User Guide

Table of Contents

Beamz Player controller overview

The Beamz Player controller comprises four class 2 pulsing laser triggers, three control buttons and two toggle control buttons. The lasers have been carefully chosen to balance power requirements and reliability, while the pulsing operation insures minimal interference from ambient light.

The following figure shows the Beamz Player controller assembled and ready to play:
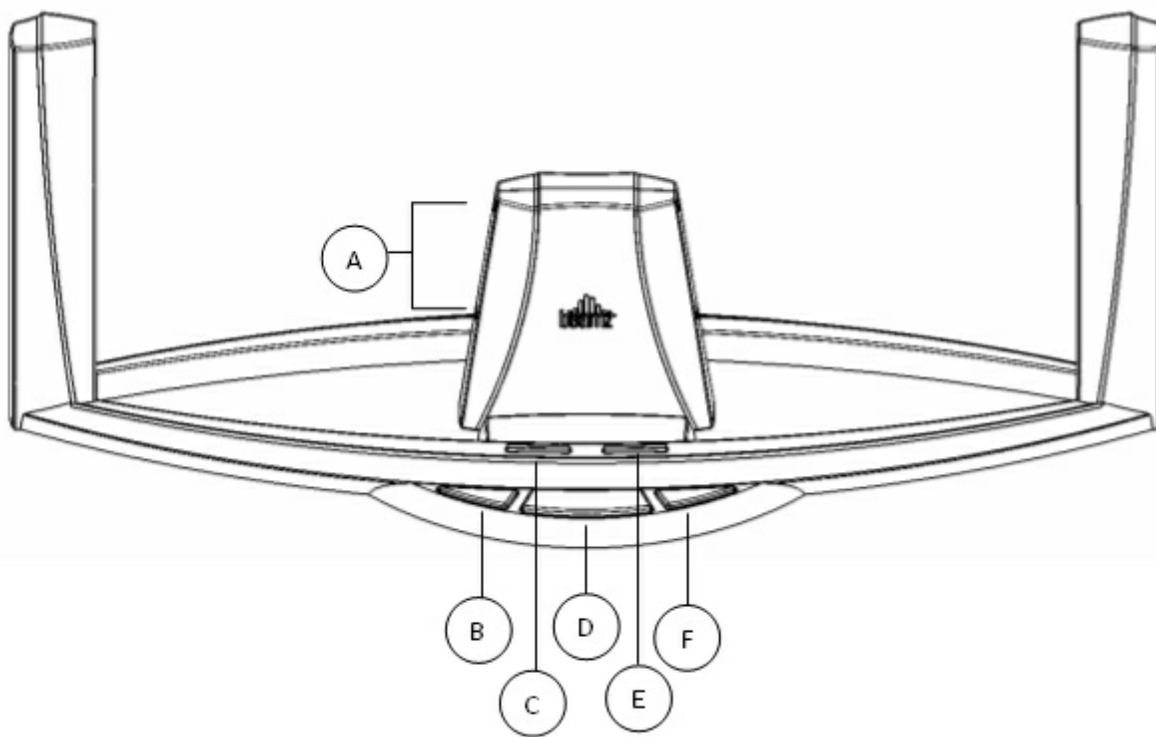
A. Control lasers (two to a side). B. Control button (record). C. Volume control buttons, left (volume down) and right (volume up). D. Control button (swap sounds). E. Playlist control buttons, left (previous song) and right (next song). F. Control button (rhythm start/stop).

Beamz Player controller base details

Beyond the base control buttons, the only other port on the Beamz Player control unit is the USB port:
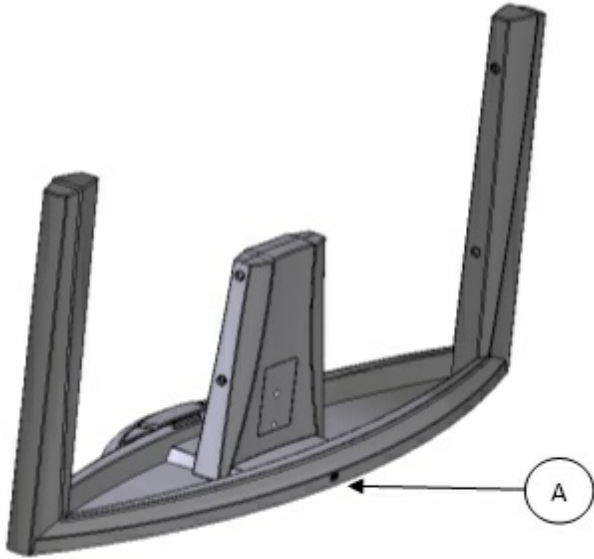
A. Beamz Player controller USB port.

Getting everything setup

Before you start playing, you should take a few minutes to make sure your Beamz hardware is setup and properly placed for for easiest use.

Place the console on a hard, flat, surface where you can play the beams with your hands and still easily see the Beamz Playing screen.

You'll also want to make sure that the USB cable connecting your Beamz controller to your computer and any other cables such as speaker connectors or mouse cables are out of your way, and that you can interact with the Beamz controller freely.

If you're using a desktop PC to run your Beamz system, you probably have a set of speakers already, but if you're using a laptop, *please* don't depend upon the built-in speakers. You'll want to run either a set of external speakers that plug into your headphone out port, or, better yet, a patch cord that connects to your headphone out port and into an actual stereo system. Depending upon your particular setup, you may even have a digital audio out connector, which will provide you with the absolute best sound. If nothing else, a set of decent headphones will blow away even moderately expensive speaker systems (and they won't annoy the neighbors).

Listening to loud music for extended periods of time will damage your hearing. Your parents weren't kidding and neither are we. Also remember, headphones and ear buds require lower volume and less time to damage.

Your first performance

Once you've got the Beamz software and music installed, and the Beamz controller is connected to your computer, you're ready to play.

Launch the Beamz player

Double-click the Beamz player icon on your Windows desktop, or click the Start menu, choose All Programs and find the Beamz program group and click the Beamz icon.

