numbers 1 to 6, which represent octaves of a keyboard. The current octave is highlighted. Next to these numbers are a representation of the keys of a piano. It is essentially a piano on it's side which is six octaves long. In a similar way to the standard song track screen, time goes from left to right. Don't worry about the icons on the right hand side of the screen for now - they provide lots of advanced effects which you won't need to use at the moment.

At the bottom of the screen are the channel numbers. Most of the time, you will only use one channel, but if you are making more complicated multi-channel riffs, the currently selected channel will be highlighted.

## Choosing an instrument / sample



There are a vast number of different instruments which you can choose from. You can either press the **Q** button to go straight into the sample library, or press the **O** button to enter the menu, and choose '**Sample library**'. This works in a very similar way to the riff library. Move left and right to change the type of sample, and then up and down to see all the samples within a particular section. The **START** button demos a sample, and once you are happy with a sound, you can choose to load a sample at one of three different rates. A sample rate affects the quality of the sample - 11 kHz is the lowest quality, and 44 kHz is the highest quality. However, using a high quality sample takes up more memory, so if you are making a complicated song, you won't want to use 44 kHz samples all the time, as this may result in you hitting the limits of memory, and not being able to add any new samples. You might find it easier to use



22 kHz for everything, which provides a good balance between quality and memory use.

## Putting them into the loaded sample list

Once you have chosen a sample rate to load in, you will be shown a list of all the samples you currently have loaded in. If you have used any standard riffs in your song, the samples used will be in here already. Choose a blank slot for your sample, and press the **X button**. Note that you can replace existing samples with the new sample you have just chosen. For example, if you don't like the current bass sample, find a new bass sample, and replace the current one in the sample list.

## Recording

There are two ways to record a riff; step-time, and real-time. In step time, you place the notes wherever you like, and then press the **START button** to hear the riff.

### Step-time record

Use the **Directional buttons** to move around the riff, and place the instrument with the **X button**. Move up and down to alter the pitch of the sample, and if you move up past the highest note of the keyboard and return to your original position at the bottom you have risen a whole octave. Similarly, moving down when you are at the bottom of the riff will decrease the octave. Moving left and right alters the timing of the note.

The lighter colored squares show each beat of each bar (there are four beats in a bar). The best way to understand step-time recording is to place a few notes in at different places, move to the left hand side, and press the **START button** to play the riff. If you make a mistake, you can press the **□ button** to delete a note, and holding down the **X button** while moving right, makes the note hold for a longer amount of time.

### Real-time record

If you would rather use your own rhythm to tap the notes in, choose *'Realtime recording'* from the menu. Move up and down to alter the pitch of a note, and then press the **X button** at the right time to enter a note there. If you make a

mistake, you can press the **□ button** to delete a note. Pressing the **R2 button** will allow you to practice your timing and pitch without actually entering the note into your riff. You can stop real-time record by pressing the **START button**.

## Note parameters



For each note, you can alter any of the note parameters. A word of caution - these are not for beginners. Don't think about using these until you are confident with the riff editor. There are two ways of entering the note parameters section - either pressing the **R1 button**, or selecting '**Note Parameters**' from the menu while highlighting the note you wish to edit.

## Note muting

You can use this to mute (silence) a note. When the icon is red, the note has been muted.

## Note pitch-bend

This applies pitch-bend to the note. You can use this to bend the pitch between two notes.

## AM Channel (Low Frequency Oscillator)

This is a very advanced effect. When you choose this, a new channel will be created. Anything you place into this new channel will not be played as normal. Instead, the volume of whatever is placed in the new channel will directly alter the pitch of whatever is placed in the current channel. Try it and see!

## Note volume

This allows you to alter the volume of the note.

### Note repeat

This allows you to repeat a note very quickly, allowing you eight subdivisions within one of the blocks. Move left and right to change the subdivision, and move up and down to alter the status. A yellow block means that the note will play with reverb, a red block means the note will play without reverb, and a black block means that the note won't play.

### Note vibrato

There are two settings for the vibrato of a note (the wobbling in pitch of a note). The first is the vibrato depth, and the second is the vibrato speed. These control respectively the amount and the speed of the wobble.

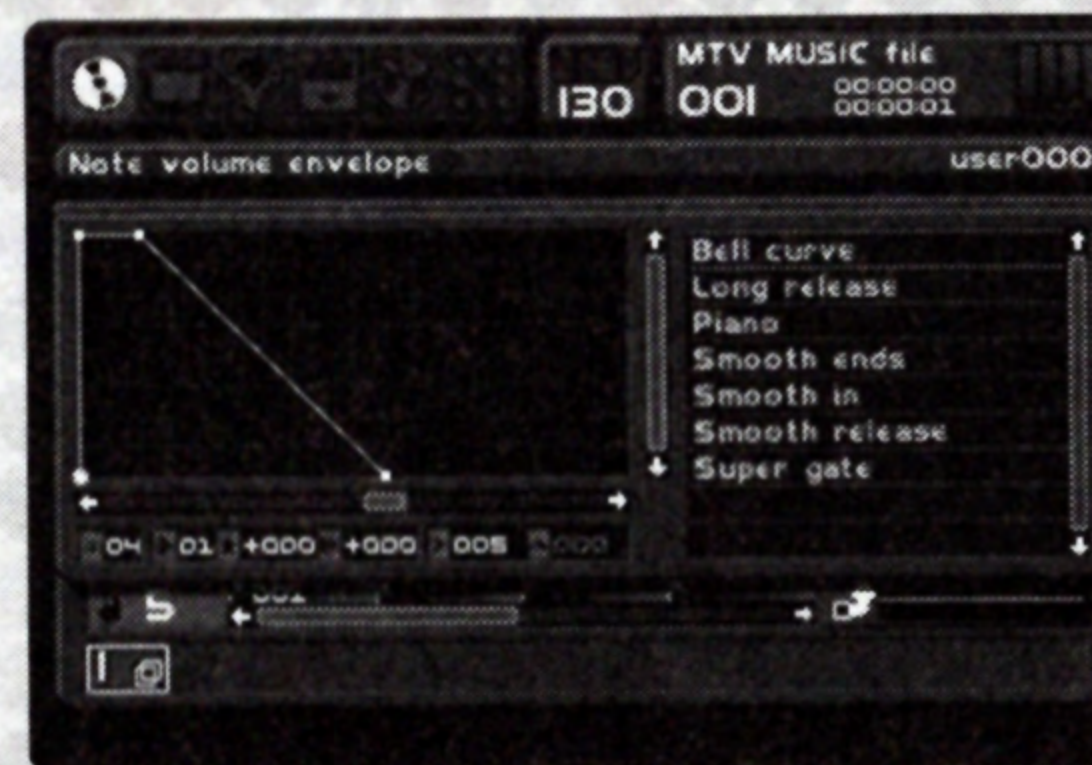
### Note sample start

This controls the start point of where a sample starts playing from. For example, if you have a vocal sample that says 'coming soon', you can alter the start point so that the sample just says 'soon'. Use of this can create some fantastic new effects from existing samples.

