



Rayzoon Technologies LLC



LINEARFUNK
MINIPAK

USER MANUAL

1 What is LinearFunk?

Linear drumming is simply a technique where the drummer hits only one kit piece at any point in time. It can be applied to any style or genre but is most popular with funk grooves.

In the past, you had to painstakingly hand-edit such patterns or purchase dedicated MIDI grooves, which you locked you into static performances.

'LinearFunk' brings the power of the rule-based Jamstix A.I. to bear on this genre. The heart of the MiniPak is the new drummer model 'Gari', who can 'linearize' ANY GROOVE, whether it be a Jamstix style or a 3rd party MIDI clip or even a hand-edited pattern!

In addition to 'Gari', we also included 13 linear style models that can be used with other drummers by having their linear nature already baked in.

Please read the details below, especially for 'Gari', the 'HiSnaK' styles and the 'Westside' style to get the most out of this powerful expansion.

2 Contents

- 13 new style models with 21 presets
- 1 new drummer models with 5 presets

3 Installation

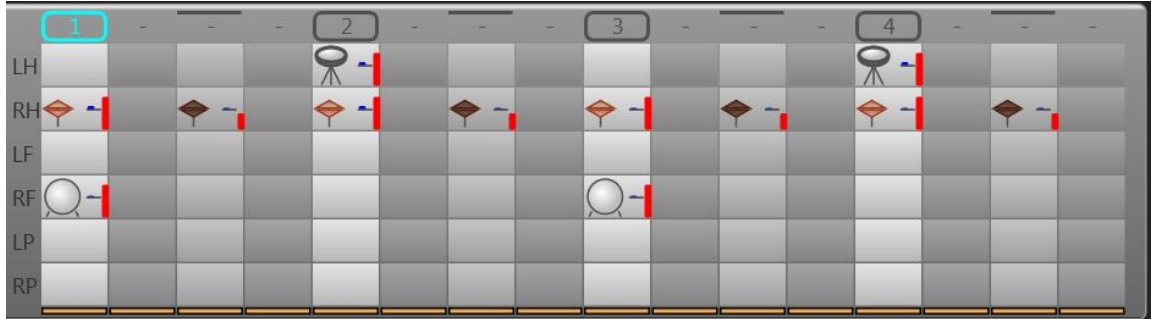
- open the Jamstix Manager tool
- click 'Connect'
- click 'Start Install'

4 Questions & Issues

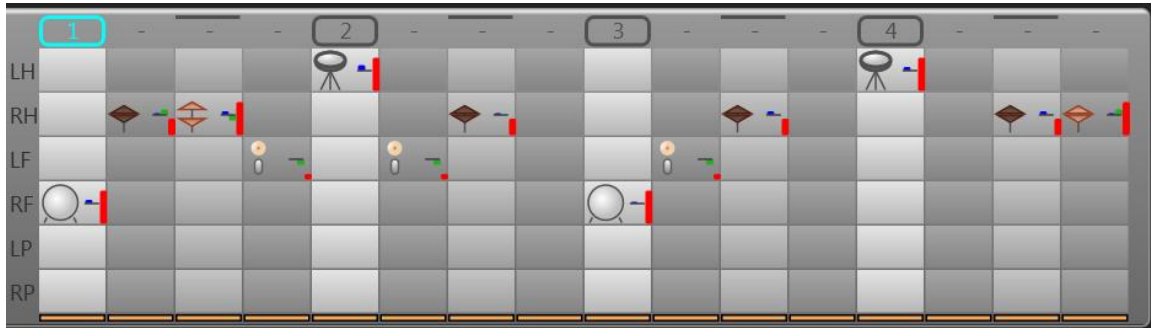
If you have any problems or questions, please use our online forum at www.rayzoon.com/community or e-mail us at support@rayzoon.com.

5 Drummer 'Gari'

This drummer model has the unique capability to 'linearize' any style. It does this by removing, adjusting and adding notes so that there is only one hit per pulse within the bar.