In a few moments, the Main Beamz Player screen will appear.
The song GreenOnions2-Jam was auto-loaded because it's an easy one to jam along with as you learn how the beams are played.
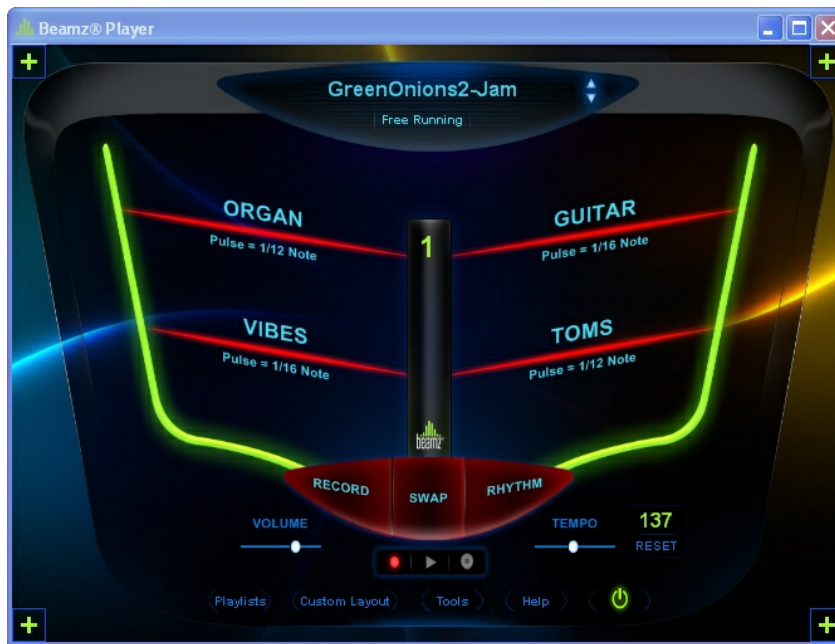
The Main Playing screen is a virtual representation of the laser beams, buttons and controls on the Beamz console. The console will always play the instruments that are displayed in the main playing screen. The four laser beams will play the instrument that is displayed above the red laser graphic on the screen. In this illustration, they are: Organ, Guitar, Vibes, and Toms.

Review the instruments that are available.

There are three possible combinations of instruments that can be played on a single Beamz console. When Beamz Player first launches, it always displays the first (1) in the main playing window. This is indicated by the number being displayed in the center post

4

graphic on the screen. Pressing the center console button will Swap to the next set of instruments, but don't do that just yet.

- **Play the instruments in the Unit 1 selection.**
  Experiment with the Beamz controller by breaking the laser paths with your hands. Hold your hand in each beam for a while to hear the pulsing, then pass a finger thru each beam a few time to hear the individual notes. Do this one beam at a time to get a feel for what each one plays.

- **Press the center console button and Swap to Unit 2 instruments.**
  Get to know the instruments in the Unit 2 selection the same way you did with Unit 1.

- **Press the center console button again and Swap to Unit 3 instruments.**
  Get to know the instruments in the Unit 2 selection the same way you did with Units 1 and 2. When you're finished, press the center button again to Swap to the Unit 1 instruments.

Start the Rhythm and play along with it.

Now you know which instruments are available and how they sound when they are played. It's time to start the song and experiment with playing them along with the Rhythm.

- **Press the right console button to start the Rhythm playing.**
  While the rhythm is playing, experiment with each instrument one at a time. Swap to the other instrument selections and play the instruments there. It won't take long to pick out some favorites and come up with a great way to play them.
  Note that breaking multiple beams in rapid succession can get noisy. Less is usually better.

- **Press the right console button again to stop the Rhythm and play the song's ending.**

Learning a Beamz song

Yeah, you can have lots of fun playing with the various songs and customizing beam layouts and such, but to get the absolute most out of your Beamz system, we recommend the following approach to "learning" a particular song:

1. Without the background melody running, trigger each laser in the first bank of sounds. When triggering a beam, experiment with breaking the beam continually and momentarily. For a run down on different trigger types and their behaviors, see Beamz trigger types 27.

2. Switch to the other banks of sounds and trigger each laser, breaking each beam as explained above.

3. Next, start the background music, but don't trigger any beams. Instead listen to the whole background melody. Tap your foot in time to the music.

You'll find after following the procedure above that you've actually "mapped" out the song and you'll have a better handle on the sequence of melodic changes as well as the behavior of the Beamz triggers themselves. Again, the more time you can devote to *listening* to the various components of a song, the more competent you'll be when you begin to perform.

Beamz Player windows

The Beamz software interface is the mind of the Beamz music system. The interface mimics the actual physical interface of the Beamz music controller and lets you choose different songs, manage playlists of songs, and customize song configurations.
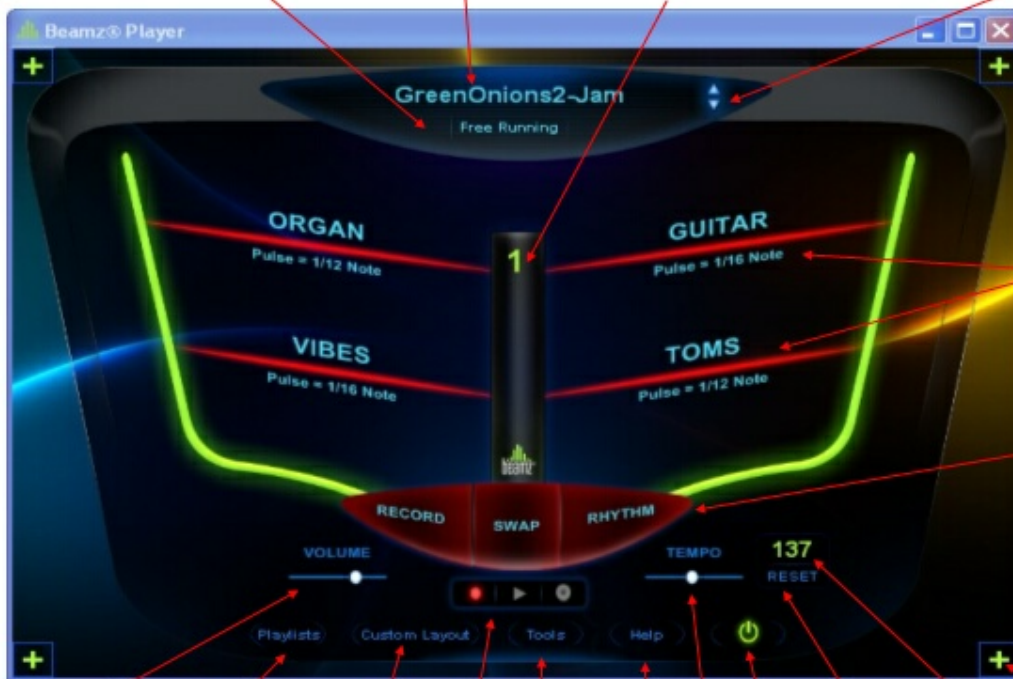
Main Playing Window:

Song Position Display
Bars: Beats into the current Section.
Name of the current Song Section.
Bars: Beats since the song started.

Song Name

Unit Number (of 3).
Click to swap up to the next unit view.

Song List Up / Down.
Click the arrows to move up/down the song list.
(Console) -----
Use the Right rocker switch on the console to move up/down the song list.

Beams
Mouse-Over any beam to play it.
Beams turn green when they are playing.

Console Buttons (3)
Clicking on these buttons is the same as pressing the console button.

Master Volume
Drag the slider left or right.
(Console) -----
Use the Left rocker switch on the console to adjust the volume up or down.

Songs
and Play Lists menu options.

Custom Layout
screen.

Options
and settings menu.

Help Menu.

Power Button
Click to turn beams On / Off.

Tempo
display

Multi Units View
Toggles are in all four corners of the screen. Clicking on any one opens/closes windows for Units 2 and 3.

Recording: Click to
Record a performance.
Play the current recording.
Save the current recording.

