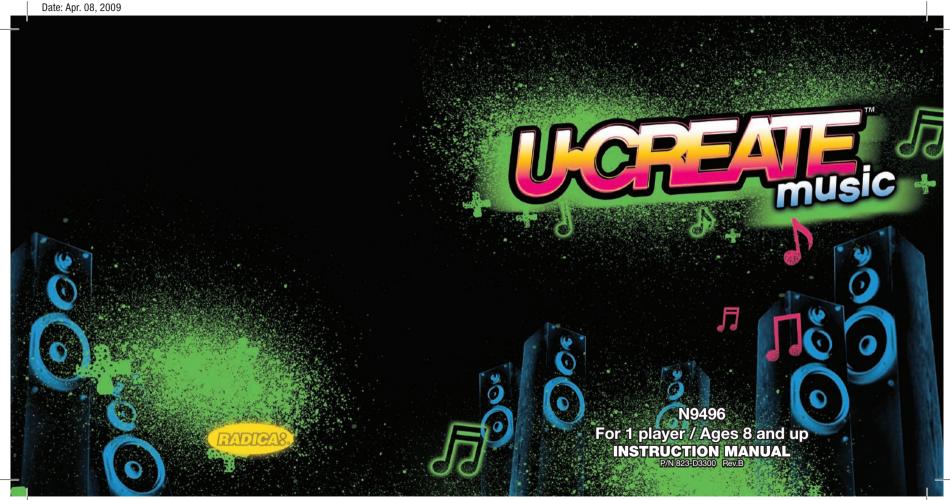
N9496 Ucreate Music Manual_1L-English

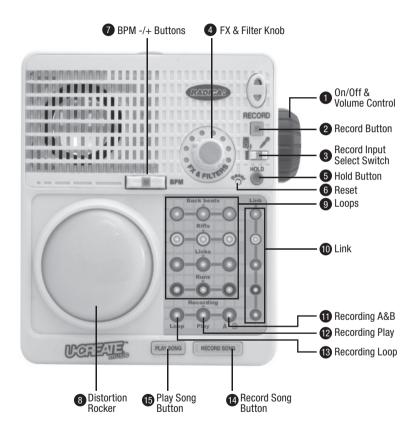
P/N 823-D3300 Rev.B Mattel P/C: N9496-0920 Size: 119mm X 119mm





Welcome to UCreate Music! Now you are the DJ at the city's hottest club. Mix the next big music hits. Lay down the loops from a library of different music styles. Add your voice and even sample parts of your favorite songs from your MP3 player. Make it Great with UCreate!

IMPORTANT: PRESS RESET To exit DEMO MODE.



Controls

- 1. On/Off & Volume Control: Turns mixer on or off and adjusts the master volume.
- 2. Record Button: Press the Record button to start/ stop recording and save to the mixer.
- Record Input Select Switch: Selects MP3 or Microphone to record from. DJ HINT: Ensure the switch is in the correct position before recording otherwise you may record from the wrong source. You can only record one at a time.
- FX & Filter Knob: Select from 8 different effects (FX) and filters to distort and manipulate your music.
- Hold Button: To maintain the effect of the Distortion Rocker.
- 6. Reset: Resets the memory.
- 7. BPM -/+ Buttons: Press to decrease the tempo or + to increase the speed of the music. Tap the to quickly set the speed. DJ HINT: Tap with the beat of a song from your MP3 player to sync the speeds. Press and hold to return to default BPM.
- 8. Distortion Rocker: Press and move to manipulate the FX and/or filter to distort any "Linked" loops. DJ HINT: Use the "HOLD" button to keep the distortion on even if you stop pressing the Bocker.
- 9. Loops: Play and mute the different loops: Back Beats, Riffs, Licks, & Runs.
- 10. Link: Link Loops and recordings to the Distortion Rocker.
- 11. Recording A & B: Switch between recording A & B. DJ HINT: When the light is OFF recording A will play. If the light is ON recording B will play. You can switch between A & B anytime.
- 12. Recording Play: Plays recording one time. DJ HINT: Press repeatedly to start recording again.
- 13. Recording Loop: Plays & mutes recording as a Loop.
- 14. Record Song Button: Press to record your composition up to 2.5min. DJ NOTE: You can only record content currently stored in the mixer.
- 15. Play Song Button: Press to play back your recorded song.