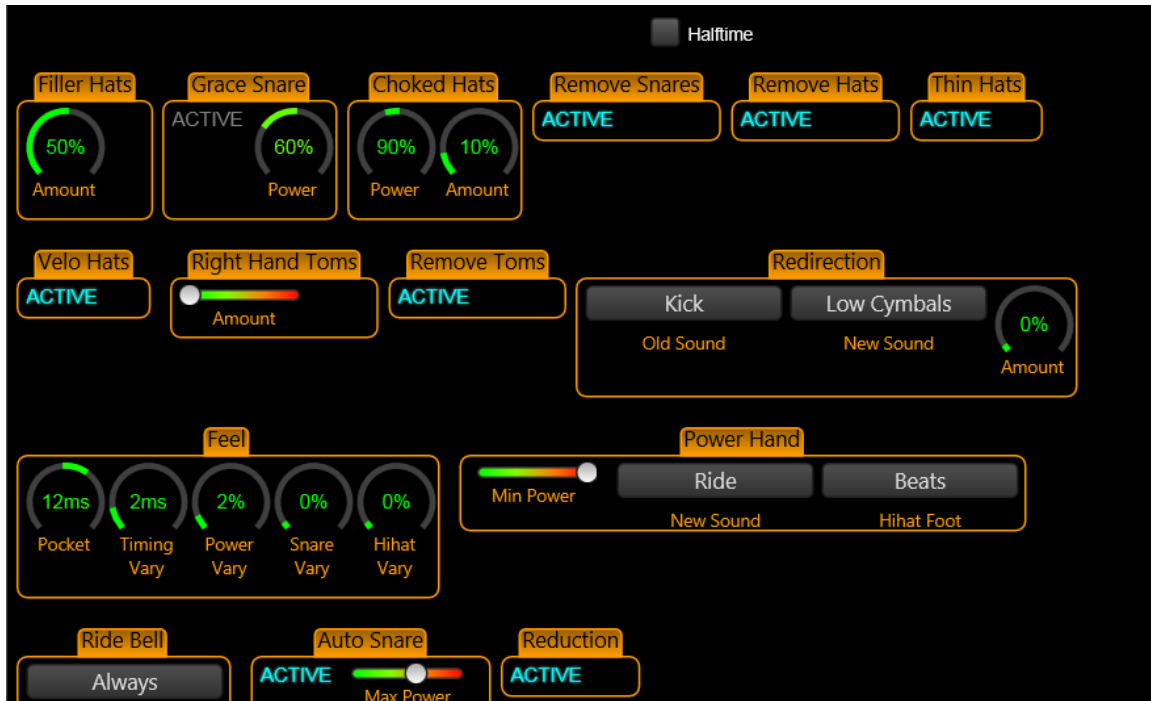
8th Rock Style – Normal



8th Rock Style – Linearized By Gari

The downbeat is excluded from this to ensure higher likelihood of the resulting groove fitting your needs.

Please check out the various style presets to see the wide range of grooves that can be achieved and to study specific approaches.



5.1 FILLER HATS

This function adds hihat notes on empty pulses as many linear grooves avoid such pauses.

5.2 GRACE SNARE

This function adds snare grace notes.

5.3 CHOKED HATS

This function chokes existing hihat notes by playing the hihat half-open and then choking it with the foot pedal a 16th later.

5.4 REMOVE SNARES

If active, snares that occur on the same pulse as a kick note will be removed.

5.5 REMOVE HATS

If active, hihat and tom notes that occur on the same pulse as a kick or snare note will be removed.

5.6 THIN HATS

If active, triple hat clusters will be thinned out.

5.7 VELO HATS

If active, 16th note groups of hihat notes will be velocity-adjusted to increase syncopation feel.

5.8 RIGHT HAND TOMS

This function sends hihat notes to toms.

5.9 REMOVE TOMS

If active, toms that occur on the same pulse as a hihat note will be removed.

6 Styles

All styles are located in the 'Linear' style folder.

6.1 HiSnaK Styles

Similar to Gary Chaffee's time function patterns, these styles let you chose from various combinations of linear hihat, snare and kick blocks.

6.1.1 HiSnaK-2

This style uses these blocks:

3 = Hi-Sn-Ki

5 = Hi-Sn-Hi-Sn-Ki

6.1.2 HiSnaK-3

This style uses these blocks:

3 = Hi-Sn-Ki

5 = Hi-Sn-Hi-Sn-Ki

8 = Hi-Sn-Hi-Sn-Hi-Sn-Ki-Ki

6.2 Westside

This complex style features permutations similar to David Garibaldi's system. Permutations repeat a basic bar pattern starting at a different position within the pattern each time. The result is a very evolving, odd-time feel groove.

Permutate 4

A 16 note pattern is shifted by 4 16ths after every bar. Four bars later, the groove will be back to its original starting position.

Permutate 2

The 16 note pattern is played for two bars and then played for another two bars shifted by 4 16ths. It will then reset to its original starting position.

Single Bar

No permutations are used.

6.3 Basic Linear

A nice, simple linear groove.

6.4 DrumlineAR

This linear groove has a bit of a drumline feel with its snare cadence. You can control the sound assignments for the last quarter.

6.5 Early 2U

Nice linear groove with an early first snare and a touch of grace notes.

6.6 Half Over

This single-bar halftime linear groove features an odd-time feel even though it has a simple downbeat kick and single power snare on beat 3 as any normal halftime groove.

6.7 Halftimer

This halftime linear groove has a nice laid-back feel and a sprinkle of grace notes.

6.8 Late 4U

This linear groove has a delayed second snare, lots of grace notes and several options for sound assignment.

6.9 Lenoir

A snare-skipping funky linear groove with several options for sound assignments.

6.10 Morning Stone

Another late second snare groove but here you can control the sound assignment of the busy left-hand notes around the main snares.

6.11 Skipper

Standard backbeat snares but a kick that syncopates things, especially with a missing downbeat.

6.12 Vaccine

Complex linear groove with busy snares in the first two quarters and a choked-hat pattern in the last two.