Tempo adjustment
Drag the slider left or right.

Tempo reset
Click to restore original tempo

The Beamz hardware controller always plays the selection of instruments shown in the main playing window.

For every Beamz song, there are three possible sets of instruments that can be played by swapping them in and out of the main playing window.

7

Multi Unit view

Click on any of the four [+] buttons in the corners of the screen to open window showing the other two units.
Clicking again will close them.

Each window can be resized and dragged anywhere on the desktop to suit individual needs.

Mouse-over playing works in all windows.

Beamz laser triggers and their display status on the playing screens.

The Beamz console has 4 lasers located inside the center post, which are trained on a matching light sensor in the outer arms of the console. When you stop the laser from hitting the sensor by breaking it's beam, the sensor will trigger the instrument to play.

The state of each laser trigger is indicated by it's color on the display screen.

Red: Beam is armed and not being triggered.

Green: Laser beam is being blocked (triggered).

White: Too much ambient light is hitting the sensor.
In brightly lit environments, the sensors receive too much ambient light to "see" when the laser beam is broken, and will not trigger properly. Move, or re-orient the Beamz console in such a way where less bight light reaches the sensors, and the display is red.

Grey: Beam is not armed.
This is normal when no song has been loaded or the beams have been turned off by clicking on the power button.

Black: The laser or the sensor are malfunctioning. Contact Beamz product support 32 .

Video Player window

When a Beamz Video Jam (vJam) song is loaded, a window will open for the video player.

The video window can be resized and dragged anywhere.

Click inside the video to expand it to full screen.

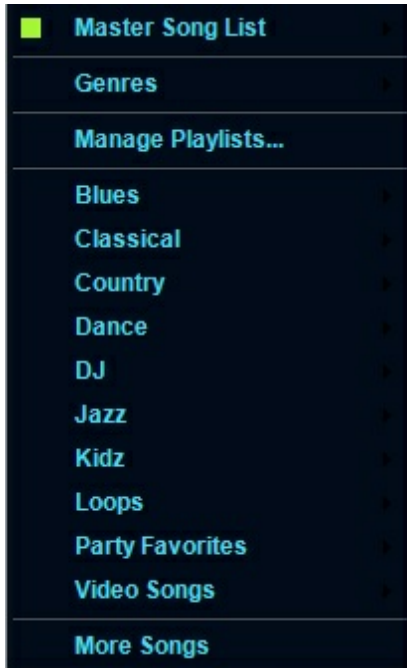Click again to exit full screen view.

NOTE:
If you have your left console button configured to *Song Advance*, you should not press it while a video song is playing.
Manually advancing the song will cause the song to play out of sync with the video.

Playlists button

Clicking on the [Playlists] button will produce a menu of choices where you can choose a song to play, work with playlists, or visit the Beamz web site where you can buy more songs.

■	**Master Song List**	▶
	Genres	▶
	Manage Playlists...	
	Blues	▶
	Classical	▶
	Country	▶
	Dance	▶
	DJ	▶
	Jazz	▶
	Kidz	▶
	Loops	▶
	Party Favorites	▶
	Video Songs	▶
	More Songs	

Choosing a song

To choose a song, from the Master Song list, and hover the mouse over **Master Song List**. Another window will open that displays all Beamz songs currently installed on your computer, sorted alphabetically. Simply click the song you wish to play and it will be loaded into memory.

Hovering the mouse over **Genres** will produce another window listing the available Genres. Hover the mouse over one of them to see a list of the songs for it, then click on the name of the song you wish to play.

If you have any **Playlists** on your computer, they will be listed beneath the Manage Playlist selection. In the illustration above, there are 10 playlists. Hover the mouse over one of them to see a list of the songs it contains, then click on the name of the song you wish to play.

Note: The song advance (up/down) buttons will cycle thru the song list you are currently using -- either the Master Song List, or a Playlist, depending on how you selected the song

that is currently loaded.

The list being used is indicated by a green button.

In the illustration above, the song advance buttons will cycle thru the list of songs contained in the playlist named Jazz.

Working with Playlists.

Clicking on **Manage Playlists...** will open a window where you can create and edit your own playlists.

See: Managing Playlists 12

Buying More Songs.

Clicking on **More Songs** at the bottom of the Playlist Menu takes you to http://www.thebeamz.com where you can purchase more Beamz songs for your library.
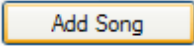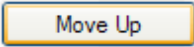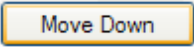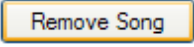
To create, edit, or delete playlists, click the **Playlists** button and choose the **Manage Playlists** command from the popup menu to display the Manage Playlists screen:

On the left side of the dialog, you'll see all of your currently installed songs listed under **Song Library.** You can click the headings at the top of the Song Library to sort by **Name**, **Genre**, or **Artist**. On the right side of the dialog, you'll see the controls for creating, managing and deleting playlists.

To create a new Playlist
1. When you open the dialog, if you have not configured any playlists, by default, an empty playlist, imaginatively named Playlist with a number appended (Playlist1, Playlist2, etc.) is created. You can rename the playlist by selecting and typing over the default existing name, located at the upper right of the dialog under the Playlist Library label. If you have created playlists, the last playlist you loaded will be selected by default.
2. If an existing playlist is loaded, click the New Playlist button and enter a name for it in the playlist name edit box.
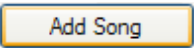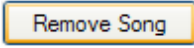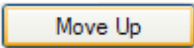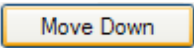
3. Select the songs you'd like to add to the new playlist in the Song Library on the left. You can add a song to the playlist in the following ways:
   3a. You can double-click a song to add it to the playlist queue.
   3b. You can drag a song from the song list to the playlist queue.
   3c. You can select a song from the song list and click the [Add Song] button.

4. Once you're satisfied with the song list, you can fine tune the order of songs using the [Move Up] and [Move Down] buttons at the lower right or the dialog. You can also remove songs by selecting them and clicking the [Remove Song] button.

5. Click the OK button to save the playlist or Cancel to abandon the playlist.

To delete an existing Playlist

1. Select the Playlist you want to delete from the drop down combo box below the Playlist Library label in the upper right of the Create Playlists dialog.

2. Click the [Delete Playlist] button. You'll be asked if you really want to delete the playlist in question. If you click Yes, the playlist will be gone forever. If you click No, the playlist will live to rock another day.

To edit an existing Playlist

1. Select the Playlist you want to edit from the drop down combo box below the Playlist Library label in the upper right of the Create Playlists dialog.

2. The songs included in the playlist are queued in the list box below the New Playlist/ Delete Playlist buttons. You can add songs by either double-clicking them in the Song Library listing or selecting multiple songs and using the [Add Song] button. You can delete songs by selecting them and clicking the [Remove Song] button, and you can rearrange songs by selecting the song you want to move and clicking either the [Move Up] or [Move Down] button to reposition it in the playlist.

