USER MANUAL

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Welcome

Welcome to the Digital Music Mixer (DM²) User Manual. The DM^2 turns your PC into a dynamic mixing studio, packed with high-tech tools and unique features. If, after reading this manual, you still have questions, or need up-to-the-minute technical information, please visit our web site at www.my-dm2.com or call us at 1-800-635-2440.   You can also send us email at support@my-dm2.com.

System Requirements

Before installing the DM^2, verify that your system meets the following minimum requirements:

* Pentium® II 233 MHz or faster
* An available USB port (Most computers manufactured after June 1998 are USB enabled)
* Windows® 98 or Windows® Me
* 32 MB of RAM (64 MB recommended)
* 50 MB of free hard drive space
* 8X CD-ROM
* SVGA Monitor supporting 800 x 600 display and16-bit color
* 16-bit Sound Blaster® compatible or 100% Windows® compatible sound card and speakers
* Standard mouse and keyboard
* Computer microphone required for voice recording (not included)

Getting the best performance from your PC
The DM^2 is a real-time, high-performance application that uses all the power of your PC. We have included a list of the different components of the computer system, and how they affect the performance of the DM².

Processor Speed
The speed of the computer's processor is most dramatically seen when engaging the Wideband Audio Realtime Processing or "W.A.R.P." effects. The time it takes to add complex effects ("FX") processing to sound is directly related to the speed of the processor.

RAM
All sounds that are loaded into the DM^2 are stored in RAM. The amount of available RAM determines how much sound can be loaded in at any given time. Longer sounds require more RAM. Certain tracks require more RAM than others. If you are experiencing difficulties in loading all tracks, you may need to install more RAM in order to enable all tracks to load completely.

Note: For best performance, close all unnecessary applications before installing or running this program.

Installation

To install the DM^2:

1. Insert the DM^2 CD-ROM into your CD-ROM drive.
2. If the AutoPlay feature is enabled, the program will start automatically. To launch the install program manually, click Start on the Windows® taskbar and select Run. Type **d:\Setup.exe**. (where "d:" refers to your CD-ROM drive).
3. When the installation screen appears, select "Install DM^2 Software".
4. Follow the directions in the Setup program.
5. Plug the DM^2 controller into your USB port when prompted at the end of the program installation.

Calibration

Following the installation of the program you will be asked to plug the DM² controller into the USB port on your computer. After plugging in the controller, click OK. You will now be asked to calibrate the Crossfader and W.A.R.P. joystick controller to ensure that each responds correctly to your direction. Follow the on-screen prompts to calibrate these functions. If, after the initial calibration, you notice that the W.A.R.P. joystick or Crossfader is not responding correctly, you can re-calibrate them by selecting Start/Programs/DM²/Calibrate DM² Controller from the Windows® taskbar.

After installation and calibration are complete, you'll find an icon for DM² in the DM² menu item within Programs under the Start menu on the Windows® taskbar as well as on the desktop.

Note: In addition to installing the DM² program group you may notice a Beatnik Player listed on your Program Files. This program is necessary to run the DM² product and should not be uninstalled.

Registration

We strongly encourage registering your copy of the DM^2. It is an invaluable way for us to learn about our users and allows us to continue creating the best possible music software on the market. You can register your software at any time by selecting the *Register for Upgrade and Free Mixman Single* from the DM² Program group.

NOTE: The DM² software has been specifically created to run with the DM² controller. While some functions can be accessed using the computer keyboard, this can negatively impact the program's performance and is not recommended.

Running the DM² CD-ROM

1. Insert the DM² CD-ROM disc into your drive. (The CD-ROM is needed only if you selected a custom install and have not installed all the Track Files).
2. Be sure the DM² controller is plugged into the computer's USB port.
3. Select Start/Programs/DM²/Start DM² from the Windows® taskbar.
4. Or, if the CD-ROM is already inserted, just double-click the DM² icon on your Windows® desktop.

Tutorial Help Movie

After you launch the DM² software, you will be shown a video that will demonstrate the highlights of using the controller and software to remix music. You can close the video and launch the DM² program at any time by pressing the Start DM² Now button. When the video is complete, click the Yes button to begin using the program. You can review the video again by selecting the *Play Help Movie* from the Help menu in the Song Selection screen.