Features:

- 8 FX /Filters
- 3 Back beats (5 sec. each)
- 3 Riffs (5 sec. each)
- 3 Licks (5 sec. each)
- 3 Runs (5 sec. each)
- 2 voice files (5 sec. each)
- Touch panel interface
- USB Cable

- Internal microphone
- Internal speaker
- USB mini iack
- Stereo out (connect speakers/headphones sold separately)
- Line In (connect MP3 player sold separately)
- Microphone In (connect external microphone sold separately)

Building a Song

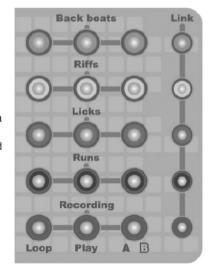
Using the touch panel you can add, replace, or remove loops and recordings to compose a song.

The elements include:

- Back beats (The foundation or "rhythm" of a song.)
- Riffs (A short, repeated, musical phrase, which focuses much of the energy and excitement of a song)
- Licks (A series of notes that is used in solos and melodic lines.)
- Runs (fills up the empty spaces of a song to keep the music going.)

For each element of the song, there are three different Loop options.

Press the touchpoints under each to play, switch or mute one of the options.



Add Voice, SFX, or Music

Add your voice, sound effects, or music from your MP3 Player to your song.

- Select Recording slot A or B by pressing A B on touch panel. **DJ HINT:** When the light is OFF recording A will be replaced. If the light is ON recording B will be replaced.

Internal Microphone:

To add your voice using the built in microphone:

- Move the Record Switch to the microphone icon
- Press the Record button to start recording.
- Speak, play SFX or just make noise into the microphone (up to 5 sec).
- Press the Record button to stop the recording. DJ HINT: The loops will stop playing from the mixer to ensure a clear recording.

External Microphone: (microphone sold separately)

You can also use an external microphone with UCreate Music.

- Plug in your microphone into the Microphone In. DJ HINT: Use a mic that has an ON/OFF switch and be careful not the get the microphone too close to the speaker because you will get "Feedback" and a loud noise will come from the speaker. This could damage the speaker if it gets too loud.
- Move the Record Switch to the microphone icon 🎤
- Press the Record button to start recording
- Speak, play SFX or just make noise into the microphone (up to 5 sec).
- Press the Record button to stop the recording. DJ HINT: The loops will stop playing from the mixer to ensure a clear recording.

MP3 Music: (MP3 player sold separately)

You can also use your MP3 player to record music into UCreate Music.

- Plug in your MP3 Player into the correct MP3 Input jack (cord sold separately)
- Move the Record Switch to MP3 player icon
- Press the Record button to start the recording. Record up to a 5 second clip.
- Press the Record button to stop the recording. **DJ HINT:** The loops will stop playing from the mixer to ensure a clear recording.
- * IMPORTANT: Mattel discourages the wrongful distribution of Artist IP.

Linking Loops to FX and Filters

Now that you have the groundwork laid for your song, link your loops using the touchpoints under the link column. Each one is associated with the elements to the left. Once you have linked them, distort them using the Distortion Rocker. **DJ NOTE:** The Link areas will light up when on. The Distortion Rocker will light up and pulse to the music when pressed or Hold is engaged.

FX & Filters:

Select up to 8 different types of FX and Filters:

- Rotate the knob to desired FX and Filter:

From counter-clockwise. **DJ NOTE:** You can change the order while connected to the UCreate Portal.

Effect Name	Right / Left	Up / Down	ВРМ	Description
Flanger	sweep rate	depth/resonance		Classic swept "jet plane" sound, or "drainpipe" with lots of resonance.
Step Phaser	frequency	depth/resonance	step rate	Is lighter than flanger, steps to the beat.
Echo	delay time	mix/regeneration		Adds sense of space. Like in a "Cave" Try adjusting the delay to match or complement the beat.
Rewind Spin Looper	loop duration	playback speed		Captures audio when released. When engaged, plays loop at -2 to +2 times normal speed.
F/R Looper	loop duration	playback f/r mix		This one plays forwards and backwards together, Up & Down adjusts the mix.