3. Click the OK button to save your changes to the playlist or the Cancel button to abandon your changes.

To rename an existing Playlist

1. Select the Playlist you want to rename from the drop down combo box below the Playlist Library label in the upper right of the Create Playlists dialog.

2. Click the [Rename Playlist...] button. Enter the new Playlist name in the dialog box that appears and click OK.

Custom Layout

The Custom Layout screen allows you to:

1. Re-arrange where the Instruments are located within the 3 possible *Units* to suite your playing style.

2. Make your own Mix of the song.

3. Change the playing speed (Tempo) for the song.

Clicking on the **Custom Playlist** button on the Main Playing screenwill open this window.
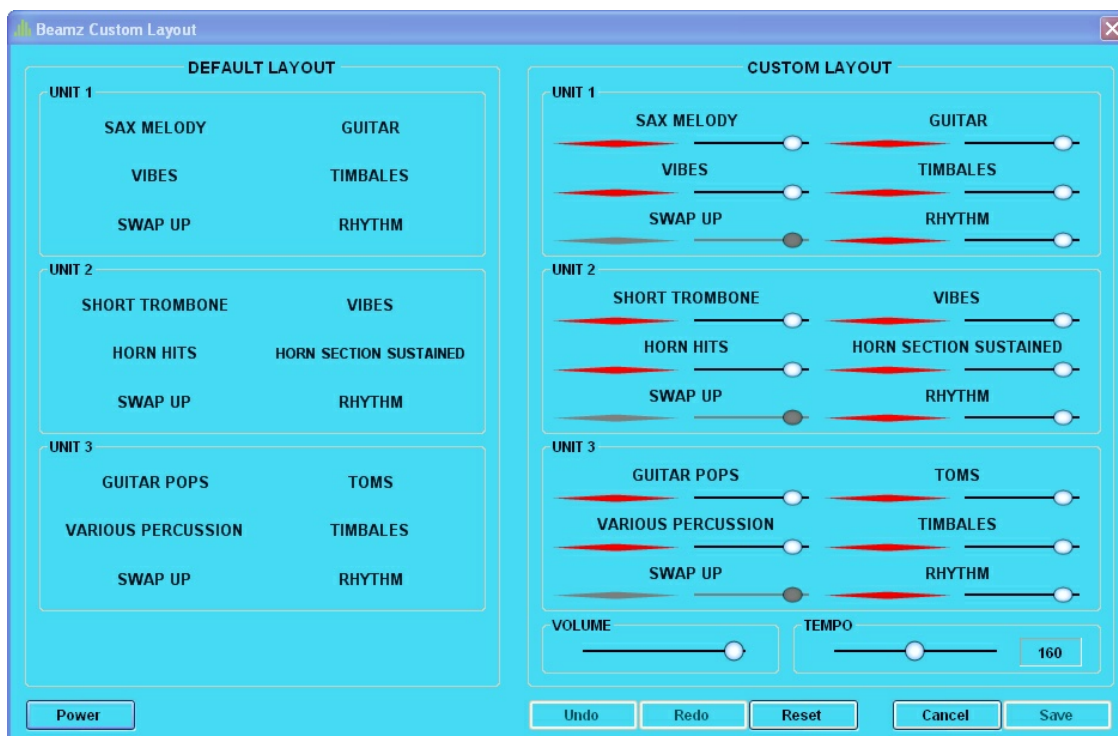
The left pane shows the DEFAULT LAYOUT for the song -- they way it was originally composed.

Clicking the Reset button will restore the custom layout to this.

The right pane shows your CUSTOM LAYOUT.

For each of the three possible Units, there are 6 Beamz console triggers that can be changed in a custom layout.

The four laser beams and the center & right buttons.
They each have their location in the custom layout screen as illustrated for Unit 1:
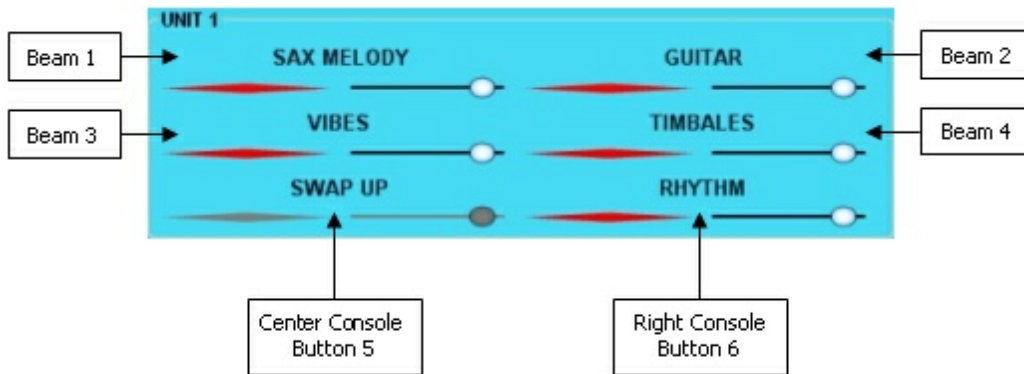
Mousing over the Red beam display will play the instrument -- same as Main Playing screen. Click the Power button to turn them off if they get in the way while you're re-arranging instruments.

Re-assigning Instrument Locations.
There are two ways to change an instrument assignment in a custom layout:
1. Drag an instrument from the DEFAULT LAYOUT at the left of the screen onto a beam location in the CUSTOM LAYOUT area at the right of the screen. This REPLACES what was there.
2. Drag an instrument in the CUSTOM LAYOUT area to a different location within custom layout. When dragging on top of another instrument at the new location, they will swap -- the two instruments will switch locations.
IMPORTANT NOTE:
Be aware that if you drag and drop an instrument onto the center or right control buttons, you'll lose the ability to switch between instrument banks or start and stop the rhythm accompaniment. You can always drag **Swap Sounds** or **Rhythm** back to the buttons or click the [Reset] button to restore to the original settings.

Making a Custom Mix.
Each instrument location in the custom layout pane has it's own volume slider that can be used for making a custom mix.
The Master Volume slider for all of the instruments is at the bottom of the custom layout pane.
Drag the slider left or right to change the volume setting.
Use the red play-bars to test your adjustments.

Setting a Custom Tempo.
If you determine that would want to play a song at a tempo that is different from it's original, Custom Layout offers a way to have the song always play at your preferred speed

without having to manually adjust the tempo setting each time the song is loaded. Use the Tempo slider at the lower right corner of the custom layout pane to set to the desired tempo, then save the custom layout. **Note**: Some Beamz songs are not meant to have their tempo adjusted. Tempo controls are disabled (grayed out) for these songs.

Saving your Custom Layout.

Clicking [Save] will save the changes you've made to the assignments, and clicking [Cancel] or ✖ will discard your changes and return you to the Beamz player mode.

You'll notice after you've changed a beam's assignment, that the title of the song turns from black to red in order to indicate that the song has been customized. The song title will appear red in all song lists as well as well. The original non-customized song will also be listed with it's name in black font.

Removing your Custom Layout.

If you have a custom layout for a song that you no longer want keep, click the [Reset] button to restore to the original settings, then click [Save].