### Note effect

There are a large number of different effects that you can use on a note to make it sound a little different. Choose the effect you want from this menu. The best way to understand the difference between the effects is to try them all. If you don't want an effect, choose **'None'**.

### Envelopes



### Note volume envelope

This is a very advanced feature which lets you manually alter the volume envelope of a sample. On the graph, time goes from left to right, and the vertical scale is the volume. Therefore, you could make the sound start really loud and then tail off, or start quietly and then get louder. Use the menu to choose from a number of default envelope shapes, or hold the **X** button down to alter the position of any of the points. You can also add and delete points from the

graph, again using the menu. As will all of the parameters, any changes you make will be saved with your song.

### Note pan envelope

This is another advanced feature that allows you to alter the stereo position of a sample. Time goes from left to right on the graph, and the stereo position runs vertically. Again, you can use the menu to choose from a number of default settings, or else create your own.

### Note pitch envelope

The final parameter allows you to alter the pitch envelope of the sample. Time goes from left to right, and the pitch runs vertically. Again, there are a number of default settings for you to try out.

## Multi-channel riffs



As mentioned earlier, riffs can consist of several channels. Each channel can have one sample playing at a time, so if you want to create a riff with three samples playing simultaneously, you will need to make a three-channel riff. You can use the menu option **'Change active channel'** to toggle through the different channels. The notes in the current channel will be displayed brightly, and other notes from other channels will be dimmed out. This makes it easy to make complicated chords. Note that pressing the **2** button is a quick way to jump through the different channels.

## Customising your riffs

Using the menu within the riff-editor, you can alter the name and icon for your riff. These options are self-explanatory.

## Storing your riffs as palettes

Any riff you create will automatically be stored in the riff palette. This makes it easy for you to quickly find any of the riffs that you have created for the current song.

## Resizing / cloning riffs

Using the song track menu, you can choose to resize the riff. This will allow you to shrink or grow the riff. Move using the **Directional buttons** until you are happy with the new size, and press the **X button**. Note that if you shrink a riff, you will lose any notes that are removed during this process.

You can also 'clone' a riff. This allows you to alter one riff without changing all the other identical riffs in your song. Move over the riff you want to clone, go into the menu (using the **O button**) and select **'Clone riff'**. You can now alter this riff without changing any other identical riffs.

## Muting riffs

Within the Song Track menu, there is an option to change the 'mute status' of a channel. This lets you mute (silence) the whole channel. This can be useful when you just want to hear what the song sounds like without it playing. Changing the mute status again will turn the channel back on.

## Splitting riffs

You can split a riff into separate riffs. Move over the riff you want to split up, and select **'Split riff'** from the menu. Once you have split a riff up, you can recombine any parts you want to by selecting them and using the **'join riffs'** command (see page 17).

### Introduction / legalities

**MTV Music Generator™** allows you to edit any of the samples that are provided with the product, and also allows you to record samples from any audio CD. Please note that this feature is designed for your own personal use - distributing or publishing songs using samples taken from commercial CD's is illegal without permission from the copyright owner. Therefore, if you plan on trying to publish or copy your creations, we strongly advise that you only use the CD sampling feature to record copyright-free samples, such as those found on specially recorded sample CD's.

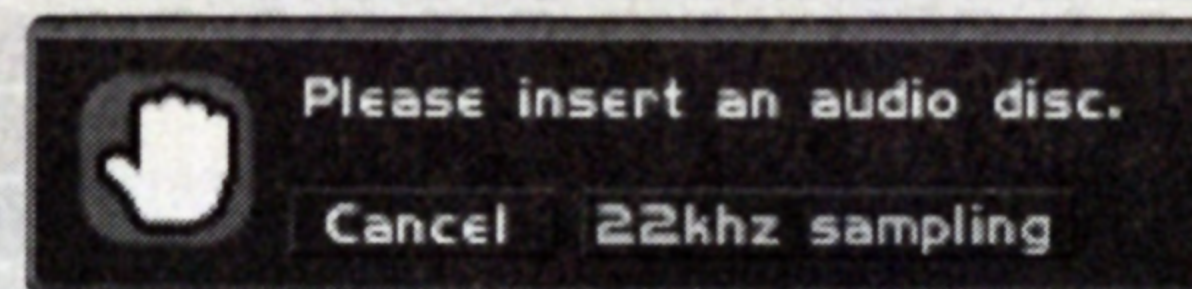
### Recording a sample from an audio CD

Samples are recorded from the CD player option at the top of the main screen. When you enter the CD player option, you will be asked whether you want it to generate a video for you, or whether you don't want to have a video. The automatic video generation is designed for parties where you play your favorite audio CD's, and **MTV Music**

**Generator™** generates videos to accompany your music. As we're going to record a sample from an audio CD, please select '**No video**'.

### Selecting the sample quality

You will then be prompted to enter an audio CD. Before you do this, confirm the sample rate at which you want to record a sample - 44kHz, 22kHz or 11kHz. The higher the rate, the higher the quality, but the more memory (and space on your MEMORY CARD) which will be used. We suggest you use 22kHz most of the time. Remove the **MTV Music Generator™** disc from the PlayStation® game console, and put in your audio CD.



## Recording the sample

You will see a standard CD player interface. The icons allow you to change the current track number, forward and rewind through the current song, play, pause and stop the current track, and there is also a record button (the large red circle).

Firstly, find the track you want to record, and set it playing. As soon as you reach the point that you want to start sampling, click on the **'record'** icon.