Song Selection Screen

Selecting A Music Mix

Along the bottom of the screen, you can choose to review songs from six music styles by clicking on one of the following choices: House, Drum & Bass, Techno, Hip-Hop, Trance and Grab Bag. After clicking on a music style, five song disc icons will appear. To hear a sample of each song, place your mouse cursor over a disc. Click on a disc to load that song into the Remixing Studio.   You are now ready to start mixing music.

You can select from the following menu options along the top of the Song Selection Screen:

- **Mixes :**
    1) **Create New Mix** – Provides you with 16 blank tracks in the Remixing Studio. No music or sound will be available in the Remixing Studio until a new sound is recorded or a new track is loaded.
    2) **My Mixes** – Provides you with access to your saved Mixes.

3) **Mixman Singles** – Provides you with access to all the Mixman Singles available on your CD-ROM.

- **Get More Music:** Accesses your web browser to go to the mixman.com web site to download additional music (Internet connection required). The Mixman Singles included in the DM² are remixable songs from artists and producers around the world. Individual sound elements from the master tape of a song are converted into Mixman .trk (track) files and packaged together as one file. Each Mixman Single comes with a complete set of sixteen .trks (tracks) ready to use in any Mixman software.

  Additional Mixman Singles can be downloaded from the Internet. They will come as self-executing files that will be placed in your Mixman Singles directory. *Note: many of these tracks are not "royalty free" and are intended for personal use only. To see the copyright status of any given track, double click on any track and view the Track Copyright information section in the lower left of the Load Track Dialog.* Mixman Singles are available at www.mixman.com.

- **Help:** The Song Selection screen help options include the following helpful tools for learning how to use the DM².
  Play Help Movie
  Open Manual
  Quickstart Guide
  Credits

- **Quit:** Exits the program.

Remixing Studio Screen

Now you're ready to start performing music. As you enter the Remixing Studio you will note that the screen closely resembles the DM² controller. In many cases you will be able to use either your mouse cursor or the controller to select the same features. The menu options above and below the controller image are only accessible with the use of your cursor.

Help System

Click the Help button in the upper right hand corner of the screen to turn on the help dialog boxes. When the Help is highlighted, you can place your mouse cursor over any functional area on the screen and a detailed explanation of that function will appear. Click the Help button a second time to turn off the dialog box help.

TRACK BUTTONS SCRATCHING RING W.A.R.P PRESET BUTTONS JOYSTICK STOP PLAY RECORD
LOCK BUTTON
MACRO BUTTONS TRANSFORMER BUTTONS CROSSFADER SOLO BUTTON

Loading Track Files

The controller includes two round decks or turntables with eight Track buttons on each turntable. The song you selected will automatically be loaded into the 16 audio tracks. On the screen, you will see a blue highlight move around the track buttons as each track loads. Depending upon your computer system, this may take several seconds. Wait until all the tracks have been loaded before starting your mix.

Playing Tracks

To play an audio track, press and hold down a track button on the DM² controller. On-screen a yellow highlight will appear on the selected track button. When you release the button, the audio will stop playing.

Locking and Unlocking Tracks

To lock a track so that it will continue to play without being held down, press and hold down a track button and either of the center lock buttons at the same time. You can lock down any or all of the 16 tracks at once. A locked track is represented with a green highlight.

To unlock a track, push the desired track button and a Lock button at the same time.

Soloing Tracks

A solo is when a single track plays while other tracks are muted. To solo a track, press the track button you want to solo, then press and hold the Solo button located between the two turntables. To stop soloing and continue playing the other locked tracks, simply release the Solo button.

Scratching

Scratching has long been a part of the bag of DJ tricks. Traditional scratching is produced when a DJ rhythmically moves a record back and forth very quickly on a turntable. The sound created is a combination of the sound on the record and the pattern of movement from the DJ.

Scratching sounds using the DM^2 is simple. On the controller, there are two scratch rings, one on the outer edge of each turntable.

To scratch a sound:

1. Make sure the sound you want to scratch is locked.
2. Rotate the scratch ring back and forth to create an effect.

Note: The speed of your rotation will effect the scratch sound. The DM2 offers several ways to do scratching. Using the Options menu located along the top of the Remixing Studio screen, you can select from eight mode settings for scratching:

1. Default - Use the most recently played Track as the scratch sound. The scratch sound will be stereo and one beat long. This is the factory default setting.