When you click the **Tools** button, the following menu is displayed:

```
Use Custom Preset

Manage Playlists...
Options...

Map Beamz to Keystrokes...
```
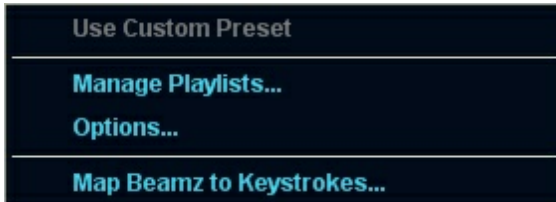
The commands available in the Tools menu let you customize the behavior of the Beamz software interface.

Use Custom Preset

If the current song has been customized using the Custom Layout 14 screen, the *Use Custom Preset* menu item will be checked. You can quickly toggle between a songs customized format and its default format using this menu item. If you have not saved custom layout for the current song, then this menu item will be grayed out and unavailable.

Manage Playlists

Clicking on *Manage Playlists* opens the Manage Playlists window.
The same selection is found on the Playlists Menu.
See Managing Playlists 12

Options

Clicking *Options* opens s window where you can set Beamz Player options.
See Beamz Options Window 18

Map Beamz to Keystrokes

The Beamz controller can be used in place of your computer's keyboard to trigger keystrokes for computer games that can be played with the keyboard.
See Map Beamz to Keystrokes 20

Beamz Options Window

The Beamz Options window allows you configure how Beamz software works.
To open, click on Options in the Tools Menu.
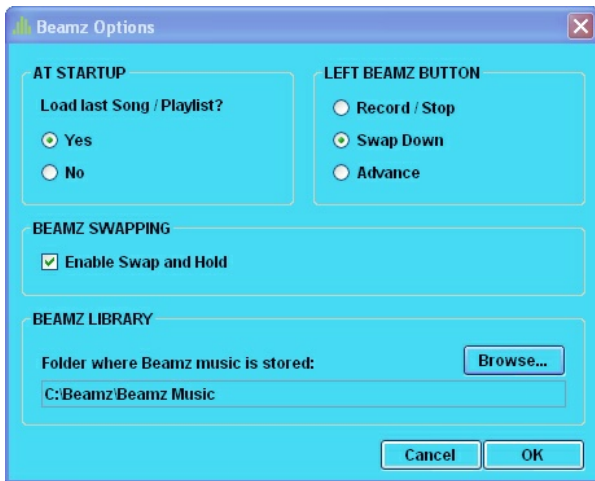
In the **AT STARTUP** options, you can either load the last song played or load no song when the Beamz interface is launched.

LEFT BEAMZ BUTTON
The left button on the beamz console can be setup to provide three options. (Record, Swap Down, and Song Advance)
To learn more see Console Button Options 23

BEAMZ SWAPPING
Swap and hold is cool (advanced) feature that lets you "stick" a particular beam in a continuous trigger mode without needing to keep the beam broken. However, it can be confusing for people new to playing the Beamz, so it is normally turned off. After you have played to the point where you're comfortable swapping between each unit's selection on instruments, you can turn it on.
To learn more, see Swap and Hold 30

BEAMZ LIBRARY lets you select the location of your Beamz song music files.

Use the Browse... button to point to the folder containing your Beamz song music files. The default location is a "shared" folder in the Windows operating system so that a computer shared by multiple people with separate user profiles will all have access to the Beamz song music folder.

18

IMPORTANT NOTE - if you chose to move your Beamz song library to another location, take note that as you purchase additional songs and install them you will need to direct the installer to place the song to the folder location you specified in Options.

Map Beamz to Keystrokes

The Beamz controller can be used in place of your computer's keyboard to trigger keystrokes.
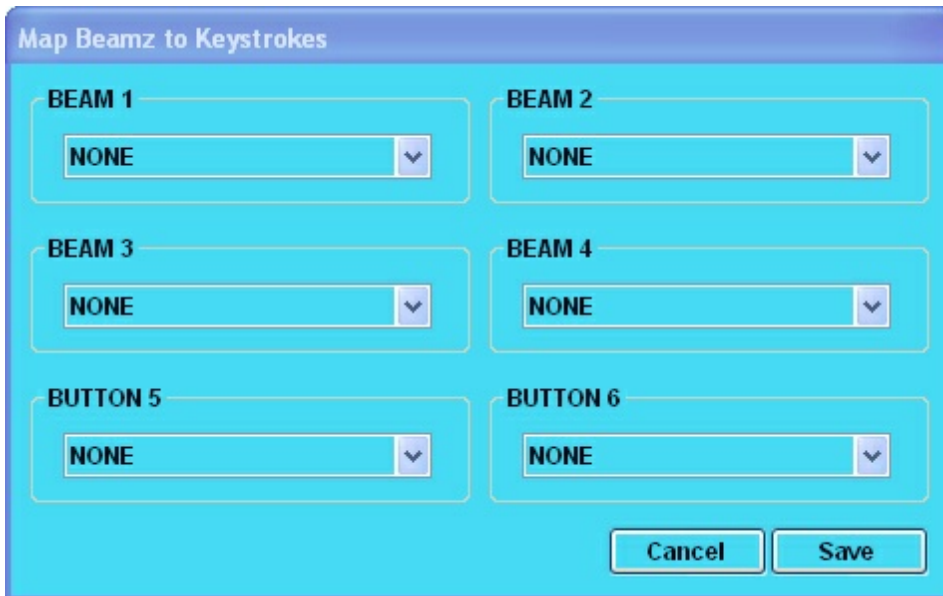
Mapping Beams To Keystrokes for a game.

The Beamz controller can be used in place of your computer's keyboard to play games and optionally hear a Beamz song while you play the game. **NOTE:** The keystrokes you assign to beams must match the keystrokes used to control the game you want to play.

1. Launch the game you intend to play.
2. Launch the Beamz software.
3. Use Map Beams to Keystrokes in the Tools Menu to set the keystroke you want each beam to generate.
4. Switch back to the game window and play the game with the Beamz lasers.

Here's an example of how to map the beams to play the Pinball game that is included with Windows XP.
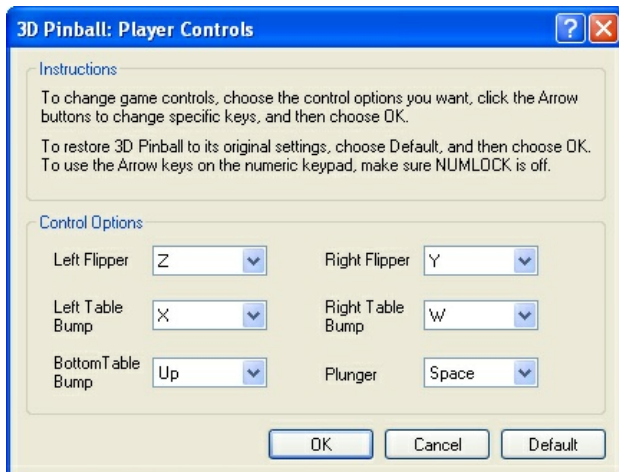
(A good Beamz song for this game is Death By Metal in the Beamz Master Song List.)