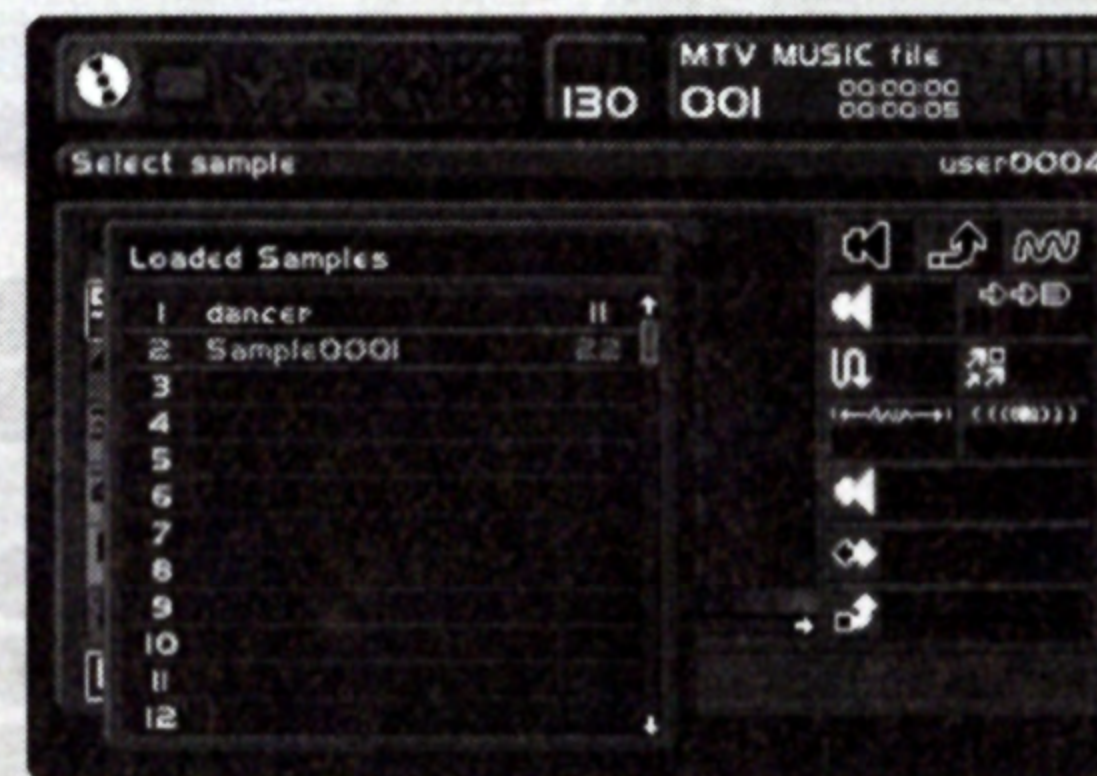
You will see the bottom counter start to increase, which shows you how much you have recorded. When you want to finish sampling, click on the **'stop'** icon, or press the **△ button**. It is best to try and keep the samples as small as possible, as they will use up memory quickly, and also take a large amount of space on a MEMORY CARD when you want to save your song.

Once you have finished recording, press the **△ button** to exit. You will be asked to take out the audio CD, and put your **MTV Music Generator™** disc back in.

## Placing a sample into a riff

Go back into the song track screen, and create a new blank riff. Instead of going into the sample library, go into the sample palette (either by pressing the **R2 button**, or via the menu). You will see at the bottom of the sample list, a new sample called **'Sample 0001'**, which will contain the sound you just recorded.

You can use this just like a normal instrument sample, and place it into your riff. Everything that you can do with a normal sample, you can do with one you have created yourself. See page 27 for more information.



## Using the sample editor

The sample editor allows you to edit any sample, whether it is a standard sample that came with **MTV Music Generator™**, or whether it is a new sample you have recorded from an audio CD. To enter the sample editor, you need to be in the sample palette screen. Highlight the sample that you wish to edit and press the menu button, and you can choose the **'Edit sample'** option.

You will see a graphical representation of your sample.



Here you can edit your sample in a number of ways.

## The three markers

There are three pairs of markers. The top pair represents where your current position in the sample is, and when you are moving this marker around, the hourglass icon on the top right will be highlighted.

The second pair of markers shows the start of the sample edit area, and is represented by the left arrow icon. As you move this around, you will see parts of the sample turning into a black background. Finally, the third pair of markers represents the end of the sample edit area. This is represented by the right arrow icon, and again, parts of the sample will have a black background as you move this around.

## Sample editor icons

The first three icons are mentioned above. The fourth icon represents the loop point. The 'K'-shaped icon shows the size of your sample in bytes (i.e. how much memory it takes up). The next icon tells you whereabouts in the sample the left of the screen is. This is useful to know if you're zooming in to a section within your sample. The next icon tells you whereabouts in the sample the right of the screen is. Again, this is useful to know if you're zooming in to a section within your sample. The final icon shows the size of the current editing zone (the area highlighted in blue).



## Cutting, copying, trimming and pasting

In order to select an area within your sample, you need to move the start markers to the start of that area, and the end markers to the end of the area. The area will then have a blue background, and the rest of the sample will have a black background. You can copy the highlighted area by choosing the **'Copy'** option from the menu. You can then paste the area you have just copied using the **'Paste copied area'** option. The **'Cut'** option works in a similar way except that it deletes the area you copy. Trimming is a very useful option - this will delete any area in the sample with a black background, so you can use this to remove any areas of silence or areas that you didn't want to record.

## Zooming in / out

You can use the **'Zoom into area'** and **'Zoom out'** options to alter the magnification of the sample in order to concentrate on more detailed areas.

**Note:** There are some complicated parameters which we don't have room to fully explain in this manual. More details on these can be found in sampling journals, or by searching the internet.

## Effects

There are a number of advanced effects that you can apply to a selected area.

**Loop on:** This lets you toggle whether or not the sample will continue to loop once it has finished playing

**Alter sample ADSR values:** Changes the note volume envelope for the sample

**Comb filter:** Cuts out any unwanted frequencies

**All-pass filter:** Adds delay and feed back to the sample

**Reverb filter:** Adds reverb to the selected area

**High / low pass filter:** Allows just the high or low frequencies to be heard

**Flange filter:** Adds a flange effect to the selected area

**Phase filter:** Adds a phase effect to the selected area

**Chorus filter:** Adds a chorus effect to the selected area

**Bandpass filter:** Isolates a band of frequencies from your sample

## **Reverse**

This literally reverses the selected area, so it plays backwards. This can create some very unique sounds!

## **Normalize**

This is a very useful function which alters the volume of the sample so that it will match well with the other standard samples in **MTV Music Generator™**. If your audio CD is quiet, or if you record a quiet section of music, this is very useful for bringing the volume up to a normal level.

## **Mixing samples**

This is a feature which you can use to add two samples together. First of all, select the first area that you want, and choose the **'Copy'** option. Then go to the second sample, select the required area, and choose **'Mix samples'**. The two samples will be mixed together, and you will end up with one sample that contains both sounds. This is great for saving memory. You can obviously keep repeating this process to add more and more sounds into one sample.

## **The sample palette**

As we mentioned before, the sample palette contains a list of all the samples that are used in the current song. In this section, we'll

find out what we can do with this list.

## **Optimizing the loaded sample list**

This is a very useful option which will remove any sample from the list that is not being used in the song. This may happen if you use a riff, and then delete it. The samples it used will still be loaded in and stored in the list until you choose **'Optimize sample list'**. This is great for saving memory, as it frees up any space used by samples which aren't being used.

## **Selecting and deleting samples**

Selecting a sample is done by pressing the **X button** or choosing **'Select sample'** from the menu. You can delete samples using the **'delete sample'** option, but bear in mind that any riffs using that sample will not be audible until you replace it.

## **Downgrading and upgrading samples**

If your sample has been recorded at 44kHz, and you want to save memory, you can choose to downgrade the sample. The first time you downgrade, it will change to 22kHz, and the second time to 11kHz. Similarly, you can downgrade a 22kHz sample to 11kHz. Remember that there will be a drop in the quality of the sample. You can also upgrade

samples, but this doesn't work as well as re-recording the sample at a higher level.