Effect Name	Right / Left	Up / Down	ВРМ	Description
LPF (low pass filter)	cutoff frequency	resonance		4 pole low pass filter.
Distortion	drive	filter cutoff		Ubiquitous on guitar, good on bass, vocal, adds warmth and harmonics to anything.
Tremolo	Depth	Volume	Modulation rate	Modulates amplitude at beat rate. Adjust overall volume.

Distortion Rocker

Press down then move the Distortion Rock to change the right/left, up/down value of each FX & Filter. This will only affect Linked Loops. **DJ NOTE:** Audio In and Mic In are always linked! Connect an external microphone to sing and distort your voice in real time.

Record the Song

If you like what you've got laid down, record it into a song up to 2 min and 30 sec long.

- Press the "Record Song" button. DJ NOTE: You will hear 4 drum stick clicks then the recording will start
- You can continue to play or mute loops, add new FX and filters, speed up or slow down the speed, or distort with the Distortion Rocker.

 Press the "Record Song" button again when you are done. DJ NOTE: Plan your big finish! When 15 seconds is remaining, the Record Song button will flash at an increased rate. At 5 seconds remaining, it will increase again.

Listen to your Song

You can play back your recorded song by pressing the Play Song button. **DJ NOTE:** While your song is playing back, all functions will be disabled except Play Song. Press play song again to stop the song. **Note:** Pressing "Record Song" will replace your song.

Rock the House

Connect speakers or head phones to UCreate Music to really get the party started!

- Connect head phones to listen privately and practice.
- Connect to external speakers for louder music to share with friends.
- Plug either of these items into the Audio Out jack

Adjust the Touch Panel

If the touch panel is not functioning properly, you can adjust the sensitivity. Press and Hold BPM then press Play Song. The Distortion Rocker will flash. Press BPM + to increase or BPM - to decrease sensitivity of the non LED touch areas. Press Play Song again to exit.

Press and Hold BPM
then press Record Song to adjust the LED touch areas. The touch areas will turn on. The Distortion Rocker will flash according to sensitivity. Use BPM +/- to adjust. Press Record Song to save and exit.

UCreate Music Software

Your UCreate Music mixer comes with one "Pack" preloaded onto it, but there will be more that you can download by creating a UCreate Account! Here is how you can expand the amazing features of the UCreate Music mixer.

Computer Requirements

The suggested minimum **PC** requirements for proper operation:

- Microsoft Windows XP (32-bit) or Vista (32-bit or 64-bit)
 NOTE: Windows 98SE, Windows ME, Windows 2000, and Windows XP x64 are not supported.
- Intel Pentium II 800 MHz or faster processor (or equivalent)
- 512 MB of RAM
- 20 MB of available disk space
- USB port
- Modem or broadband internet connection
- Adobe Flash Player 9.0 or later versions
- Internet Explorer 6.0 or later versions

The suggested minimum **Mac** requirements for proper operation:

- Mac OS X v10.5 or later
- 800 MHz PowerPC G4, 1.33 GHz Intel Core Duo, or faster processor
- 512MB of RAM recommended
- 20 MB of available disk space
- USB port
- Modem or broadband internet connection
- Adobe Flash Player 9.0 or later versions
- Safari 3.2 or later versions

Install: DJ NOTE: There is no CD! Just connect the UCreate Music mixer via USB when your computer is connected to the internet.

First you will need to install the software that came on the UCreate Music mixer.

- Take the USB cable included.
- Plug in the USB min plug into the UCreate Music mixer
- Plug the other USB plug into a USB 1.1 or higher jack on your computer.
- Turn on the power to the UCreate Music mixer.
- The Computer will recognize the mixer connected via USB
- PC Users: Computers running Windows XP may automatically launch the web site and download the installation program. On computers running Vista (or Windows XP with Autorun disabled), Click on the Start Menu, then choose My Computer, and then double click on the MyUcreateMusic icon. DJ NOTE: If the autorun does not Auto launch go to Start/Mycomputer/ MyUCreateMusic and double click.
- Mac Users: Double-click on the MyUCreateMusic icon on your desktop and then open the file called MyUCreateMusic.html/MyUCreateMusic and double click.
- Follow installation wizard.