Notes on Game sounds.
To hear only the sounds made by the game, turn the volume all the way down on the Beamz screen.
To hear only the Beamz song, use the player controls/options in the game to turn off its sounds.

Help Menu

Clicking the ⬛ Help button on the Main Playing screen opens the help menu.

User Guide

Clicking **User Guide** opens the Beamz Player Help files.

Register Beamz

Clicking **Register Beamz** will take you to the beamz web site where you can register your Beamz.

About Beamz

Clicking **About Beamz** opens a window showing your Beamz player version number and copyright information.

22

Beamz® User Manual

The left console button can be set up to work three different ways.
To change how the left button works, select Options from the tools menu and check the appropriate box on the Options Screen. This option is "Global" -- it will work this way for all songs.

 Option 1: **Record Start/Stop**

Pressing the left button will start and stop recording a performance.

 Option 2: **Swap Down**

Pressing the left button will swap the console to the unit number lower than the current unit being played. For example, if unit 2 is current, pressing left (Swap Dn) button will switch to unit 1. Pressing the center Swap (up) button will make unit 3 active.

 Option 3: **Song Advance**

Pressing the left button will make the song being played advance to the next section of the song and continue playing there. Normally, each section of a Beamz song has been composed to play for a specified number of bars before the song automatically advances to the next section. Song Advance allows the performer the option of shortening longer sections of the song to match how they're performing it.

The center button is set up to Swap up to the next highest unit number. It the current view is set on unit 2, pressing the center button will switch to unit 3 view. Pressing the Swap button again will switch to unit 1.

The right button starts and stops the Rhythm for the song. Press it to start the song, and press it again to end it.

Unlike the left console button, which is set up for all songs in the Options screen, the center (swap) and the right (Rhythm) buttons are set up as part of a song's composition. This can be changed by making a custom layout for a song using the Custom Layout screen.
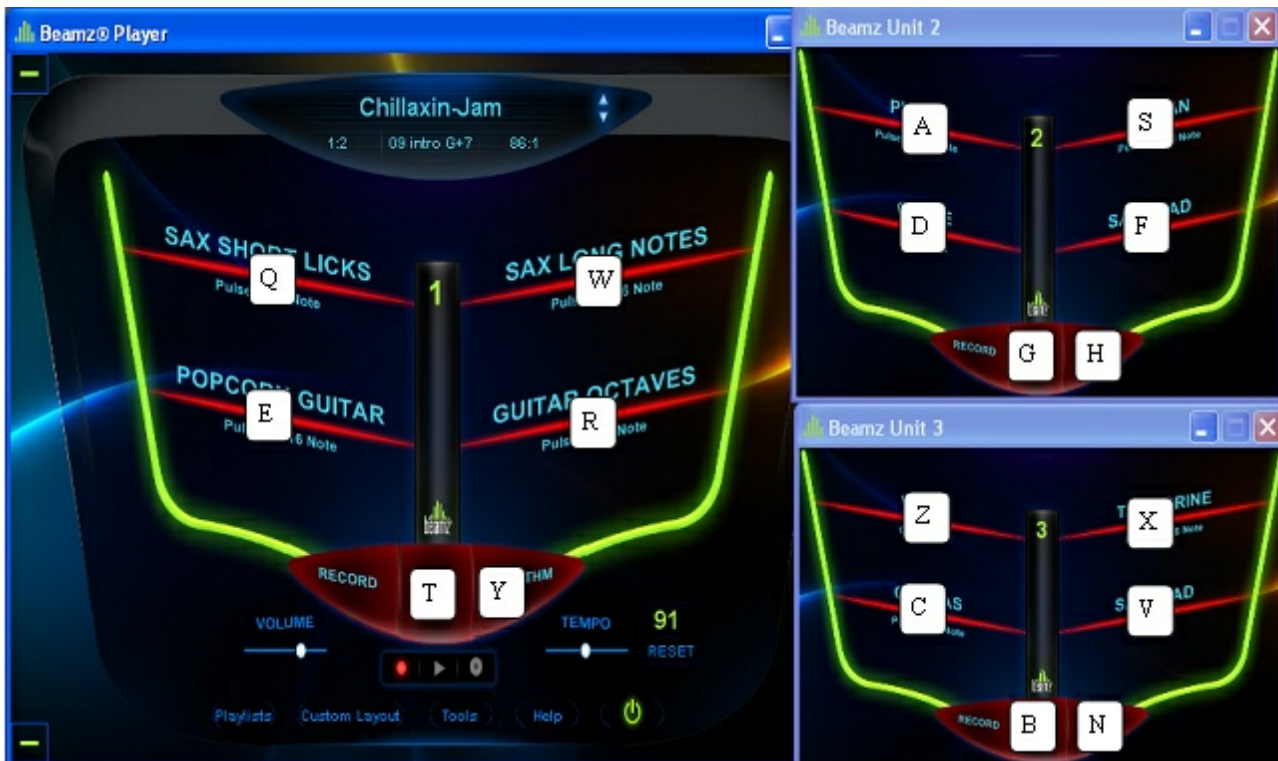
Recording a performance

Beamz software allows you to make a recording of your performance, play back your recorded performance, and then save it in .wav or .wma format.

You'll notice at the bottom of the Beamz player is a strip of DVD/VCR-like commands:

Until you have made a recording, the Play and Save buttons are not available.

To Start Recording:

• Click on the *Record* button . It changes to while a recording is being made.

To Stop Recording:

• Click on the *Record* button again. It changes back to .

NOTE: If you have opted to have **Record** assigned to the left console button, you can press the console button to start and stop recording. See: Console Buttons Explained 23

Playing your recording.
After you have recorded something, you can play it back to hear how it sounds.

• Click on the Play button . Your recording will begin playing.
• Click again to stop the play back.

Saving your recording.
Once you get a recording you want to keep and play again later, you can save your recording in either .wav or .wma format, which can be played with a digital music player such as Windows Media Player.

• Click the Save button . A standard Windows "save" dialog window will open.

1. Enter a *File name*: for the recording.
2. Select the *Save as type*: (wave or windows media).
3. If you do not want the recording saved in your *My Music* folder, browse to a new *Save in:* folder.
4. Click the *Save* button.

IMPORTANT NOTE:

You can only play or save a recording with the Beamz software immediately after recording it.

If you make multiple recordings, only the last one is available.

When you switch to a different Beamz song or shut down the Beamz player, the recording will be lost.

Beamz trigger types

Once you finish messing around with the Beamz and seeing what a cacophonous mess you can make with the metal songs, you'll start to notice that in various songs, the lasers react in different ways. The technical term for the Beamz lasers is trigger, and when you break a Beamz laser, you are said to be triggering its corresponding instrument. All triggers are not created equal, however, and Beamz songs use different ones. The type of trigger used for a beam is usually displayed along with the name of the instrument on the main playing screen. These are the Beamz trigger types you might encounter in Beamz songs:

Pulse triggers
Pulse triggers are the most common of the Beamz trigger types.
Each time you break a beam assigned to a pulse trigger, you'll get a single note from the assigned instrument. If you block a beam, you'll get a continuous stream of notes complementary to the rhythm accompaniment. The rate the notes are pulsed is also displayed as musical note values.