### Saving your edited samples

Your edited samples are automatically saved with the song. Note that if you edit any default samples that come with **MTV Music Generator™**, it won't save the new sample, just the changes you have made. This means it doesn't take up as much room on the MEMORY CARD, but you still get to store all the alterations.

### MEMORY CARD space

If you record several samples, or if you record any long samples (more than four seconds), you will find that the song starts to take up a large amount of space on your MEMORY CARD. Bear this in mind, and try and limit the number of new samples that you use in your songs.



### Introduction

Making a video using Chases is a very similar process to making songs using the riffs. There is a large library of video chases, consisting of many different types, from background images, to 3D shapes, to cameras and feedback effects.

It's simply a matter of putting different chases together and seeing what happens. The best way to understand the video side of **MTV Music Generator™** is to get stuck in, and to experiment, trying all the different chase types.

### Videos explained

You can access the video track from the main menu on the top of the screen. You will see that there are four main channels, as well as a channel for a camera, a kaleidoscope effect, a DVE (digital video effect) channel and a video clip. You can put a shape or a background into each of the main four channels. Time goes from left to right in exactly the same way as with the music.

## The chase library

The chase library contains a large number of different chases. You can place any of the shape and background chases into the main four channels, and any of the cameras, effect channel and video chases into their respective channels. Press the **Ⓛ** button or select '*video library*' from the menu. You can move around the library, demonstrating the chases by pressing the **START** button and loading in a chase using the **×** button. Place the chases into your video using the **×** button, and use the **□** button to delete any mistakes.

You can use the **START** button to play the song and video together, which you will see in the small TV box in the bottom right corner. You can toggle full-screen display by pressing the **Ⓜ** button.

## Moving and deleting chases

You can select an area, cut, copy and paste in exactly the same way as with the music section (Copying and pasting riffs, page 17).

## Introduction

**MTV Music Generator™** contains a very advanced video editor to allow you to create your own unique visuals to accompany your songs.

## Selecting a blank chase

You can choose a blank chase by either pressing the **Ⓡ** button, or by choosing '*Edit video clip*' on the menu. You will then need to decide how long the chase will be by moving left and right. When you are happy, press the **×** button to continue.

You must then choose the type of chase - a shape, a background, a particle, some text, or a tunnel effect.



## The chase editing screen

As you have seen, the chase types you can choose from include shapes, backgrounds, particles, text and tunnels. You can now apply numerous effects and movement to your initial clip type - including color changes, spines, rotations and scaling. To do this either press the **L2** button or choose 'Add chase' from the current menu. So you now have two chase elements displayed on screen. Highlight the chase element to be edited and then press the **X** button. You can edit thousands of different parameters including - the number of shapes in your scene, the layout of objects, the direction of rotations, the size of the main chase element - in fact you can take complete control of the visuals displayed on the screen. The left and right **Directional buttons** alter the value of the highlighted chase value.

## Timeline

This feature allows you to add additional steps to your current video chase. Action in a video-clip is made possible by transitions from one step (or a moment in time) to another -you can include many of these steps to each individual chase element.

Press the **R1** button or select 'Edit Timeline' from the menu. You can now add steps to the current chase type. To do this - hold down the **X** button and move the flashing green cursor (with the **Directional buttons**) to the position of your choice on the Timeline. If you press the **Δ** button after doing this, you will be able to select the current chase element (with the **X** button) and change its parameters. These changes will be stored on the Timeline. The Timeline is in essence a series of instructions that will bring life to your video-clip - but only when used in conjunction with the Global Settings.



The timeline edit function is accessed from the chase edit mode and is used in conjunction with the global settings to create videos which react to markers placed along the timeline. The markers trigger chosen changes in the clip parameter values. To use this function, access the timeline (R1), add a

trigger, alter a clip parameter value and define the global settings. The video will now display your changed settings at the point the marker is reached along the timeline.



### Global settings

If you have left information on the Timeline you can make your video trigger off the notes on a music channel or a button on your Controller (amongst other things). So, for example, you can make the background change every time a cymbal is struck. Or you can make an object change size with every beat of the song. The possibilities are endless.

You enter the Global Settings section by pressing the **⌘** button or by selecting 'Edit global settings' from the menu. There are three parameter boxes with arrows on either side in the Global Settings panel. If you toggle through the parameters in the top box

you will see that you can set the visual effects to trigger off a specified audio channel (1-24).

If you edit the parameters in the middle box you can make your visuals trigger off -

1. Buttons on your Controller
2. Sixteenths of the bar
3. Each beat of the song
4. The first beat of each bar
5. Random parameters.

The box at the bottom defines how the information on the Timeline is played.

1. The cursor can scroll from left to right and back again through each edited stage of the Timeline.
2. The cursor will 'step' through each edited position on the Timeline.
3. The cursor can swiftly ramp up through all the parameter changes and then drop back to the start of the Timeline.
4. The cursor will play the Timeline from one end to the other over the length of the video clip (as represented on the track screen).

The box to the right in the Global section has a slider that can be moved up and down to define the sensitivity of the trigger. Set it to the top for the most sensitive response to the trigger you have added.

The numbers 1, 2, 3 and 4 at the right of the Global section refer to the four video channels. This feature is only accessible from the DVE channel (DVE stands for digital video effect) which is the channel at the bottom of the video screen.

If you select one of the four numbers the corresponding channel will be deactivated and will not be included in the current DVE effect.

### Clone Video Clip

Changing or editing an existing video clip will change all instances of the video clip throughout the whole arrangement. There is a way to avoid this. If you select the Clone Video Clip option (while highlighting a video clip on the video track screen) it will create a new video clip modelled on the existing one. The background color of the icon will now have changed. Any changes you carry out will not be applied to other versions of the original video clip.

### Auto-Generating a video

This function will automatically create a video for you. Perfect if you have just written a piece of music and you want to see visual accompaniment. This feature is capable of creating some very impressive results.

Select 'Auto-generate video' from the Video Track menu. After selecting this option you will see that there are two auto-generate parameter values that you can adjust before the calculations begin. Select 'Generate video' and **MTV Music Generator™** will cook you up a video.



## Introduction

Music Jam is a mode designed for 1-4 players, which allows you to make music by jamming in a very simple and fun way. In order to play with more than two players, you will need to have a Multi Tap and one Controller for each person.

**Note:** When using a Multi Tap, please make sure a Controller is always inserted in Multi Tap Controller port 1-A. It is recommended that additional Controllers are inserted sequentially (1-A, 1-B, 1-C etc).

The screen is split into four sections, one in each corner. Each section represents one of the Controllers, and the various buttons found on a Controller.



## Playing the samples

When you enter the music jam mode, each player should press a button on his Controller. His/her corner of the screen will light up, and each player will be prompted for a template to load. A template is a set of riffs, one for each button on the Controller. There are a large number of templates which are supplied with **MTV Music Generator™**, which are specially designed for 1, 2, 3 or 4 player jamming. However, each player can load any template. As a template loads in, you will see the different buttons lighting up in your corner of the screen. Once all the riffs have loaded in, you are ready to jam.