Once you have installed the application onto your computer double click on the UCreate shortcut on your desktop to go to the MyUCreate Online Portal.

From here you can do many things such as:

- Create new user account (Create a new user name / account)
- Sign in (Sign in with username)
- What is UCreate? (learn more about the UCreate line of products)
- Website (Takes you to the www.MyUCreate.com home page.)
- Options (Change program details)
- Quit (ends program)

Create User Account

The first thing you will want to do is create a new user account. You can do this by choosing Create New Account. There you will find fields to fill out that will help you set one up.

- Username (5-12 characters letter or numbers)
- Password (5-12 characters letter or numbers. This can not be the same as Username.)
- Verify password (Same as password)
- Hint Questions (This is a drop down of possible questions to help when / if you forget your User name and or password.)
- Hint answer (3 12 characters, Answer to Hint question)

You will see a message stating "Account Created" when you have successfully set up your user account.

- The system will check to verify your user-name is new and valid.
- The system will link your individual UCreate Music Mixer to your account. DJ HINT: You can
 access your account on any PC that the UCreate Music program is installed.

Managing Your Music

Once you are signed into your UCreate account you can manage the loops on your UCreate Music Mixer, browse new Packs, save custom packs, and export your songs as WAV files to your computer.

The interface is drag and drop. Browse pack by genre (type of music), drag an entire pack to the virtual mixer or individual loops or filters to fill all of the slots.

Click on a genre to view all the packs. To preview, just click on the packs name or album art. You can also preview individual loops.

Back beats

Riffs

Licks

Runs

Recordings

DJ HINT: The types of loops are color coded but you can drag a back beat to a riff slot, or vice versa. You can do this with back beats, riffs, licks, and runs. FX & Filters can only go in their corresponding places.

As files are replaced they turn from grayed out to highlighted. This will help you keep track of what you have replaced.

When you are ready to update and save the files onto the UCreate Music Mixer press "Save to mixer"

My Packs

In the My Packs tab, you can create a custom pack from individual loops and FX & filters. Click "save to my packs". It will also save the song you have created and any new recordings from the mixer as well. You can add a name for the pack and recordings, add an album cover from a list of pre-designed cover art, or browse images on your computer.

Export Song as Wav file

To export a song from your UCreate Music mixer click "Export Song" this will export a wav file of your song to your computer.

BATTERY INSTALLATION / REPLACEMENT

This game is powered by four (4) AA (LR6) batteries.

- Using a finger press tab back and lift the compartment door.
- Insert four (4) AA (LR6) batteries as indicated inside the battery compartment.
- Replace the battery compartment door and push until tab snaps into place.
- Batteries included are for demonstration purposes only.
- For longer life use only alkaline batteries.
- Replace the batteries when the product does not function properly or you receive a warning from the low battery indicator.
- Remove batteries and dispose of them safely.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- . Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

CAUTION

- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.
- In an environment with radio frequency interference, the product may malfunction and require user to reset the product.
- The unit may malfunction when there is radio interference on the power line and signal line. The unit will revert to normal operation when the interference stops.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

Keep these instructions for future reference as they contain important information.

For product sold in Canada • Pour les produits vendus au Canada

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003. CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

(VALID FOR CANADA ONLY • VALABLE AU CANADA SEULEMENT)

Operation is subject to the following two conditions:

(1) this device may not cause interference, and (2) this device must including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes :

(1) Il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique recu, même si ce brouillage est susceptible de compromettre son fonctionnement.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

Hereby, Mattel declares that this toy is in compliance with the essential requirements and other relevant provisions of Directives 2004/108/EC, 88/378/EEC. Suitable for use in all EU member states. A copy of the Declaration of Conformity may be obtained from Mattel UK Ltd.



CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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