

Xjam

MIDI Performance Controller

USER GUIDE

artesia PRO



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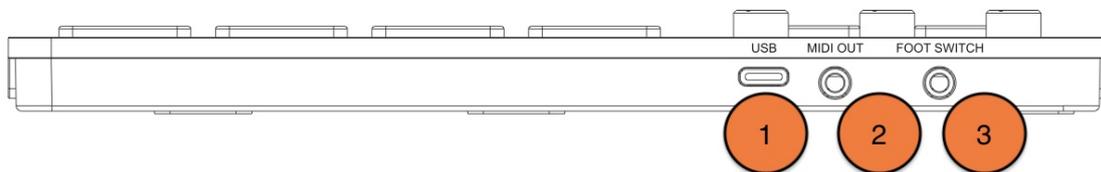
1. Use the included USB-C cable to connect the Xjam's USB port to an available USB port on your computer (powered on). If you want to connect your Xjam to a mobile device such as iPad, please use the Apple Camera Connection Kit (available separately) and appropriate USB cable to connect your Xjam hardware.
2. On your computer, open your digital audio workstation (DAW).
3. Select **Xjam** as the controller in the **Preferences**, **Device Setup**, or **Options** of your DAW.

Turning off the power

Disconnect the USB-C cable that is connected to the Xjam and the computer. The power to the Xjam will turn off and the CTRL Bank and PAD Bank LEDs will go dark.

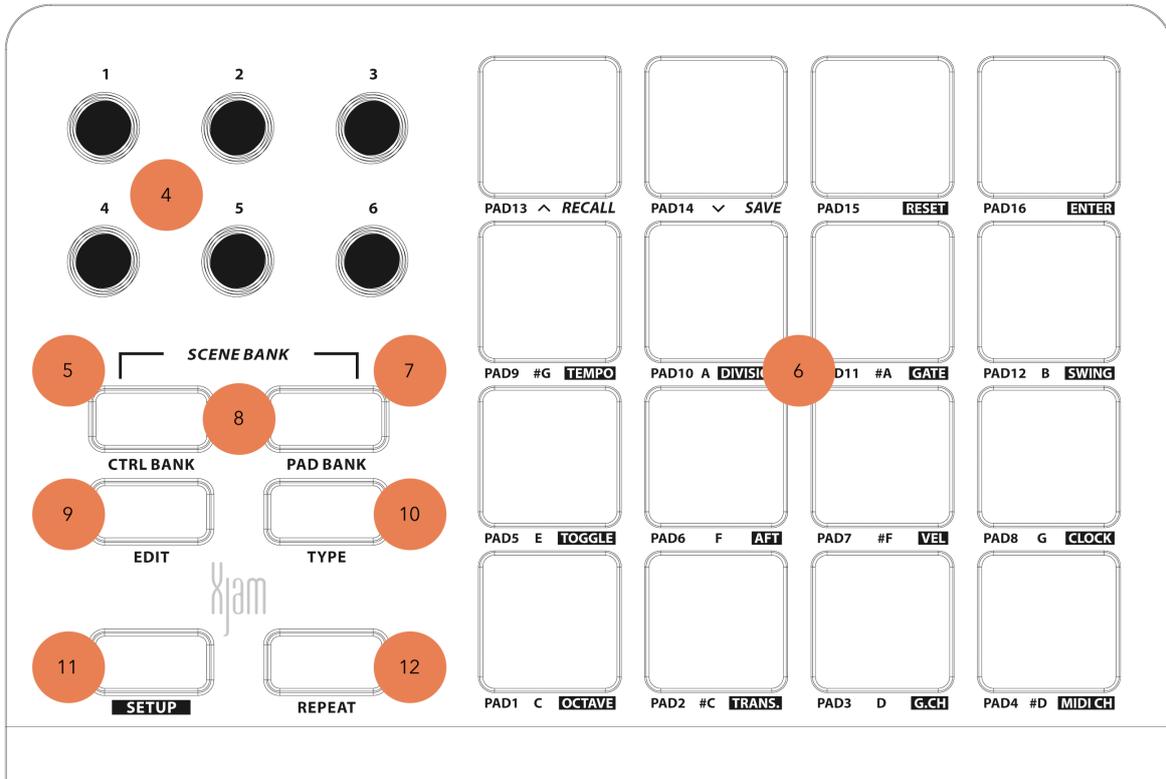
3 Parts and their Functions

Xjam Front View



1. **USB Port:** Use the included USB-C cable to connect this USB port to your computer. The computers USB port provides power to the Xjam. This connection is also used to send and receive MIDI data to and from your computer.
2. **MIDI Out:** You may use this MIDI out port for connection and transmission of MIDI data to an external device like a sound module or a synthesizer.
3. **Foot Switch:** Input for Sustain Pedal.

Xjam Top View



4. **Encoders:** Use these 360° encoder knobs to send continuous controller messages to your software or external MIDI device.
5. **CTRL BANK:** Use this button to select one of three independent banks of controller knobs, separated by the colors GREEN, YELLOW and RED. This lets you control up to 18 independent parameters.
6. **Pads:** Use these pads to trigger drum hits or other samples in your software or external MIDI module. The pads are pressure- and velocity-sensitive, which makes them very responsive and intuitive to play. Each pad indicates the played velocity value by color: **Soft** 1-63 (green), **Medium** 64-99 (yellow) and **Hard** 100-127 (red).
7. **PAD BANK:** Use this button to select one of the three independent banks of pads, separated by the colors GREEN, YELLOW and RED. This lets you access up to 48 different pads (16 pads across 3 pad banks).

8. **SCENE BANK:** Press CTRL BANK and PAD BANK buttons simultaneously to access and select three independent banks of SCENES, separated by the colors GREEN, YELLOW and RED. This lets you access up to 48 different SCENES (16 SCENES across 3 pad banks).
9. **EDIT button:** Press this button to enter the **EDIT-Mode** of your Xjam. Each pad and encoder can be edited independently. Settings made in the **EDIT-Mode** will be stored to the individual encoder or pad.
10. **TYPE button:** When you're in **EDIT-Mode** this button allows you to choose from four different types, indicated by color, depending on what you're aiming for. For the 16 pads and the external pedal those are: 1. NOTE (green) 2. MIDI CC (yellow) 3. PROGRAM (red) 4. MMC (unlit). For the 6 encoders you can choose from one of these four types: 1. MIDI CC (green) 2. PITCH (yellow) 3. PROGRAM (red) 4. AFTERTOUCHE (unlit).
11. **SETUP button:** Press this **SETUP** button to access the **SETUP-Mode** and adjust the global settings and also the **Repeat** parameters of your Xjam. Adjustments done in **SETUP-Mode** will affect all pads and all encoders.
12. **Repeat button:** Press this button and hold a pad to cause the pad to retrigger at a rate based on the current tempo and time division settings. There are two different **Repeat-Modes** available, **Temporary** and **Static**.

Tip: You can sync Note Repeat to an internal or external MIDI clock source. See the description [5.4.1 SETUP Repeat Clock Configuration](#) to learn how to do this.

4 Play Mode

In this section, you will find out more about the capabilities and settings of Xjam's pads and encoder knobs and what you can do with it.