2. 1BeatMono - Use the most recently played Track as the scratch sound. The scratch sound will be mono and only one beat long.

3. 2Beat - Use the most recently played Track as the scratch sound. The scratch sound will be stereo and two beats long.

4. 4Beat - Use the most recently played Track as the scratch sound. The scratch sound will be stereo and four beats long.

5. AlwaysUseDefaultSounds - Always use the default scratch.wav files as the scratch sounds. (customizing scratch.wav is possible, but not recommended for beginners.)

6. LastBeat - Use the audio playing from each turntable as the scratch sounds. (all currently locked tracks). The scratch sound will be the audio that you just heard (one beat ago).

7. ThisBeat - Use the audio playing from each turntable as the scratch sounds (all currently locked tracks). The scratch sound will be the audio that you heard four beats ago (which will probably sound like the audio that is about to play when you start scratching).

8. Tiny - Use the most recently played Track as the scratch sound (all currently locked tracks). The sound will be mono and only 1/2 beat. Use this setting for computers with low RAM.

W.A.R.P.

With the explosion of new technology, today's DJs have many ways to alter the sounds of the records they play. One such tool is the *FX* box. These devices come in a variety of shapes and styles, but all have one thing in common; they are designed to alter the sound of the music being played.

The DM^2 has a built in *FX* box that enables you to alter the music while it's playing. This is what as known as a real-time *FX*. To control the W.A.R.P. *FX*, simply move the W.A.R.P. joystick controller while music is playing. Depending on the W.A.R.P. preset being used, the joystick will have a different effect on the music.

There are three preset W.A.R.P. FX for you to use. To change between the W.A.R.P. FX*:*

1. While playing, press one of the three W.A.R.P. preset buttons on the DM^2 controller.

To change which presets are available:

1. Press the stop button on the DM2 controller.
2. Use your mouse cursor to double-click on an on-screen W.A.R.P. button.
3. Select a preset from the dialog box.

Note: W.A.R.P. presets can also be changed by right-mouse-clicking on a W.A.R.P. preset.

Macros

Macros are snapshots of track combinations. Macros can be assigned one at a time or at any time, as long as you're playing a mix.

1. To create a macro, select a combination of tracks then hold down one of the four Macro buttons on the lower left of the DM^2 controller for about two seconds to take a snapshot.
2. Press one of the four Macro buttons to switch between Macro settings.

Crossfader

One of the universal features of every DJ mixer is the Crossfader. The Crossfader controls the volume of the turntables. When the Crossfader is all the way to the left, only the left turntable is heard. When the Crossfader is moved toward the center, more of the right turntable audio is heard. When the Crossfader is in the center, both turntables are at full volume. As the Crossfader moves toward the right, the left turntable gets softer. When the Crossfader is all the way to the right, only the right turntable is heard.

Experiment with the Crossfader, slowly moving it back and forth while both turntables have sounds locked.

Transformer (A and B Buttons)

One of the more popular DJ techniques is called transforming. This technique usually involves two records, one record with a beat, and the other with a sustained voice. With both records playing, the Crossfader is set so that only the beat can be heard. Then the DJ rhythmically taps on the Transformer button nearest the turntable with the voice. This makes the sound of the voice with the rhythm of the tapping.

To use the Transformer feature of the DM^2:

1. While playing, lock sounds on both turntables.
2. Move the Crossfader all the way left or right.
3. Now, tap on the Transformer button (A or B) opposite the Crossfader.

These A and B buttons allow you to override the Crossfader and quickly maximize volume on either side of the deck.

Examples:

A ----------[]---------- B

A deck volume = 100
B deck volume = 100
In this case, pressing either button would have no effect.

****

A -----[]-------------- B

A deck volume = 100
B deck volume = 50
In this case, pressing button B would change the volume of the b deck to 100 while the button was held.

                    ****

A []-------------- B

A deck volume = 100
B deck volume = 0
In this case, pressing button B would change the volume of the b deck to 100 while the button was held.

Tip: Transforming works the best when the sound being transformed is sustaining (like a string or voice), meaning never silent. This ensures that whenever you tap there will always be sound.