Pressing a button will play the sound on that button. The **X**, **O**, **□** and **△** buttons all have the main loops. The **L1**, **L2**, **R1** and **R2** buttons have samples which don't loop, and the four **Directional buttons** have special uses.

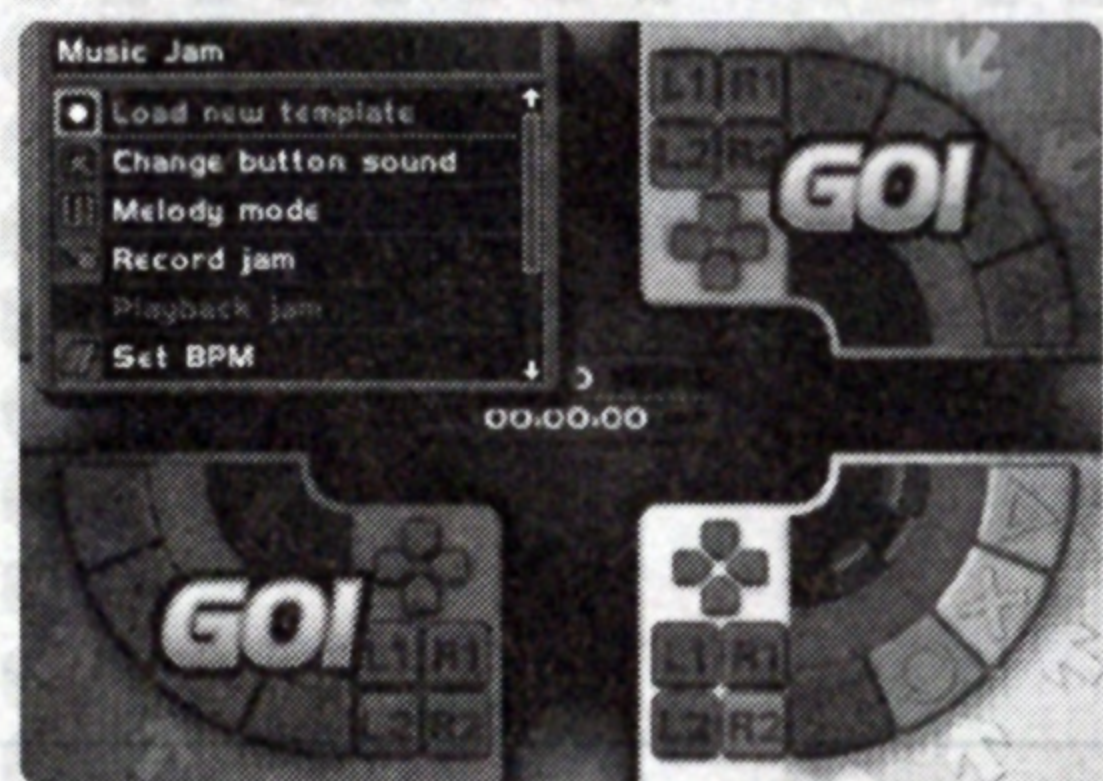
In order to loop a riff, press the **START button** at the same time as you press that button. Then let go of both buttons. The sound will continue looping until you press the button again. For example, if I press the **O button** and **START** together, and then let go, the **O riff** will keep repeating, and the **O icon** on the screen will keep flashing. If I want to stop the **O button** playing, I can press it again once.



In this way, each player can get several samples looping at once, whilst playing the samples on the **L1**, **L2**, **R1** or **R2** buttons by tapping/holding down the buttons.

### The different buttons

The four main buttons (X, O, □ and △ buttons) have looping riffs. These are designed for looping. The **L1**, **L2**, **R1** and **R2** buttons have riffs that are designed to be triggered manually by the player. The left/right buttons have instrumental breaks, which temporarily mute riffs and loops, and play a break instead. When you let go of the left/right **Directional buttons**, the loops will start playing again. The up/down **Directional buttons** alter the volume of the current playing riffs, and if you press one of the **L1**, **L2**, **R1** and **R2** buttons and then the left/right **Directional buttons**, you can raise or lower the octave of the sample. If you tap the **Directional buttons** quickly it will alter the pitch by half an octave. As mentioned before, the **START** button is used to loop riffs, and the **SELECT** button brings up a menu for each player.



### Changing sounds / templates

If any player pressed the **SELECT** button, they will bring up their jam menu.

Here they can choose '**Load new template**'. This allows them to pick a new set of sounds. These sounds will take a few seconds to load in, but the other players will be able to continue playing while this happens. The player can also select '**Change button sound**'. This prompts the player to press a button. It will then go to the riff or sample library, and allow the player to choose a riff or sound to assign to that button. In this way you can create your own custom templates, which you can save (see Loading and Saving page 38).

To load a user-defined riff, press the **SELECT** button to go into the menu, select '**Change button sound**', select the button to change, and then when the styles menu appears, press the right **Directional button** once to access the song block palette, where any user riffs can be found.

### Changing the tempo

Any player can choose '**Set BPM**' from their menu, which will alter the tempo for all the players.

### Let's rotate !

If any player chooses '**cycle button sounds**', it will rotate each player clockwise, so that player 1 gets player 2's riffs, and so on. This means that everyone

suddenly has a different set of riffs to get used to.

### Melody mode

If you are particularly musical, you can select **'Melody Mode'**. This will prompt you to select one of your riffs. This will then become an instrument which can be played at the following pitches :

PITCH	BUTTON
C (low)	L2
D	R2
E	L1
F	R1
G	△
A	○
B	×
C (high)	□

You can use this to create your own tunes. It's best to pick a good sample such as a bass or a melody sound.

### Recording and playing back jams

You can record your jam sessions, and play them back at a later date. One player should select **'record jam'** from the jam menu, and everything that anyone plays will be recorded. Once you have finished, press the **SELECT button** to stop recording. You can then replay the

jam by selecting **'Playback jam'**. If you want to save your recorded jam, go to the Load/Save screen and follow the instructions on page 38.

### Saving jam set-ups

You can also save the set-up of the buttons within music jam. Again, follow the instructions on page 38.

### Hints

With practice, you can get quick impressive results with music jam. One example is if you have all the main loops on (×, ○, □ and △), and then a couple of beats before the start of a bar, press all four buttons simultaneously to turn them off, tap a **L1, L2, R1 or R2 button** a couple of times, and then restart all the main loops on the first beat of the new bar. It's tricky, but sounds great.

Certain templates will fill up the PlayStation® game console memory quicker than others. As a general rule stick to 4 player templates when four pads are in use. Each template is optimised memory-wise for the number of players that it is supposed to be used for. Using a different template could result in the memory filling up and leaving one player with only one sample. The blue bar in the centre of the screen represents the amount of memory available.