4.1 Pads

Each of Xjam's 16 pads can send MIDI Note ON and OFF, MIDI CC messages, MIDI PROGRAM messages and MIDI MACHINE CONTROL (MMC) messages.

On each pad it's possible to program what kind of message will be sent (Note, CC, MIDI PROGRAM or MMC) and, through the **SETUP Mode**, in which mode it will be sent, **temporary** or **toggle** mode.

Each pad is illuminated by a triple color LED (green/yellow/red) and the illumination gives you a visual feedback on the pad status as well as on the reproduced velocity on the individual pad.

Xjam features three independent pad banks that provides you a total of 48 pads. To select the respective pad bank you will use the **PAD BANK** button, that will change its color according to your selection. Pad bank one is illuminated green, pad bank two is yellow and the third pad bank shines red. As already mentioned the pads themselves also display three different colors representing the reproduced velocity, according to how hard you push the pad. From soft (green), over medium hard (yellow) to hard (red). During **EDIT** or **SETUP** mode, the colors of the pads are used to guide you through the different options and also provide a visual feedback to the adjustments you make.

Note: Below the respective pads you'll find the information about the **pad's name**, its assigned **chromatic note name** and its **Secondary Function** in context with **SETUP** operations. Below pad 13 and 14 the Secondary Functions *RECALL* and *SAVE* are in italic font style to indicate to you that these functions are related to *SCENE* and *SCENE Bank* operation.

4.1.1 Sending Notes

Temporary Mode

When Xjam is programmed to work in temporary mode, which it is by default, Note ON messages will be sent when pressing the pad and Note OFF messages will be sent when releasing the pad.

During the time when a pad is kept pressed, it will illuminate with a specific color changing from green, when the pad is pressed with a rather soft velocity from 1 to 63, to yellow at a medium of 64 to 99. The pad gets illuminated red, when touched with a quite hard velocity, ranging from 100 to 127.

If the pad is pushed and held, Channel After Touch or Channel Pressure messages can be sent, depending on the settings made in [5.3.6 SETUP After Touch Settings](#).

Toggle Mode

When in Toggle mode Note ON messages are sent when the pad is pressed, releasing the pad will not produce any MIDI message.

A Note OFF message will be sent pressing the same pad again.

When a Note ON message has been sent the pad will illuminate yellow until the pad is pressed again to send the Note OFF message. If Note Toggle is applied it has impact on all pads.

4.1.2 Sending Control Changes

The pads can send MIDI CCs in two ways:

ABSOLUTE and RELATIVE

When a pad is programmed to send Control Changes in ABSOLUTE mode it will send a value of 127 for the selected CC# when the pad is pressed and a value of 0 on the same CC when the pad is released.

As with MIDI Note messages, the pads can be programmed to send CC values in temporary or toggle modes.

When a pad is programmed to send Control Changes in RELATIVE mode it will send a value between 0 and 127 on the selected MIDI CC#, depending on the velocity.

You'll find a detailed description how to apply MIDI CC settings to a pad here:

[6.2 Assign CC to Pads or to the External Pedal](#)

4.2 Encoders knobs / Continuous Controls

Supplementary to its 16 pads, Xjam comes with six encoder knobs that can be used to send either MIDI CC messages, Pitch messages, Program Change messages or After Touch messages.

With its three **CTRL BANKS** you have a total of 18 encoders that can be edited free and independently. Use the **TYPE button** to choose from one of these four message types:

1. MIDI CC (green)
2. PITCH (yellow)
3. PROGRAM (red)
4. AFTER TOUCH (unlit)

Here's a detailed description how to assign MIDI CC data to an encoder knob:

[6.5 Assign CC to Encoders](#)

4.3 External Pedal

Xjam has an external pedal input that works with sustain pedals.

This external pedal can be programmed to send Notes, MIDI CCs, PCs or MMC.

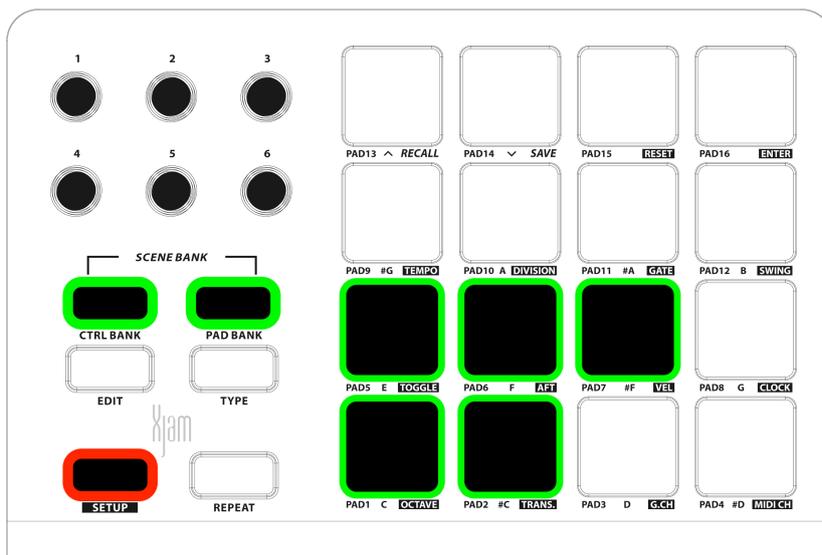
5 SETUP Mode

In this section of the Xjam user guide you'll be provided with detailed instructions on how to get the most out of your Xjam and customize its functions to your needs.

Note: In **SETUP** Mode the pad #10 is used as the numeric key input for "0".

Important: The downloadable Xjam editor app was designed for configuring your Xjam from your computer. When the Xjam Editor app got launched, the left hand functional buttons like "CTRL BANK", "PAD BANK", "EDIT", "TYPE", "**SETUP**" and "REPEAT" are not accessible through the hardware anymore, but through the Xjam Editor software exclusively.

5.1 Default SETUP State



After pressing **SETUP**, Xjam immediately shows its current setup state for two seconds through the color indication on the pads 1, 2, 5, 6 and 7. The default state is that the pads 1, 2, 5, 6 and 7 show up green. The green colored pads 1,

2, 5, 6 and 7 indicate that no changes to Octave (pad1), Transposition (pad 2), Toggle (pad 5) or the Velocity (pad 7) have been applied yet. The green Pad 6 indicates that Channel Pressure is already enabled for all pads by default.