Audio Options

Below the on-screen image of the DM² controller are several options you can use to further customize your Mixes.

- Tempo – affects the whole Mix. Adjusting the tempo speeds up or slows down the pace of the Mix.
- Master Volume – click on the speaker icon in the Tempo bar to bring up a slide bar that controls the volume of your entire mix.
- Panning – affects an individual track. Adjusting the panning moves sound output between the left and right speakers.
- Volume – affects an individual track. Adjusting the volume makes the track audio louder or softer.
- Pitch – affects an individual track. Adjusting the pitch raises or lowers the pitch of a sound in half-step intervals.

Customizing Mixes

It is also possible to customize your Mixes by adding new sounds into any of the 16 tracks.
1. Use your mouse cursor to double click one of the 16 track indicators onscreen.
2. Double-click on a .trk or .wav file in the dialog box to preview the audio or click the "Preview" button.
3. Select the Load Track button to load the track in the Remixing Studio.

Note: New tracks can also be added by right-mouse-clicking on a track indicator onscreen.

Recording custom sounds

You can record custom sounds that can be placed in any of the 16 tracks. Click on the "Rec" icon in the lower right of the screen to access the Recording Studio screen. See the Recording Studio screen section below for specific details on recording audio files.

Using Mixman Soundiscs

Although your own .wav files can be loaded into the DM^2, they lack the same level of interactivity as Mixman track files. To enable users to create music in a variety of styles, Mixman has an extensive library of Soundiscs with tracks in a wide range of musical styles. These tracks have been specially produced just for the Mixman family of music remixing products. Since sounds use large amounts of hard disk space, it is possible to load sounds directly from Soundiscs. Soundiscs can be purchased from the Mixman website.

Recording a Performance

Everything done in the Remixing Studio while performing can be recorded and saved as part of a Mix file.

1. To record a performance, click the [●] Record button on either the screen or the controller. Note: You cannot have any tracks playing when selecting the Record button.
2. Perform a Mix by using the many features detailed above.
3. When you have finished your performance, click the [■] Stop button on either the screen or the controller.
4. To play back your performance click the [▶] Play button on either the screen or the controller.

Saving Your Mix

The DM^2's integrated system has a distinct advantage with its ability to store all the information about a song in one file, called a .mix file. These files store the names and locations of all loaded sounds, any pitch, panning, volume and tempo information, and any recorded performance.

To save the currently loaded Mix*:*
1. Click the "Save Mix" button located on the top edge of the Remixing Studio screen.
2. Type in a name and click the "Save" button.

3. If you are modifying one of your custom Mixes, and you want to keep a copy
    of your original Mix, save it under a different file name before you modify it.
    Your Mix will be saved to the "My Mixes" folder.

Open Mix

To open a previously saved Mix:
1. Click the "Open Mix" button.
2. There are three folders available:
    *   Mixman Singles – Included in this folder are the original Mixes from the
        Select Song screen, however they are arranged by artist rather than music
        style. Additional Mixman Singles that are downloaded from the Mixman
        website will also be available in this folder.
    *   My Mixes – This folder holds the custom Mixes that you have performed
        and saved.
    *   Standard Set – This folder contains some of the same content as the
        Mixman Singles folder, but there are also several bonus Mixes in different
        music styles that you will enjoy exploring.

Export Mix

Exporting Music to Other Formats

Saving your music as a Mix file is the most flexible option if you want to use your
music solely in the DM^2 environment. However, to use the music made in DM^2 in
other ways, such as creating your own audio CD or making music for the web,
you will need to export your finished music to another format. DM^2 provides the
ability to export your music in a variety of formats. These formats include: PC
Wave (.wav), Windows Media ™ Audio (.wma) and RealAudio® (.rm).

To Export a Mix:
1. Click the "Export Mix" button along the top of the screen. The last Mix saved
will appear in the File Name. If this is not the file you want to export, use the
Windows® navigation to locate the correct file.
2. Select the desired export format from the pull down menu.
3. Click the Save button.