## LOADING AND SAVING

### Introduction

The **'Load and Save'** screen allows you to load from the **MTV Music Generator™** disc, or from either MEMORY CARD slot 1 or MEMORY CARD slot 2. It also lets you save your songs and settings onto a MEMORY CARD. It's a great way to store your songs, so that you can turn your Console off without losing your work.



### Types of save file

There are a number of different kinds of file that you can load and save. These are :

**Video clip:** Also known as a Chase - a small component part of a video

**Video show:** An entire video

**Song:** An entire song

**Jam template:** A set of samples which are set up to use in Music Jam mode

**Jam song:** A complete Music Jam recording

### Selecting MEMORY CARDS or CD

In the center of the load/save screen are three icons, a number 1, a number 2 and a CD icon. It's easy to change between them, by simply clicking on the relevant icon. Clicking on the number 1 icon will display all the files saved onto the MEMORY CARD in MEMORY CARD slot 1. Similarly, clicking on the number 2 icon will display all the files saved onto the MEMORY CARD in MEMORY CARD slot 2. Clicking on the CD icon will display all the files that come with the **MTV Music Generator™** disc.



## Icons



The left hand side of the screen shows all the files on the currently selected MEMORY CARD or CD. The center of the screen allows you to choose between the two MEMORY CARD slots and the **MTV Music Generator™** disc. The icons on the bottom of the screen let you choose between loading, saving, deleting, inserting and Jukebox mode. As you move over different save files, the icons on the right hand side of the screen light up to show what kind of properties it has.

**Song Icon:** This lights up if there is a full song stored in the save file

**Video Icon:** This lights up if there is a full video stored in the save file

**Jam Icon:** This lights up if there is a jam song stored in the save file

**Song Block / Riff Icon:** This lights up if

the save file contains some individual riffs  
**Video Clip Icon:** This lights up if the save file contains some individual chases

**Unused Icon:** Included for possible future expansion - don't worry about it for now

**Jam template Icon:** This lights up if the save file contains one or more jam templates

## Loading / Saving

In order to load, first click on the 1, 2 or CD icons in order to select whether you want to load from MEMORY CARD slot 1, MEMORY CARD slot 2, or the **MTV Music Generator™** disc. You will then see all the available files. Move over the file you want to load, and press the **X button**. You will then be shown all the different data stored in the file, and you will be given the option of which data to load in. All the data available will be highlighted, and you should move over the data, and press the **□ button** to toggle the loading of each element.

**IMPORTANT:** The **□ button** can be used to toggle on/off the various components that are present in a save slot. Any component highlighted when you press the **X button** will be loaded in.

Saving works in the same way. First click on the 1 or 2 icons in order to choose whether you want to save to MEMORY CARD slot 1 or MEMORY CARD slot 2. Then click on the save icon, and select which kind of data you want to save.

### Inserting files

You can choose to insert a file rather than load it. Doing this will not clear the current song in memory, but will insert the new files in front of the current song. This can be useful for taking riffs and ideas from one song, and using them in another.

### Jukebox

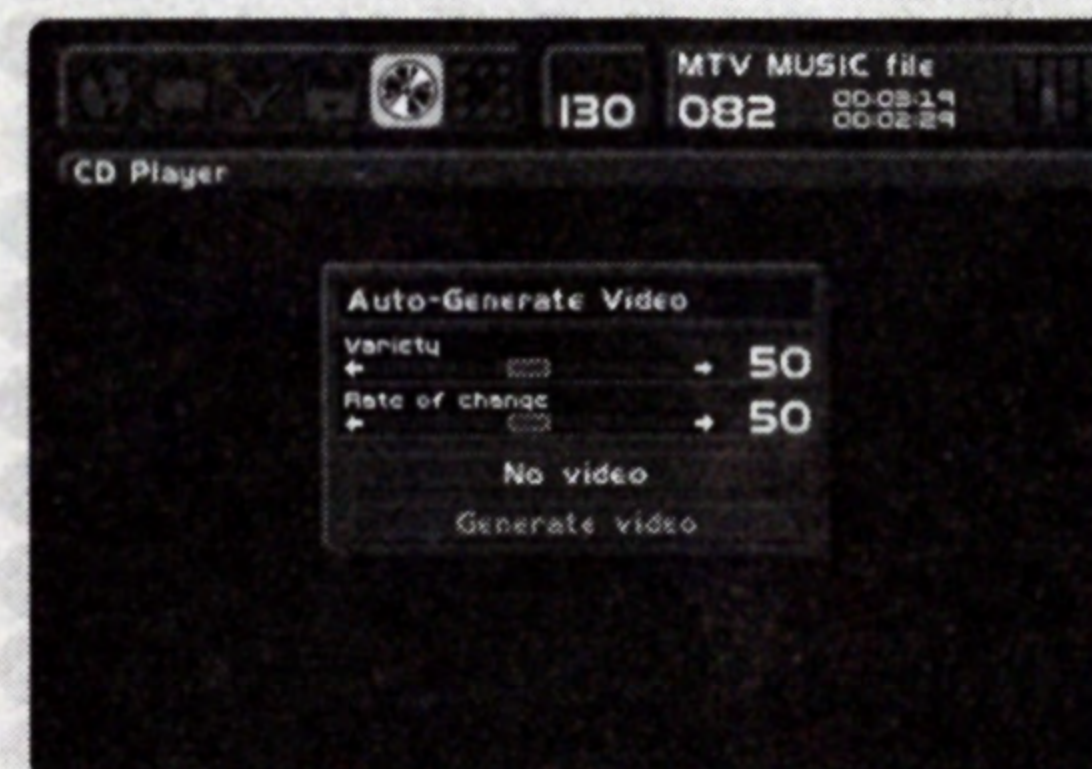
You can use the Jukebox mode to set a list of songs / videos to play. **MTV Music Generator™** will then load and play each song in turn. This could be useful for demonstrations and parties. First, click on the **'Jukebox'** option. An empty list of files will then appear. Click on each song you want to add to the jukebox, and they will be added to the list. You can add songs from the CD, and both MEMORY CARD slots in any order. Once you have finished selecting your songs, click on the **'Play'** icon, and the songs will load and play in order.

### Introduction

**MTV Music Generator™** allows you to play your own audio CD's, while automatically generating a video to fit the songs. The video generation system is quite impressive, and tries to match the style, pace and content of the videos to the music.

### Automatic video generation

Select **'CD Player'** from the main menu. You will be initially prompted to decide whether you would like it to generate a video or not. You can also alter two settings on this screen which will affect the style of video generated.