5.2 SCENES

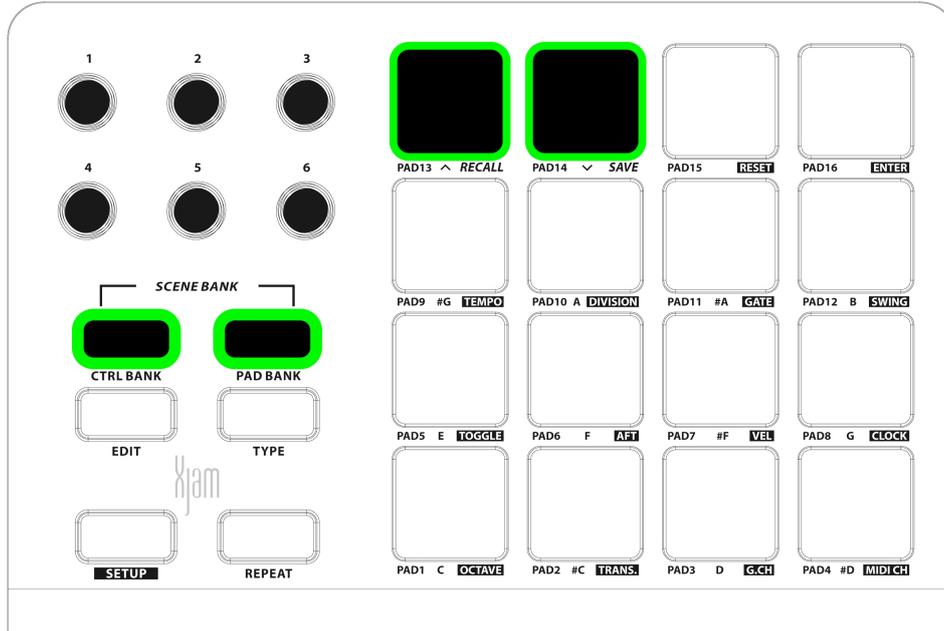
The Xjam has 48 **Scenes** to meet the needs of playing in different situations. That means that you can call up or save 48 different configurations of pads and encoders. A **Scene** is a "total recall" snapshot of the entire unit configuration. By

default and when powering up the Xjam for the first time, Xjam will load **Scene 1** as your initial Scene. Please refer to chapter [7 Default Presets](#), for a detailed list of Xjam’s scene settings.

5.2.1 SCENE RECALL

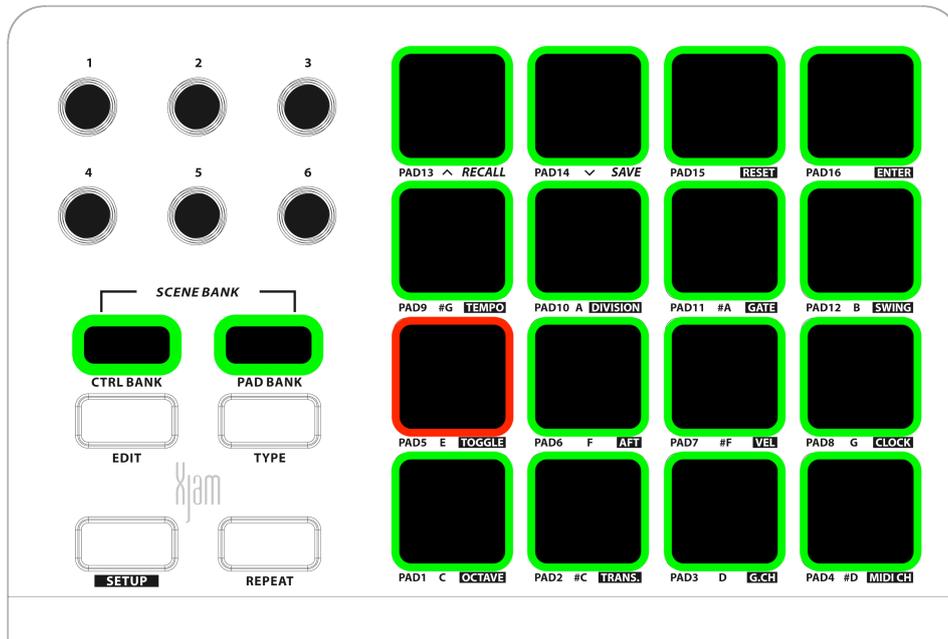
To RECALL a SCENE:

- Press CTRL BANK button and PAD BANK button simultaneously. Depending on the previous selection of the PAD BANK, the CTRL BANK and PAD BANK buttons flash either green, yellow or red constantly. If Pad 13 (RECALL) and Pad 14 (SAVE) shine GREEN, this indicates that you selected SCENE BANK 1 ranging from SCENE 1 to SCENE 16.
- Press the PAD BANK button one more time to enter SCENE BANK 2 ranging from SCENE 17 to SCENE 32 (YELLOW) and if you press PAD BANK button another time, you’ll find yourself within SCENE BANK 3 ranging from SCENE 33 to SCENE 48 (RED).



- To choose and recall a SCENE from the selected SCENE BANK, just press PAD 13 (RECALL) and all the 16 available SCENES from the particular SCENE BANK start to shine in the corresponding color of this SCENE BANK, indicating that these SCENES can be chosen within the next step. Furthermore the currently active

SCENE gets indicated by a blinking pad and its depending color. For example, a RED blinking Pad 5 indicates, that the currently active SCENE is SCENE #37 (RED indicates 3rd SCENE BANK -> SCENES 33-48 -> Pad 5 = SCENE 37).



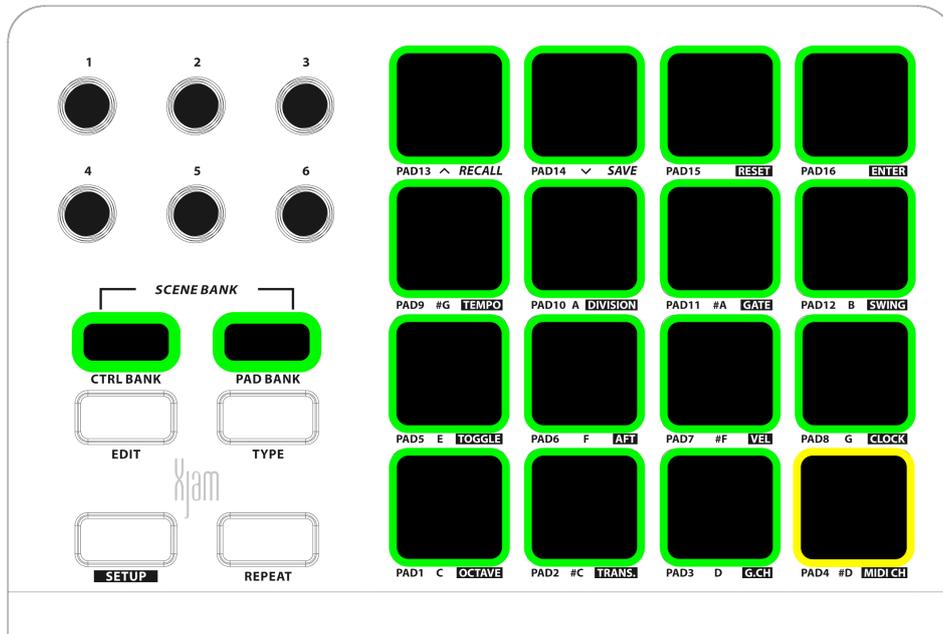
- Press the desired Pad - the Pad's number is equivalent to the SCENE number - in order to select the SCENE you want to load.
- The pad you used to select the SCENE number, now flashes twice to indicate your SCENE selection. Afterwards Xjam automatically returns into PLAY mode again.
- To exit the SCENE RECALL Mode without choosing a SCENE, simply press CTRL BANK button and PAD BANK button simultaneously again.