Exporting as a PC wave file (.wav):
The industry standard format for audio on a PC is the .wav file. If you plan to
produce custom audio CDs or import the music created with theDM^2 into another
program, it is necessary to first export it as a .wav file. To export as a .wav file, a
saved Mix with performance data is needed. A .mix file without performance data
is nothing more than a list of sounds, and therefore there is nothing to export.
Make sure you have recorded a performance before exporting a .mix file to .wav.
The .wav files exported by the DM^2 are CD quality (44.1KHz, 16 bit, stereo).

Before exporting, make sure there is enough disk space on your hard drive as .wav files can take up to10 megabytes for every minute of music.

Exporting as a RealAudio® file (.rm):
RealAudio software is one of the most popular formats today for delivering music over the internet. Different levels of compression are selectable during the export process. In order to hear the RealAudio files (.rm) created by the DM^2, a copy of the RealAudio player is required. A free copy can be downloaded from: ww.real.com. You will need to export your mix to this format to upload your mix to Mixman Radio.

There are a number of choices for the quality of RealAudio file to export based upon your modem speed. Choose the modem speed that is appropriate for your computer. The choices are:

- 28 Kbps (5.0 kHz / 20.0 Kbps Stereo)
- 56 Kbps (8.0 kHz / 32.5 Kbps Stereo)
- Single ISDN (11.0 kHz / 44.0 Kbps Stereo)
- Dual ISDN(16.0 kHz / 64.7 Kbps Stereo)
- DSL/Cable Modem (22.0 kHz / 96.7 Kbps Stereo)

Exporting as a Windows® Media Audio™ (.wma):
This new format is another high-quality smaller sized solution created by Microsoft®. There are a number of choices for the quality of Windows® Media Audio file to export. Choose the quality that best suits your needs. The choices are:
- Good quality sound (128 Kbps/Stereo)
- Stereo audio for the Internet (80 Kbps/Stereo)
- Stereo audio for the Internet (48 Kbps/Stereo)
- Mono audio for the Internet (22 Kbps/Stereo)

Recording Studio Screen

To give your music a personal touch, record custom vocal or instrumental sounds. Sound recordings made with the DM^2 are saved as 44.1 kHz mono .wav files. Once recorded, the .wav files may be edited using a .wav editor. Remember that large recordings take up lots of space. The DM^2 puts all of the sounds into RAM, if you record a sound that is too long, it might not fit in the available RAM.

To Record a New Sound:

Note: You need a microphone or other audio input device plugged into your computer to record a new sound.

1. Click on a track in which the recorded audio will reside.
2. Click the "Record" button on the Recording Studio screen to begin recording.
3. When finished, click the "Stop" button.
4. To hear the recorded .wav file, click the "Play" button.
5. To save the recording, enter the name of the new .wav file in the "Name New Track" box.
6. Click on the Remix button in the lower right corner to return to the Remixing Studio.

Troubleshooting

There are two invaluable resources for troubleshooting problems for the DM². **My-dm2.com** and **mixman.com**. These sites provide technical support for the product and include links to the different sound card companies where technical information about a particular sound card may be found.

The following are possible issues that might arise with your DM^2 software and controller:

True stereo sound:
The DM^2 software is designed to handle standard two-track stereo. If your computer is configured to support 3D, surround or some other positional audio separation scheme, you may not hear true stereo separation in your mixes. If necessary, you should consult your soundcard and speaker documentation to determine how to disable positional sound.

No sound:
If you cannot hear any sound, verify that you have calibrated the DM² controller and that the Crossfader is in the center position. Check the volume setting on the Windows® volume control icon and verify that it is not muted. Check the sound card connection to your speakers as well and verify that your speakers are turned on.

RAM
32 MB RAM is the minimum requirement for the DM^2 to function properly; 64 MB RAM is recommended. When loading certain tracks on a system with 32 MB RAM, a message may appear stating "out of memory". If this occurs, close all other open applications, choose a smaller, different track or install more memory for your computer, in order to access every track on the program.

Calibration:
If the W.A.R.P. joystick controller or Crossfader are not performing properly, return to the Calibration sequence in the DM² program folder after you have plugged in your USB cable.

Trouble Recording:
Verify your Mic-in settings in the Windows® master volume control menu. Check the Mic-in connection on the sound card.

Controller Response:
If the controller is not responding, exit the DM^2 software and unplug the DM^2 controller. Re-plug and then re-launch the software.