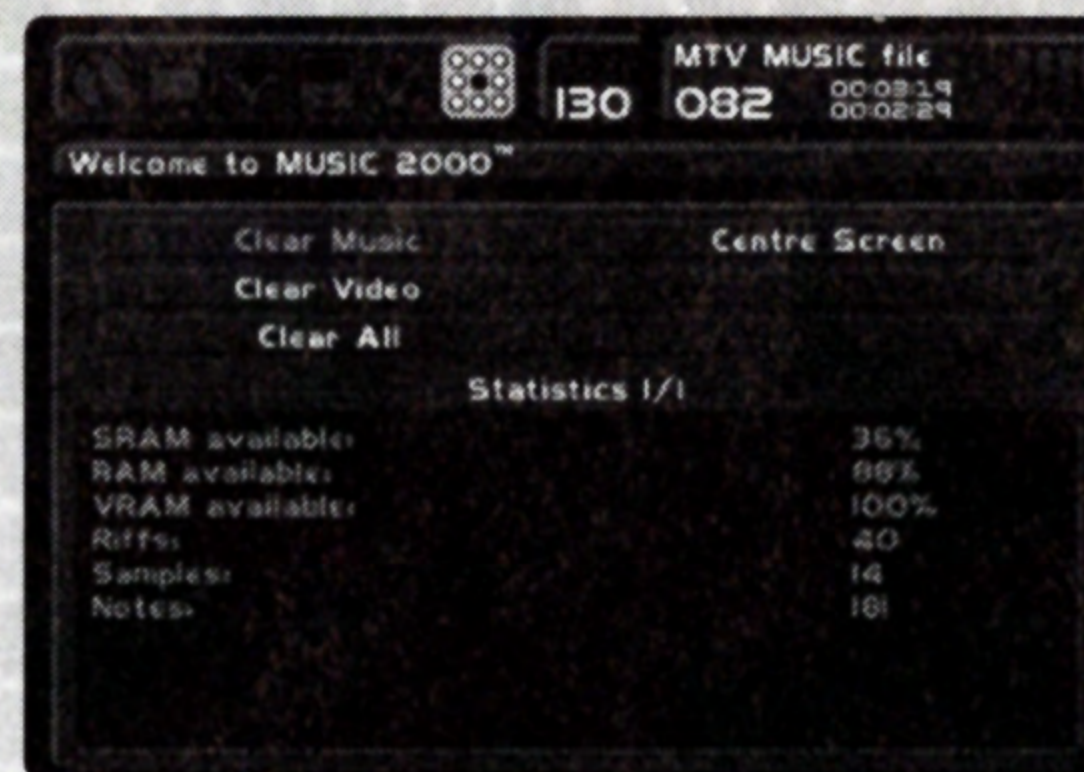


Choose **'Generate video'**, and **MTV Music Generator™** will load in a selection of video data which it will use with the audio CD. Note that this data it loads in is random every time, so you will get unique results every time you play an audio CD. **Note:** If you choose to generate a video, you will not be able to record samples from an audio CD.

You will then arrive at the CD player screen. In the bottom right corner of the screen are some standard CD player controls which allow you to change the track, skip forwards and backwards within the current track, as well as playing and stopping the music. Click the play icon, and you can sit back and watch the video get automatically generated.



## OPTIONS MENU



### Clearing music / video / all

Clicking on **'Clear music'** will clear all the current music from the song track screen. Make sure you are happy to lose all your current work before pressing this. Similarly, clicking on **'Clear video'** will clear all the current video from the video track screen. **'Clear all'** clears both music and video.

### Centering your screen

Once you have clicked on this option, you will be able to use the **Directional buttons** to move the screen vertically and horizontally. You can use this to make sure you can see all corners of the screen properly on your television. Once you are happy with the position of the screen, press the **X button**, or press the **Δ button** to cancel any changes you have made.

## **Statistics**

A number of useful statistics are given here, which you can use to see how much memory you are currently using.

### **SRAM available**

This shows you how much sound memory (for storing samples) is currently free. When this reaches zero, you won't be able to add any more samples to your song.

### **RAM available**

This shows you how much main memory (for your song/video) is currently free. Once this reaches zero, you won't be able to add any new sections to your song/video.

### **VRAM available**

This shows you how much video memory (for storing textures/shapes) is currently free. Once this reaches zero, you won't be able to add any more video objects to your video.

## **Riffs**

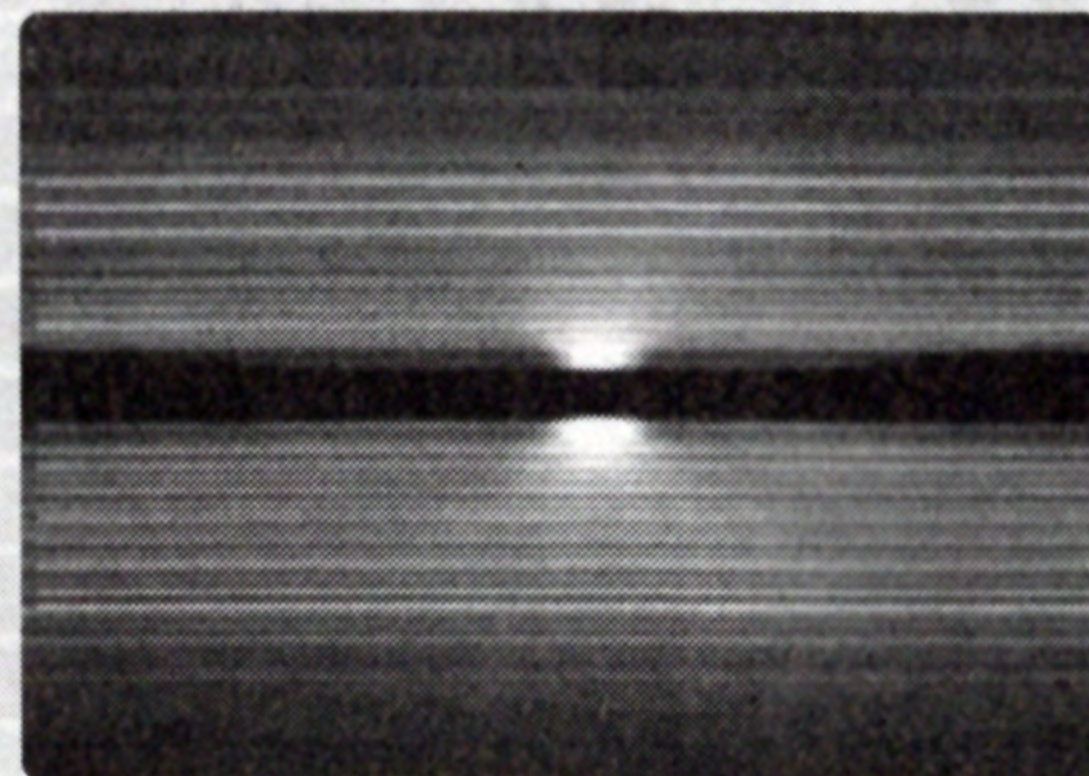
This shows you how many riffs you have used in your current song.

## **Samples**

This shows you how many different samples you have used in your current song.

## **Notes**

This shows you how many notes you have placed in your current song.