5.2.2 SCENE SAVE

To SAVE a SCENE:

- Press CTRL BANK button and PAD BANK button simultaneously. Depending on the previous selection of the PAD BANK, the CTRL BANK and PAD BANK buttons flash either green, yellow or red constantly. See previous chapter.
- To choose and recall a SCENE from the selected SCENE BANK, just press PAD 14 (SAVE) and all the 16 available SCENES from the particular SCENE BANK start to shine in the corresponding color of the SCENE BANK, indicating that these

SCENES can be chosen within the next step. Furthermore the currently active SCENE gets indicated by a blinking pad and its depending color. For example, a YELLOW blinking Pad 4 indicates, that the currently active SCENE is SCENE #20 (YELLOW indicates the 2nd SCENE BANK -> SCENES 17-32 -> Pad 4 = SCENE 20).



- Then press the desired Pad - the Pad's number is equivalent to the SCENE number - in order to select the SCENE number you want your configuration to be saved to.
- The pad you used to choose the desired SCENE number, now flashes twice to indicate your SCENE SAVE selection. Afterwards Xjam automatically returns into PLAY mode again.
- To exit the SCENE SAVE Mode without choosing a SCENE, simply press CTRL BANK button and PAD BANK button simultaneously again.

5.2.3. Reset the Presets

The **RESET** function can restore all settings of Xjam to its original factory state.

- Press **SETUP**, and again the red SETUP LED will illuminate steady.
- Press **RESET** in the pad area (Pad 15).

- Now all buttons and pads of the Xjam will successively light up yellow, and then turn off again. At this time, Xjam has returned to factory state.

Note: Some global parameters, such as **G.CH**, **OCTAVE** and **TRANS** (GLOBAL MIDI CHANNEL, OCTAVE and TRANSPOSE) will always remain through all the 48 SCENES. That means you cannot set the GLOBAL MIDI CHANNEL for the Xjam device to Channel 4 for SCENE 11 and SCENE 5 is set to channel 16 as GLOBAL MIDI Channel.

Important: Performing the **RESET** function does not affect any changes or editing that have been applied to the four Dynamic User Curves. A Reset back to the Factory User Curves can either be performed through the Xjam’s Editor App or by a Reset to the Factory User Curves, which is explained in detail in this chapter:
[5.3.7 SETUP Pads Velocity Sensitivity](#)

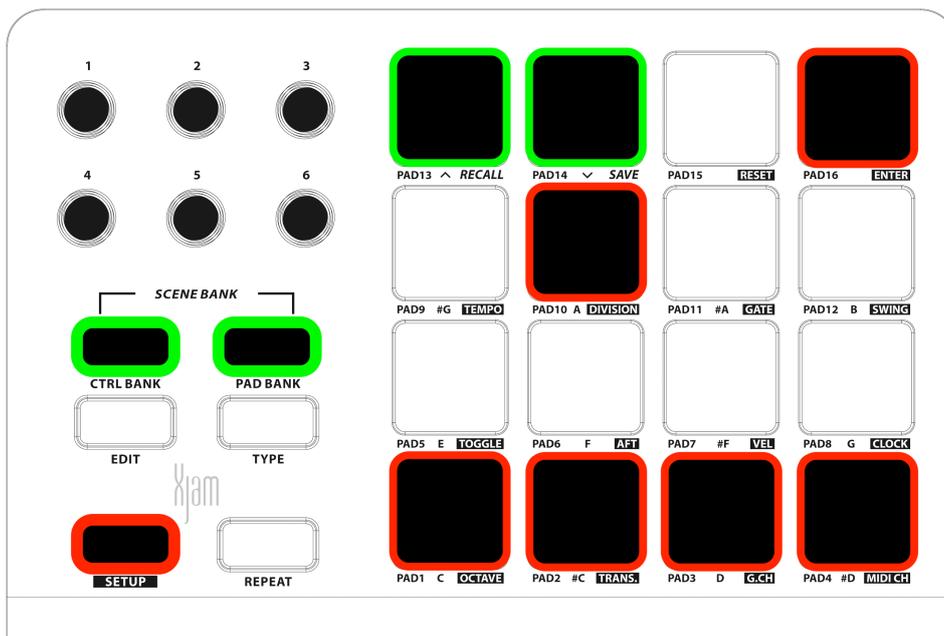
5.3 SETUP Global Parameters

5.3.1 SETUP Octave Shift for Pads’ Notes

With Xpad you can shift the pads’ note keys by 4 octaves up and three octaves down.

To shift octaves for pads’ notes:

- Press **SETUP**, the red **SETUP** LED will illuminate steady.
- Press **OCTAVE** in the pad area (Pad 1).



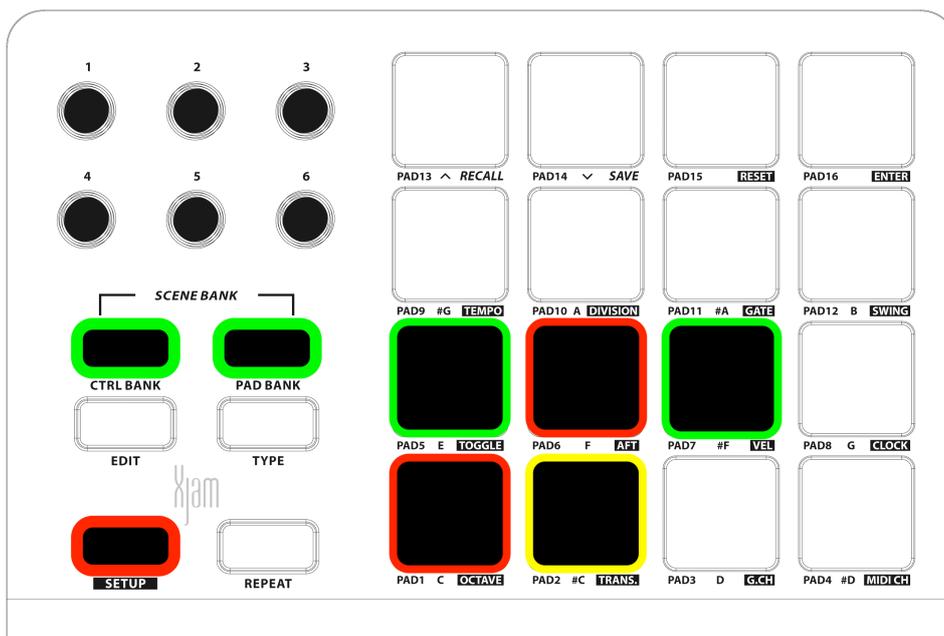
- The pads with the number keys 1-4, 0 (Pad 10) and 16 will illuminate RED, number keys 13 and 14 shine GREEN.
- You may either use the GREEN up/down keys (Pad 13/Pad 14) to shift OCTAVES up or down stepwise or input the Octave number directly by using one of the RED pads 1 - 4.

If you want to shift upwards using the RED pads just push the desired pad 1, 2, 3 or 4.

For downward shifting push Pad 10 before you press one of the RED pads 1 - 4 to invert direction.

- The selected pad will illuminate yellow to confirm the selection.
- Press Pad 16 to confirm and exit SETUP mode.
- Pad 16 will flash GREEN two times to confirm that the input was correct and has been saved.
- To return the pads to their default state (no OCTAVE shift) just press number "0" (Pad 10) and then press Pad 16 to confirm and exit the SETUP mode.
- If you want to leave SETUP Mode without octave shift to the pads, just press SETUP Button once and you'll return back into Play Mode.