Latency Settings:

If you are experiencing performance problems, quit the DM² and close all other programs, then restart the DM². If you are still experiencing performance problems, check latency settings in the DM² Options menu under Sound Card. The recommended settings for minimally configured computers are as follows:

        Minimum – 8

        Normal – 12

        Maximum - 36

Mixman Concepts

You may find the following explanations helpful in understanding the Mixman technology used for the DM² more fully:

What is a PC wave file? (.wav)
PC wave files are the industry standard format for storing and playing back CD-quality digital audio on a PC computer. Wave files store audio signals as digital data. The DM^2 has the ability to both import and export PC .wav files.

What is a Mixman Track file? (.trk)
One of the challenges in creating truly interactive digital audio performance software is deciding what format of audio to use. The industry standard format for playing back CD quality audio is the .wav file. The problem with .wav files is that they contain only one sound. Take for example a recording of a bass line. It does not contain the individual notes in the bass line. Rather, the whole bass line is part of one .wav file. There is no information in a .wav file about when the bass notes actually occur, or at what tempo they occur. These are severe limitations and that is why we have created our own file format, called a Track file (.trk). Track files are the building blocks of sound in the DM^2. Just like a .wav file, Track files contain digital audio, but here the similarities end. In the bass line example, the Track version of the bass line actually has a different piece of digital audio for each bass note. We call these pieces of digital audio "slices" . Embedded in each Track file is also the equivalent of a MIDI file that knows the tempo and exactly how and when to play each "slice". This enables the DM^2 to load Tracks created at different tempos and effortlessly pitch shift and time-stretch them to match any tempo. Tracks are designed to do all the work for you. While they can be modified manually, it is not required to edit or change settings on a Track file in order to create incredible music in the DM^2, nor is it required that users understand how the automatic tempo adjustments (beat matching) occur. These descriptions are mentioned simply to let users know that there is a lot of hidden power "under the hood" of the DM^2 engine!

What is a Mix? (.mix)
Unlike the traditional electronic music studio setup, the DM^2 has the ability to store all of your work in one convenient file. The .mix file stores all of the necessary information for a DM^2 session, which includes the names and locations of every sound used in a Mix, any W.A.R.P. settings that have been applied to a sound, as well as any real-time performance data that has been created. Since .mix files are only storing control information, and not actual audio data, they are much smaller than the audio files they are able to generate. For example, a .mix file representing a five-minute song may only be 100k, while

the five-minute .wav file version of the song would be close to 50 Megabytes! The small size of .mix files makes them a great way to archive music, since hundreds of Mixes will fit in the disk space taken up by just one minute of digital audio. The small size of .mix files also provides the ability to share music with other people over the Internet. If the person at the receiving end has the same set of sounds as the sender, the Mix file will play back exactly the same for both users. From this tiny file, anyone can recreate the audio on his or her computer by opening the Mix file with the DM^2. To upload your mix for other fans to hear, just visit the Mixzone on the Mixman website: www.mixman.com/dm2.

What is a Remix?
A remix in its truest sense is the art of taking elements from an existing song and adding new musical elements in order to change the feel of the original song. Record companies have always remixed versions of songs to breathe new life into them or to make them appeal to a specific music market. A slow ballad might be turned into a stylish dance song. Some artists alter the original parts of a song to the point where the line between remixing and composing is significantly blurred. With the DM^2, the remix as a music form will continue to change and grow.

What is beat matching?

Beat matching is a term used by DJs to generically describe the art of seamlessly transitioning from one record to another. The DM^2 allows you to add beats and other musical sounds to your mix regardless of their tempo, and utilizes powerful algorithms to automatically match the tempos. The method of beat matching is also customizable. Pitch shifting is still an option, but tempo can also be changed using time-stretching. This automatic beat-matching happens automatically while loading Tracks into the DM^2.

Mixman Radio
Mixman Radio is an Internet-based radio that plays music submitted by users of Mixman software from around the world.

Step 1: Make a Mix
To upload to Mixman Radio, you must first create a Mix with the DM^2. Mixes for Mixman Radio must contain performance data. To record a performance, click the Record Mix button in the Remixing Studio and perform your Mix.