One shot triggers
One shot triggers are the easiest triggers to describe since they do exactly what their name implies. No matter how long you break a beam to which a one shot trigger is assigned you'll get just a single note or "riff." You can break the beam repeatedly to get additional riffs. One shots might trigger voices, instrumental flourishes, or drum breaks. Again, a one shot trigger is triggered just once no matter how long you break the beam.

Start / Stop triggers
Start and Stop triggers are use to start and stop a loop playing. The first time you break the beam, it starts a loop playing.
While the loop is playing, breaking the beam again will stop it. Breaking the beam a third time will start the loop playing from it's beginning.

Start/Pause triggers
Start/Pause triggers work the same way as Start/Stop except when stopped, it stops in place (pauses). Breaking the beam a third time will start the loop playing from where it was paused.

Momentary/Stop triggers

Momentary/Stop triggers work the same way as Start/Stop except it loops only while the Beam Trigger is held on.

Momentary/Pause triggers

Momentary/Pause triggers work the same way as Start/Pause except it loops only while the Beam Trigger is held on.

Advance triggers

Advance triggers allow you to advance the melody of the currently playing song to the next "section" of the song. For example, let's say you're playing a classical piece and you're in a slow-going, low energy "tear-jerker" section. If you'd like to advance to the next section of the song, a high-energy full-on brass and percussion festival, you can trigger an Advance beam.

Working with Beamz loop songs

Imagine an endless tape running in a never-ending loop. Then imagine that you add instruments to that loop at different locations and for different durations. The loop will run and run triggering the instruments at the point where they were recorded to the limit of their duration, continuing endlessly. A Beamz loop song (such as Minimaloop or Loop De Loop) works in exactly the same way.

The following figure shows a loop that triggers a marimba:
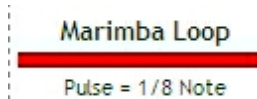
Loops usually run for four measures and then repeat.
To lay down loop instruments:

1. Start the song's rhythm accompaniment.

2. Block the loop beam that you want to layer on top of the rhythm accompaniment. You can block and hold the beam for a sequence of notes, or you can block the beam only long enough to trigger a single note.

3. A looped beam is automatically recorded and played back as a an additional accompaniment rhythm. You should wait and listen to the complete cycle before adding additional loops.

4. Repeat for any other loop beams you'd like to add.

5. When you're satisfied, you can trigger non-loop beams normally.

When it comes to loop triggers you'll quickly find that less is more. Make sure that you don't totally clutter your sound stage with too many different loop sequences layered over each other.

Swap and Hold

Swap and hold is cool feature that lets you "stick" a particular beam in a continuous trigger mode without needing to keep the beam broken. To hold a particular beam, break and hold the beam while simultaneously pressing the Swap button on the Beamz controller's base. The beam will continue to trigger (and will remain a steady green) until you switch back to it using the Swap button and break the beam again. Swap and hold enables you to add to the existing rhythm accompaniment, or even create your own accompaniment.

In order to use Swap and Hold, it must be enabled on the Beamz Options screen.

Note that if the same instrument is also assigned to a different beam in the second bank, you can break the beam in that bank to stop the triggering.

If you press the large right Beamz controller button to stop the rhythm accompaniment, the held beams will continue to play until you break them again.

Adjusting a song's tempo

You can adjust the speed at which a particular song plays by changing its tempo using the tempo control.

The number being displayed is the current tempo.

Drag the ball left or right to adjust the tempo setting.

Click *Reset* to restore to original tempo.

Note 1: Some songs do not permit tempo to be changed. For these songs, the Tempo controls will be darkened and unavailable.

Note 2: In most songs, adjusting the tempo will affect the pitch of the instruments.

Note 3: Tempo adjustments made on the main playing screen only stay in effect as long as the song remains loaded. They are not saved in any way. Changing songs or closing the Player software will loose a custom tempo setting. If you want to save a custom tempo, make a custom layout for the song using the tempo controls there.
See: Custom Layouts 14

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• Do not stare into beam
• Adults should initially explain the hazards to children and ensure that children use the product properly.
• Remove rings, watches and other shiny jewelry prior to use to prevent reflection of the laser beams toward the eyes of operators or spectators.
• Do not insert head between the U shaped laser brackets. This action could allow direct eye exposure by the lasers.
• Do not insert any shiny objects or mirrors in the beam path.
• Do not attempt to reflect the lasers out of their normal path.
• If U shaped laser brackets are bent or broken such that the lasers are not terminated on the other side of the U, do not operate the product.

Laser Emission Data

The product parameters are as follows:
• Laser Product Class: 2
• Laser Classification Standard: IEC 60285-1
• Number of Lasers: 4
• Laser Power, Peak: <0.90 mW
• Laser Wavelength = 650nm+/- 5nm
• Laser Pulse Length: 928 μs
• Laser Pulse frequency: 1016 Hz
• Pulse Energy: 835 nJ
• Beam Divergence: <1.5mrad
• Beams Diameter: <4mm
• Beam TEM Mod: TEM00

Caution: use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

Regulatory Requirements

FDA/CDRH

1. **Hazard Warning Symbol and Explanatory Label**

LASER LIGHT-DO NOT STARE INTO BEAM-CLASS 2 LASER PRODUCT
<0.9mW 650nm, 928µs, 1016 Hz, 835 nJ, EN/IEC60825-1 2007

2. **Manufacturer's ID & Certification Statement**

Beamz Interactive, Inc.   www.thebeamz.com
15354 N. 83rd Way, Ste 102
Scottsdale, AZ 85260 USA
Date of manufacture:

S/N:

Product Name: Beamz®
Product Model Number: C4
Made in Malaysia SBC-001

UL LISTED
MUSICAL INSTRUMENT
3RHE

FC CE
Class B

This Class B digital apparatus complies
with Canadian ICES-003.
Protected under US Patents 6,960,715
and 7,504,577. Other US and foreign
patents pending. Complies with FDA
performance standards for laser products
except for deviations pursuant to Laser
Notice No. 50, dated June 24, 2007.

C4-PI-01

Laser Safety Label Location Diagram

Hazard warning and
explanatory label location

The warning label is located as shown above.

manufacturer's identification label &
certification statement location
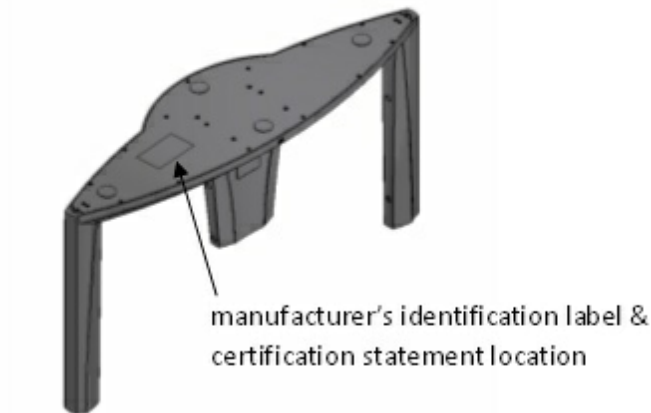
The manufacturer's identification label & certification statement are located on the bottom of the product as shown above.