Note: When entering the **SETUP** mode, Xjam shows its current OCTAVE setup state for two seconds through the color indication on Pad 1. GREEN means, no OCTAVE shift. RED indicates a downshift whilst YELLOW displays that the pads have been shifted upwards for one or several octaves.



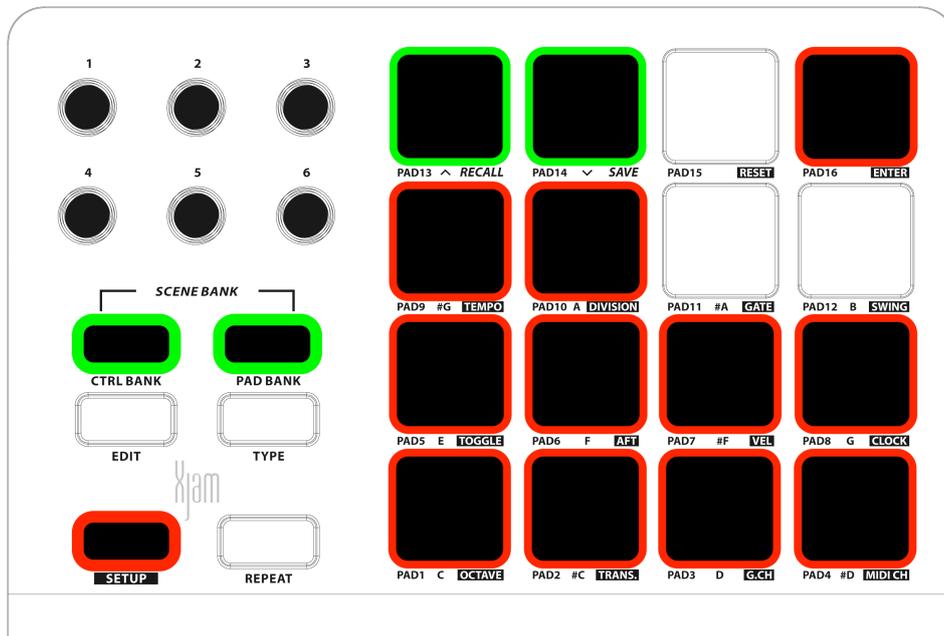
In this picture of the current SETUP state, the **RED** Pad 1 indicates that OCTAVE has been shifted downwards, whilst the **YELLOW** Pad 2 indicates that TRANSPOSE has been shifted upwards.

5.3.2 SETUP Note Transposition for Pads' Notes

With Xpad you can shift the pads' note keys by 12 semitones up and 12 semitones down.

To apply a note TRANSPOSITION for pads' notes:

- Press the **SETUP** button to enter SETUP mode. The red SETUP LED will light up steady.
- Press **TRANS.** in the pad area (Pad 2).
- The pads with the number keys 1-9 and 0 will illuminate RED, number keys 13 and 14 appear GREEN.



- You may either use the GREEN up/down keys (Pad 13 and Pad 14) to increase or decrease the current key position by semitones or input the TRANSPOSE value directly by using one of the RED pads 1-9 and 0 (Pad 10).

If you want to transpose upwards using the RED pads just push the desired pads 1-10.

For transposing downwards push Pad 10 before you press one of the RED pads 1-10 to reverse the direction.

- The selected pad will illuminate yellow to confirm the selection.
- Press Pad 16 to confirm and exit SETUP mode.
- Pad 16 will flash GREEN two times to confirm that the input was correct and has been saved.
- To return the pads to their default state (no TRANSPOSITION) just press number “0” (Pad 10) and then press Pad 16 to confirm and exit the SETUP mode again.
- And to leave SETUP Mode without transposing the pads, just press **SETUP** Button once and you’ll return back into Play Mode.

5.3.3 SETUP Global Transmit MIDI channel

To edit the global MIDI channel on which Xjam transmits MIDI data:

- Press the **SETUP** button to enter SETUP mode.
- Press Pad 3 / **G. CH.**
- All pads between 1 and 10 will light up RED.
- Compose the MIDI CH number using the 1-10 pads (10 means 0). Each time you press the pads, they will turn YELLOW.
- Press Pad 16 / **ENTER** to confirm the selection. In case a wrong value is inserted the **ENTER** button will flash red twice.

5.3.4 SETUP Individual MIDI channel

Xjam supports individual MIDI channel settings for individual pads, encoders or the External Pedal.

To edit the preset transmit MIDI channel:

- Press the **SETUP** button to enter SETUP mode.
- Press Pad 4 / **MIDI CH.**
- All pads will light up in the color of the selected PAD BANK.

- Select the pad on which you want to apply the MIDI channel setting to by pressing it.
- All pads between 1 and 10 will light up RED.
- Compose the MIDI CH number using the 1-10 pads (10 means 0). At each press the pads will turn YELLOW.
- Press Pad 16 / **ENTER** to confirm the selection and exit SETUP.

5.3.5 SETUP Sending Notes Mode

Note: As mentioned under [4.1.1 Sending Notes](#), Xjam offers two different modes to send MIDI notes and CC data, **Temporary** mode and **Toggle** mode. By default Xjam operates in Temporary mode.

To apply the TOGGLE MODE to all pads:

- Press the **SETUP** button to enter SETUP mode.
- Press Pad 5 / **TOGGLE**.
- At this time your Xjam will directly exit SETUP mode and turn on the TOGGLE function.

Note: When you press the SETUP button again now, you will notice that Xjam now shows a new SETUP state. When TOGGLE mode is ON, Pad 5 / **TOGGLE** will show up RED for two seconds. If Xjam is in TEMPORARY mode (TOGGLE is OFF), this pad is illuminated GREEN.

5.3.6 SETUP After Touch Settings

Xpad can either operate under polyphonic Aftertouch or Channel Pressure mode. Of course it can also run without sending any Aftertouch data (OFF).

To activate Aftertouch or Channel Pressure for all pads:

- Press the **SETUP** button to enter SETUP mode.
- Press Pad 6 / **AFT**.

- Now Pad 1, Pad 2 and Pad 3 get light up, indicating you can choose your desired Aftertouch mode out of these three options. The currently selected option lights up yellow.
- If you want to apply no Aftertouch at all, press Pad 1. For Channel Pressure press Pad 2 (default) and if you're aiming for Polyphonic Aftertouch choose Pad 3.
- Press Pad 16 / **ENTER** to confirm the selection and exit SETUP.