## F.A.Q.

**Q The screen has gone black and there is no music.**

**A** It could be that **MTV MUSIC Generator™** is in fullscreen video mode and the current song has come to an end, pressing the **R2 button** will switch between fullscreen video and video track edit mode. If the screen is still blank, check that the PlayStation® game console and television power and aerial connections are secure.

**Q I have just deleted a Riff by mistake, help!**

**A** Don't worry, **MTV Music Generator™** has an undo feature in the Song track menu. Choosing this will undo the last action taken by the user. However, this is only a single level undo so you won't be able to rectify any previous mistakes. So be careful when deleting.

**Q It takes time to navigate through the Riff and Sample library, as there are so many to choose from.**

**A** If you press **SELECT button** and the **Directional buttons** this will take you through to the next music style and save you having to go through all the instruments within each style.

**Q I can never remember the shortcuts.**

**A** If you bring up the menu (press the **O button**) then the functions with a shortcut will have the relevant shortcut on the right hand side of the menu.

**Q How do I make a copy of a Riff and edit it without affecting the original.**

**A** Paste the Riff you want to copy then choose Clone Riff from the Song track menu (Press the **O button**). This will make a copy of your Riff but will also enable you to edit it without changing the original. The clone Riff option is handy for making subtle changes to a Riff without having to start from scratch.



**Q** I have deleted my song from the song track editor using the Clear Music option, but my song had not been saved to my MEMORY CARD.

**A** Sorry! but your song is irretrievable. Remember to always save your songs and videos to your MEMORY CARD!

**Q** In Music Jam mode there seems to be more buttons to press than I have fingers to press them with.

**A** If you press the start button then press a button with a Sample\Riff assigned to it, **MTV Music Generator™** will hold that button down for you, leaving your fingers free to Jam. To stop **MTV Music Generator™** from playing the Riff, simply press the button again.

**Q** I've recorded a Drumloop from CD but can't seem to get it to loop correctly.

**A** Try adjusting the BPM. When you have recorded your sample you may have parts that you don't need, so use

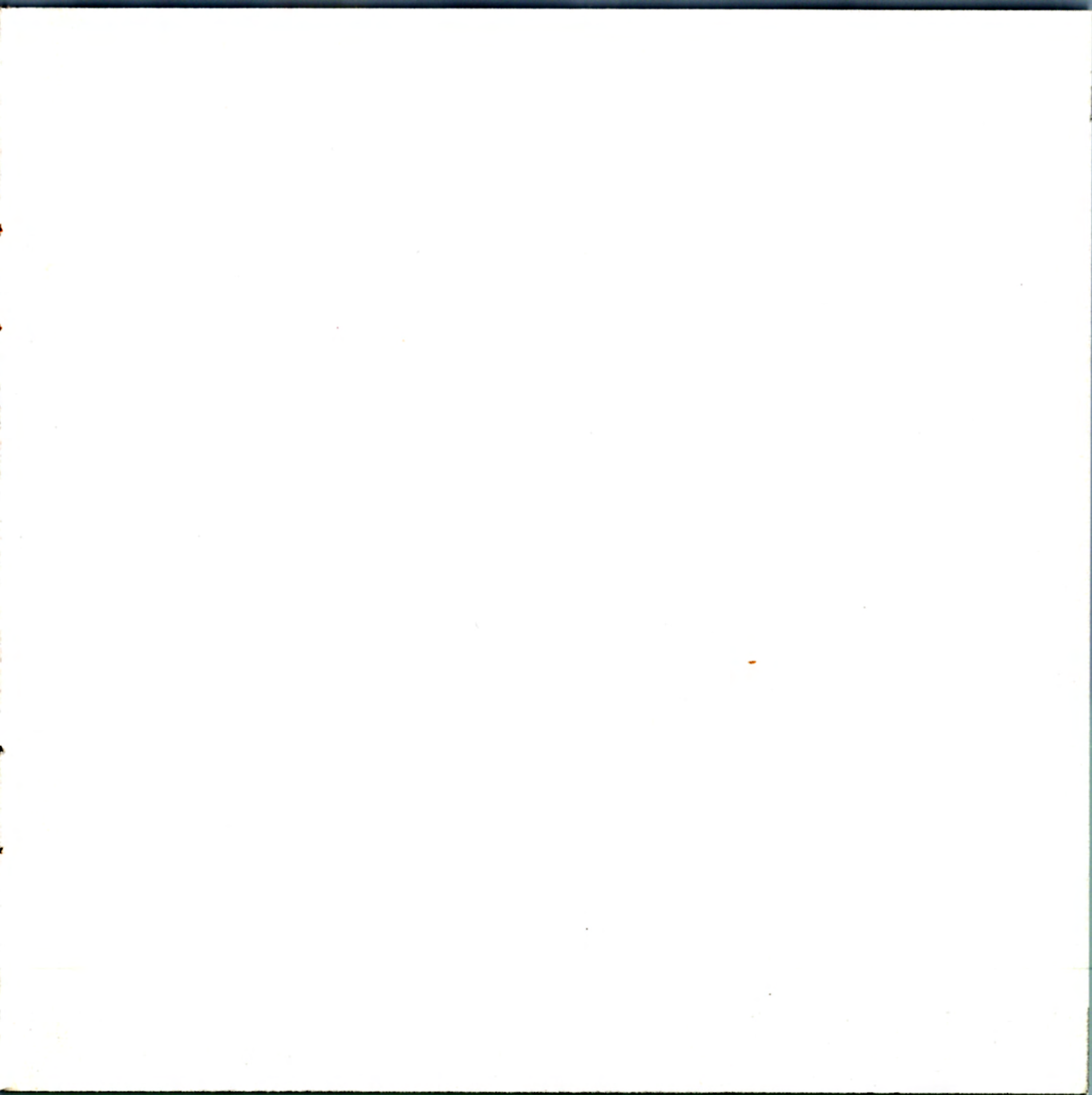
the Edit sample option (from the Riff editor\Sample palette menu) then trim off the sound you don't need. Then paste the sample in the Riff editor. In order for the sample to Loop properly, you may need to adjust the BPM (At the bottom of the song track editor) to match the bpm the original was recorded at.

**Q** In the Riff editor, **MTV Music Generator™** tells me that the sound memory is full and I will have to delete some samples.

**A** The PlayStation® game console's memory can fill up quickly when large quantities of high quality samples are loaded into the sample palette. You have two options. Firstly you can bring up the sample palette in the Riff editor and select '**Optimize sample list**'. This will delete any unused sample in your song. Or you could select '**Downgrade sample quality**' from the same menu. This will lower the quality of the sample selected in the palette and free up some of the PlayStation® game console's memory.

# notes





# BREAK YOUR FEAR



Race and perform radical stunts.

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# NO FEAR

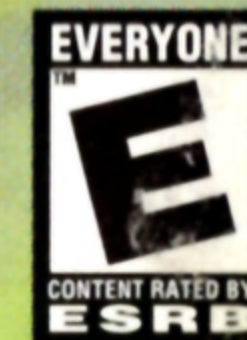
## DOWNHILL

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