Maintenance

Maintenance is limited to cleaning the housing. Prior to cleaning the housing, disconnect USB cable. Clean housing with damp soft cotton cloth. Do not use solvents or cleaners. If a laser fails, contact the manufacturer. No service is possible or allowed by the customer. Contact manufacturer for technical assistance if you feel your Beamz Player unit is malfunctioning. Do not attempt to disassemble or modify unit.

Certification

No maintenance of service is required to keep unit in compliance with US and International Laser Regulations.

This product complies with US Laser Product Safety Requirements. Under 21 CFR 1040.10 & .11. This product is also compliant with International Laser Safety Standards "IEC 60825-1" via the terms of US Laser Notice No. 50. Beamz is a US certified Class 2 laser product.

FCC

Beamz Interactive, Inc.   www.thebeamz.com
15354 N. 83rd Way, Ste 102
Scottsdale, AZ 85260 USA
Date of manufacture:

S/N:

Product Name: Beamz®
Product Model Number: C4
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Class B

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C4-PI-01

DECLARATION OF CONFORMITY
Trade Name: Beamz Music System
Product Name: Beamz®
Product Model Number: C4

These devices comply with Part 15.2 of the FCC Rules Part 15.2.
Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

CE

Manufacturer's Declaration of Conformity

We declare under our sole responsibility that the Beamz Player C4, to which this declaration relates, is in conformity with the following standards or other normative documents:

CE Mark:
- EN55022 Class B (EMC)
- EN55024 - (Immunity)
- EN60950 - (Safety)
- This product complies with European Directive 1995/5/EC.

Manufacturer's Disclaimer Statement

The information in this document is subject to change without notice and does not represent a commitment on the part of the vendor. No warranty or representation, either expressed or implied, is made with respect to the quality, accuracy or fitness for any particular purpose of this document. The manufacturer reserves the right to make changes to the content of this document and/or the products associated with it at any time without obligation to notify any person or organization of such changes. In no event will the manufacturer be liable for direct, indirect, special, incidental or consequential damages arising out of the use or inability to use this product or documentation, even if advised of the possibility of such damages. This document contains materials protected by copyright. All rights are reserved. No part of this manual may be reproduced or transmitted in any form, by any means or for any purpose without expressed written consent of its authors. Product names appearing in this document are mentioned for identification purchases only. All trademarks, product names or brand names appearing in this document are registered property of their respective owners.

Beamz Interactive, Inc.

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www.thebeamz.com

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Beamz Interactive, Inc.

15354 N 83rd Way, Ste 102
Scottsdale, AZ 85260
http://www.thebeamz.com
Tel: 888.724.7380

Please make sure that you read all instructions in this user guide prior to operating the Beamz product.

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Warranty

BEAMZ INTERACTIVE, INC. LIMITED WARRANTY FOR BEAMZ PRODUCTS, ACCESSORIES AND SOFTWARE.

1. STATEMENT
Beamz Interactive, Inc. ("Beamz") hereby warrants to you that the Beamz brand music performance product ("Product") accompanying this Limited Warranty ("Warranty") shall materially conform to its accompanying written documentation and written specifications (collectively, the "Specifications"), in normal use consistent with the Specifications, for one (1) year from the date of original purchase thereof from Beamz or an authorized Beamz reseller (the "Warranty Period"). If any Product does not materially conform to the foregoing Warranty, you MUST PROVIDE PROOF OF PURCHASE AND may contact Beamz at the telephone number or email address below to determine whether the Product is subject to this Warranty. Where the Product is subject to this Warranty, Beamz may direct you to return such Product to Beamz, at your risk and expense and no later than ten (10) days after the end of the Warranty Period. After Beamz has received such returned Product, Beamz shall, at its option, either repair or replace such Product, and shall in either case return such Products to you at Beamz's risk and expense. Returned Products shall be subject to the balance of the Warranty Period otherwise applicable, but in no event less than ninety (90) days. Any reconditioned parts used by Beamz shall be subject to all the same provisions as otherwise applicable to new parts. The foregoing describes Beamz's sole liability, and your sole remedy, under this Warranty.

2. WARRANTY EXCLUSIONS
The foregoing Warranty does not cover and shall be void for defects or damages resulting from casualty, accident, misuse or abuse, neglect, alterations, service or repair other than by Beamz or its independent third party service providers (including without limitation by you), improper installation, operation or maintenance, improper connections with peripherals or other causes not arising out of defects in the materials or workmanship of Products. Beamz shall not be responsible for damage to or loss of repaired or replaced Products during shipping by Beamz.

3. PROCEDURE FOR WARRANTY SERVICE
Prior to returning any Products to Beamz, you must first contact Beamz, either by telephone (at (888) 724-7380) or email (to "support@thebeamz.com"), to confirm that such Products are covered by the foregoing Warranty. If

such Products are so covered, you shall obtain from Beamz a return merchandise authorization ("RMA") number and shipping instructions prior to any shipment of such Products to Beamz, and shall include such RMA with any corresponding Product shipment. All shipments shall be in the original retail carton with interior foam.

4. DAMAGES
IN NO EVENT SHALL BEAMZ BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY INDIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, HOWEVER AND WHEREVER ARISING, AND REGARDLESS OF WHETHER ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL THE TOTAL LIABILITY OF BEAMZ, ITS OFFICERS, DIRECTORS, OWNERS, AGENTS, AND AFFILIATES FOR ANY CLAIM ASSOCIATED WITH OR ARISING FROM THIS WARRANTY OR ANY PRODUCT EXCEED THE AMOUNT ACTUALLY PAID TO BEAMZ FOR THE PRODUCT WHICH IS THE SUBJECT OF SUCH CLAIM. Some jurisdictions do not allow limitations of certain damages so the foregoing may not apply to you.

5. WARRANTY DISCLAIMER AND LIMITATIONS
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6. LAW
This Warranty is subject to the laws of the State of Arizona as apply to contracts entered into and performed in Arizona between Arizona residents, and without regard to conflict of laws principles. Any dispute regarding this Warranty or the Products shall e subject to the sole jurisdiction of the State and Federal Courts located in Maricopa County, Arizona, and you hereby consent to the personal jurisdiction of such courts.

7. CONTACT
If you have any questions about the Products or this Warranty, you may contact Beamz by telephone at (888)-724-7380 by email (to "support@thebeamz.com"), or by writing to: Beamz Interactive, Inc., Attn: Customer Support, 15354 N 83rd Way, Ste 102, Scottsdale, AZ 85260.