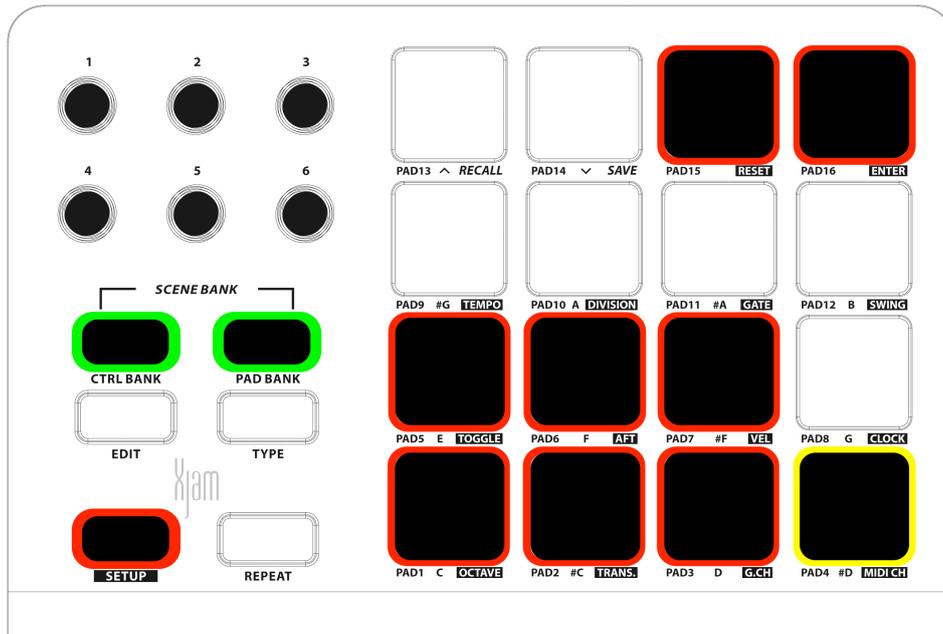
Note: If you press the **SETUP** button now, you will notice that Xjam again shows a new SETUP state. When AFTERTOUCH is enabled, Pad 6 / **AFT** will show up YELLOW for two seconds. If you selected Channel Pressure mode instead, Pad 6 / **AFT** will show up GREEN for two seconds. When AFTERTOUCH and Channel Pressure are disabled, this Pad would shine RED, when entering the SETUP Mode.

5.3.7 SETUP Pads Velocity Sensitivity

Note: Xjam is equipped with 7 kinds of velocity curves, which can meet various performance requirements. There are 4 user curves and 3 fixed velocity settings available, which are 127, 100 and 64 respectively.

To set pad velocity sensitivity for all pads:

- Press the **SETUP** button to enter SETUP mode.
- Press Pad 7 / **VEL** to access the velocity area. Now the number keys 1-7 in the pad area will become optional. Pad 4 is YELLOW, indicating that Velocity curve 4 is used as a default velocity curve, whilst pads 2 - 7 are illuminated RED and become optional for selection.
- The default setting is Curve 4, which is a dynamic curve with a soft logarithmic start turning into a soft exponential curve at the end.
- Press Pad 2 to set a slight exponential velocity sensitivity.
- Press Pad 3 to set a slight logarithmic velocity sensitivity.
- Press Pad 4 to set a hard, linear, velocity sensitivity.
- Press Pad 5 to set a fixed velocity. In this case, the pads will always send a velocity of 127.
- Press Pad 6 to set a fixed velocity. In this case, the pads will always send a velocity of 100.



- Press Pad 7 to set a fixed velocity. In this case, the pads will always send a velocity of 64.
- The selected pad will illuminate YELLOW to confirm the selection.
- Press Pad 16 / **ENTER** to confirm the selection and exit SETUP.

Important: Whenever you are executing a **RESET** function, this operation does not affect four Dynamic User Curves and any changes or editing that have been applied to them.

To return back to the Factory User Curves:

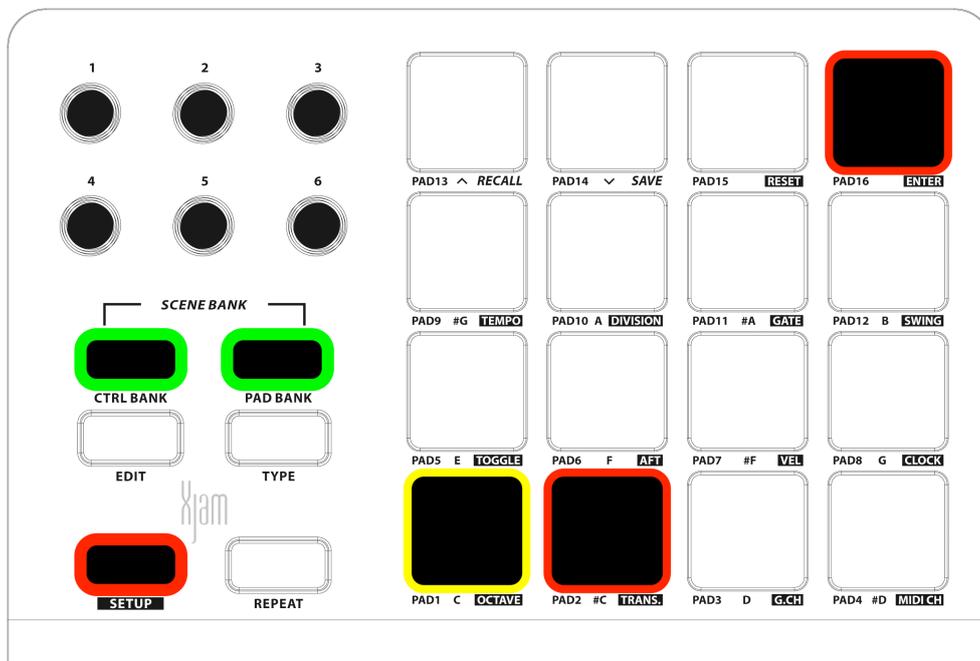
- Press the **SETUP** button to enter SETUP mode.
- Press Pad 7 / **VEL** to access the velocity area.
- Press Pad 15 / **RESET** to perform a RESET of the Factory User Curves.
- Now all buttons and pads of the Xjam will successively light up yellow, and then turn off again.
- Xjam's Dynamic User Curves have now been reseted to its Factory state.

Note: If you press the **SETUP** button after making adjustments to Xjam’s velocity settings, you will notice that Xjam shows you information about the current velocity setting during the 2 seconds **SETUP** state display. If one of the four user curve settings has been enabled, Pad 7 / **VEL** will show up **YELLOW** for two seconds. In case one of the three fixed settings has been enabled, this Pad would shine **RED**, see picture above.

5.4.1 SETUP Repeat Clock Configuration

To set Xjam’s clock configuration:

- Press the **SETUP** button to enter SETUP mode.
- Press Pad 8 / **CLOCK** to set Xjam’s clock source (external or internal), which will determine the rate of its time-related features.
- Press either Pad 1 (internal) or Pad 2 (external) to set the clock source. The selected pad will turn **YELLOW**.
- When Pad 1 lights **RED**, (external), Xjam will use your DAW’s tempo. When Pad 1 lights **YELLOW** (internal), like in the picture below, Xjam will use its own, the internal tempo, which can be set through Pad 9 / **TEMPO** during the next **SETUP** process.



- Press Pad 16 / **ENTER** to confirm the selection and exit **SETUP**.

Note: If the Xjam is not connected to any MIDI software with a clock and external clock is selected, the repeat function will not work.