Step 2: Export the Mix
From the Remixing Studio, click the Export Mix button.

Step 3: Logging on to Mixman Radio
Connect to the Mixman Radio Website (http://www.mixman.com/radiomixman).
The Mixman Radio Website will attempt to determine if your computer has the
latest versions of the Macromedia Flash™ Player and the RealNetworks™
RealPlayer®. If instructed, follow the provided links to their respective websites
and download the necessary software. Once this software has been verified, you
will be directed to the main Mixman Radio page.

Step 4: Check out Mixes created by other users
You can listen to Mixes created by other users by clicking on a song in the list on
the right side of the page. You can also rate Mixes, add comments, and see
others comments and ratings.

Step 5: Upload your own Mix
Click the "Submit Your Mix" button. A new browser window will appear. Enter
your name (or alias) and the name of your Mix. Click the "Browse" button to
select the proper Mix from your hard drive. Select the style of your mix from the
drop-down menu. Then enter a description of the Mix and your E-mail address
(required). **Note: This info will be displayed online.** You can also enter an
URL for your own website if you wish. Click "Upload" to continue. When the
upload is complete, refresh your browser window to see your Mix in the list!

Note: We encourage your use of a screen name, instead of your real name,
when submitting your mix to Mixman Radio. Also, we suggest that you read and
familiarize yourself with the terms and conditions of the "Radio Mixman Music
Submission Agreement" at http://64.41.151.82/agreement.html.

Notices

⚠ **CAUTION:** Changes or modifications not expressively approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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.

APZU , INC.
LIMITED WARRANTY

<u>Limited Warranty</u>. APZU, Inc., warrants to the original consumer purchaser ("You") that, under normal use, the software program and the medium on which it is recorded and the peripheral (collectively, the "Product") will be free from defects in material and workmanship for 90 days from the date of purchase.   (Your receipt shall be evidence of the date of purchase).

<u>Return of Defective Product</u>. If, within 90 days of your date of purchase, You believe that the Product is defective, then return the Product, postage prepaid, along with proof of the date of purchase, to Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.   Upon Mattel, Inc.'s, receipt of the foregoing postmarked within the 90-day period, APZU, Inc., will replace the Product or refund the price You paid for it, all in APZU's sole discretion.

<u>Warranty Disclaimers</u>. The limited warranty above is in lieu of all other express and warranties of every kind and nature and, except as set forth above, the Product is sold "AS-IS", without any express or implied warranties of any kind. This Limited Warranty does not cover damage or malfunction resulting from any accident, misuse, modification, wear and tear, neglect, or any other conduct or conditions outside normal Product use or outside the control of APZU, Inc. THE LIMITED WARRANTY CONTAINED IN THE FIRST PARAGRAPH ABOVE IS THE SOLE WARRANTY PROVIDED IN CONNECTION WITH THE PRODUCT AND IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ALL OF WHICH ARE HEREBY DISCLAIMED. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY APZU OR ITS SUPPLIERS, DEALERS, DISTRIBUTORS, AGENTS, CONTRACTORS, OR EMPLOYEES SHALL ANY WAY MODIFY THIS LIMITED WARRANTY.

<u>LIMITATIONS OF LIABILITY</u>.   IN NO EVENT SHALL APZU'S LIABILITY FOR ANY DAMAGES TO YOU OR ANY THIRD PARTY EXCEED THE PRICE YOU PAID FOR THE PRODUCT, REGARDLESS OF THE FORM OF THE CLAIM (INCLUDING, WITHOUT LIMITATION, ANY CONTRACT, PRODUCT LIABILITY, OR TORT CLAIM). APZU SHALL NOT BE LIABLE FOR ANY LOST DATA, INCIDENTAL, SPECIAL, PUNITIVE, INDIRECT, OR CONSEQUENTIAL DAMAGES OF ANY KIND OR NATURE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PRODUCT, EVEN IF APZU HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

This Limited Warranty gives You specific legal rights, and You may also have other rights which vary from state to state. Some states do not allow limitations

on warranties or exclusion of certain damages, so some of the above limitations or exclusions may not apply to You.

For inquiries regarding the Product, please contact Apzu, Inc., 636 Girard Avenue, East Aurora, New York 14052.

VALID ONLY IN U.S.A.