5.4.2 SETUP Repeat Tempo

To edit the Repeat Tempo:

- Press the **SETUP** button to enter SETUP mode.
- Press Pad 9 / **TEMPO**.
- All pads between 1 and 10 will light up RED and become selectable.
- Compose the desired bpm tempo (20-240) using the 1-10 pads (10 means 0) to select the tempo used by repeat operation. At each press the pads will turn YELLOW.
- Press Pad 16 / **ENTER** to confirm the selection and exit SETUP.

5.4.3 SETUP Repeat Time Division

To edit the Repeat Time Division:

- Press the **SETUP** button to enter SETUP mode.
- Press Pad 10 / **DIVISION**.
- All pads between 1 and 8 will light up RED and become selectable. Press one of these pads to determine Time Division, which determines the rate of the repeat tempo feature:
Quarter notes (1/4) **Pad 1**, eight notes (1/8) **Pad 3**, 16th notes (1/16) **Pad 5**, or 32nd notes (1/32) **Pad 7**.
On the even Pads 2–8, a triplet-based time division of the odd pads is selectable, i.e. 1/16 T on **Pad 6**.
- Press Pad 16 / **ENTER** to confirm the selection and exit SETUP.

5.4.4 SETUP Repeat Gate

Note: The GATE value represents the proportion of time in percent spent on pronunciation and closing when the REPEAT function is active. The higher the numerical value, the longer the pronunciation time and the shorter the closing time. A lower GATE value on the other hand will result in a shorter pronunciation time and a longer closing time.

To edit the Repeat Gate:

- Press the **SETUP** button to enter SETUP mode.
- Press Pad 11 / **GATE**.
- All pads between 1 and 10 will light up RED and become selectable.
- Compose the GATE value using the 1-10 pads (10 means 0). At each press the pads will turn YELLOW. Notice that only values between 1 % and 99 % are applicable.
- Press Pad 16 / **ENTER** to confirm the selection and exit SETUP.

5.4.5 SETUP Repeat Swing

Note: The value of SWING represents the proportion of the time for two adjacent notes to be delayed in repeat operation compared with normal pronunciation.

To edit the Repeat Swing:

- Press the **SETUP** button to enter SETUP mode.
- Press Pad 12 / **SWING**.
- At this time all pads between 1 and 6 will light up RED and become selectable.
- Press one of these pads to enter one of these potential SWING factors:
Off **Pad 1**, 10% **Pad 2**, 20% **Pad 3**, 30% **Pad 4**, 40% **Pad 5** or 49% **Pad 6**.
- Press Pad 16 / **ENTER** to confirm the selection and exit SETUP.

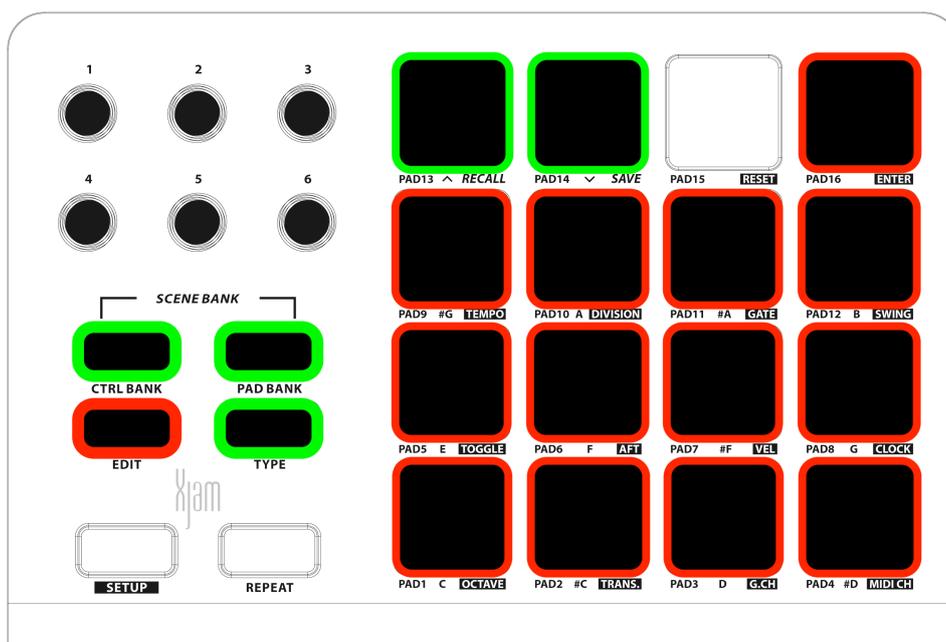
6 EDIT Mode

Each of the 16 pads on Xjam as well as the external pedal can either send MIDI Note ON and OFF, MIDI CC messages, MIDI Program Change messages or MIDI MACHINE CONTROL (MMC) messages. On the other hand each of the six encoders on Xjam can either be set up to send MIDI CC messages, Pitch messages, Program messages or Aftertouch messages.

6.1 Assign Notes to Pads or to the External Pedal

To assign a note to a pad or to the external pedal:

- Press the EDIT button to enter EDIT mode. The EDIT button (RED) and all the pads (GREEN) will flicker.
- Select one of the three PAD BANKS (GREEN, YELLOW, RED) by pressing PAD BANK once or several times and all 16 pads will flicker in the color of the corresponding pad bank.
- Press the pad that you would like to edit.
- Press the TYPE button next to the EDIT button until it turns GREEN, indicating you are assigning a note to this pad.
- The pads with the number keys 1 to 12 will illuminate RED, whilst number keys 13 and 14 appear GREEN.



- You may either use the GREEN up/down keys (Pad 13 and Pad 14) to increase or decrease the current note value by semitones.

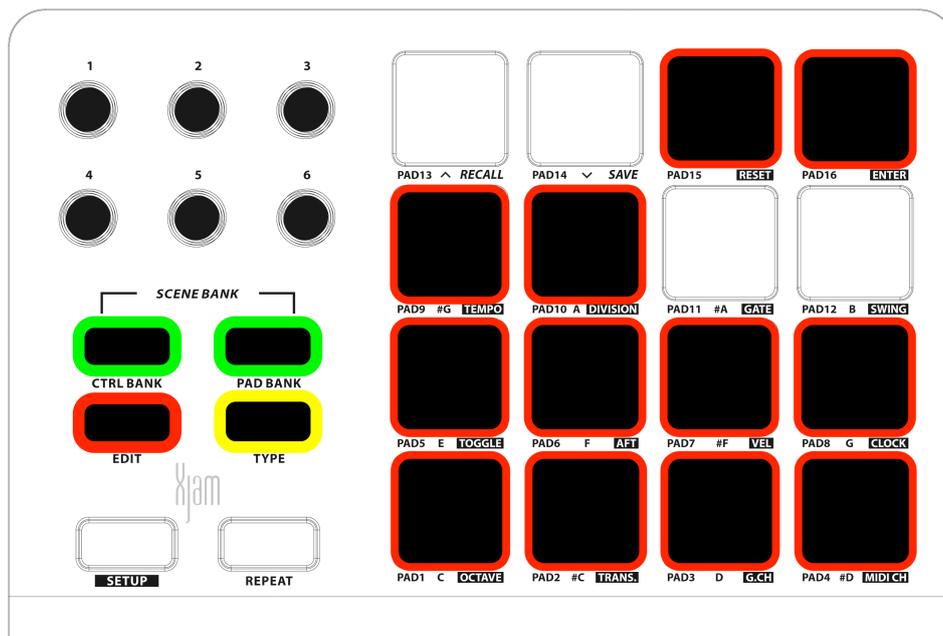
Note: Within the next EDIT step, you're about to execute **two** operations at once: **First**, you will select the desired note. **Second**, you are going to select the octave register to that note, as referred to below.

- Alternatively to using the up/down keys (Pad 13 and Pad 14) you could select your target note by pressing one of the 12 pads representing the notes c to b (see note name label below the pads). The selected pad will turn GREEN after pressing it.
- Then, as second part of the operation, you will be prompted to enter the desired octave to that previous selected target note. Pad 1 to Pad 8 allow you to transpose upwards by 8 octaves maximum, whilst Pad 10 to Pad 12, allow you to transpose downwards by up to three octaves. The selected pad will illuminate YELLOW as well after pressing it, or just remain YELLOW in case you chose that same pad for octave as for target note.
- Press Pad16 to confirm and exit EDIT mode.
- Pad 16 will flash GREEN two times to confirm that the input was correct and has been saved.

6.2 Assign CC Messages to Pads or to the External Pedal

To assign a Control Change to a pad or to the external pedal:

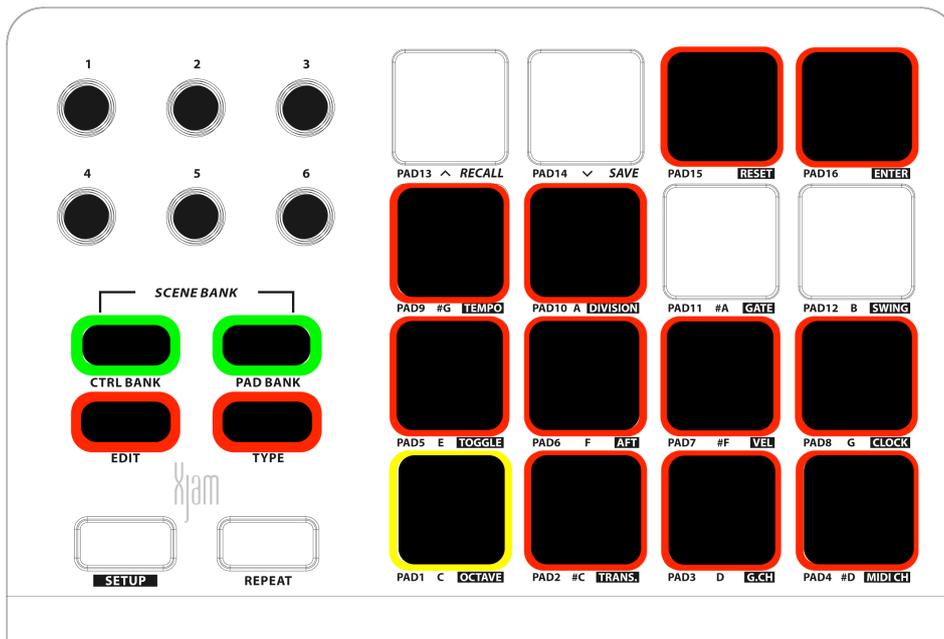
- Press the EDIT button to enter EDIT mode. The EDIT button (RED) and all the pads (GREEN) will flicker.
- Select one of the three PAD BANKS (GREEN YELLOW, RED) by pressing PAD BANK once or several times.



- Press the pad that you would like to edit.
- Press the TYPE button next to the EDIT button until it turns YELLOW, indicating you are assigning CC data to this pad.
- The pads with the number keys 1 to 10 as well as the pads 15 and 16 (ENTER) will illuminate RED and become optional.

Note: Within the next EDIT step again, you're about to execute **two** operations at once: **First**, you will select the transmission mode, ABSOLUTE or RELATIVE, refer to [4.1.2 Sending Control Changes](#). **Second**, you are going to select the MIDI Control Change message as referred to below.

- Press either Pad 1 (ABSOLUTE) or Pad 2 (RELATIVE) to enter the transmission mode. The selected pad will turn YELLOW after pressing it.
- For further description of the two transmission modes, please refer to this chapter: [4.1.2 Sending Control Changes](#)

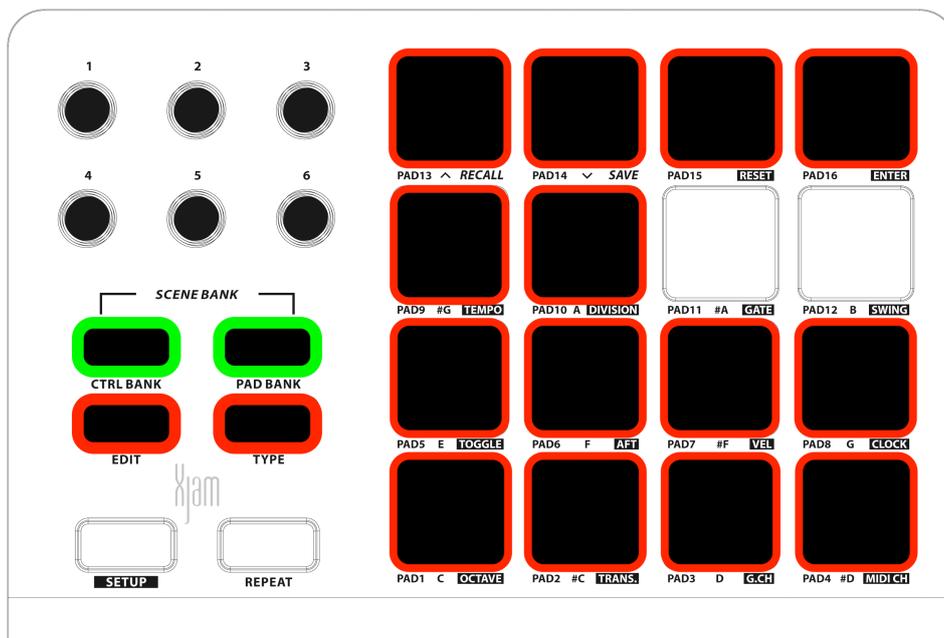


- In the above picture the ABSOLUTE transmission mode is selected
- Press Pad15 to confirm your selection.
- Compose the MIDI Control Change number using the 1 - 10 pads (10 means 0). At each press the pads will turn YELLOW.
- Press Pad 16 to confirm and exit EDIT mode.
- Pad 16 will flash GREEN two times to confirm that the input was correct and has been saved.

6.3 Assign MIDI Program Changes to Pads or to Ext. Pedal

To assign a MIDI Program Change to a pad or to the external pedal:

- Press the EDIT button to enter EDIT mode. The EDIT button (RED) and the pads will flicker in the color of the depending Pad bank.
- Select one of the three PAD BANKS (GREEN YELLOW, RED) by pressing PAD BANK once or several times.
- Press the pad that you would like to edit.
- Press the TYPE button next to the EDIT button until it turns RED, indicating you are assigning a Program Change to this pad.
- Now the pads with the number keys 1 to 10 as well as the pads 13, 14, 15 and 16 (ENTER) will illuminate RED and become optional.



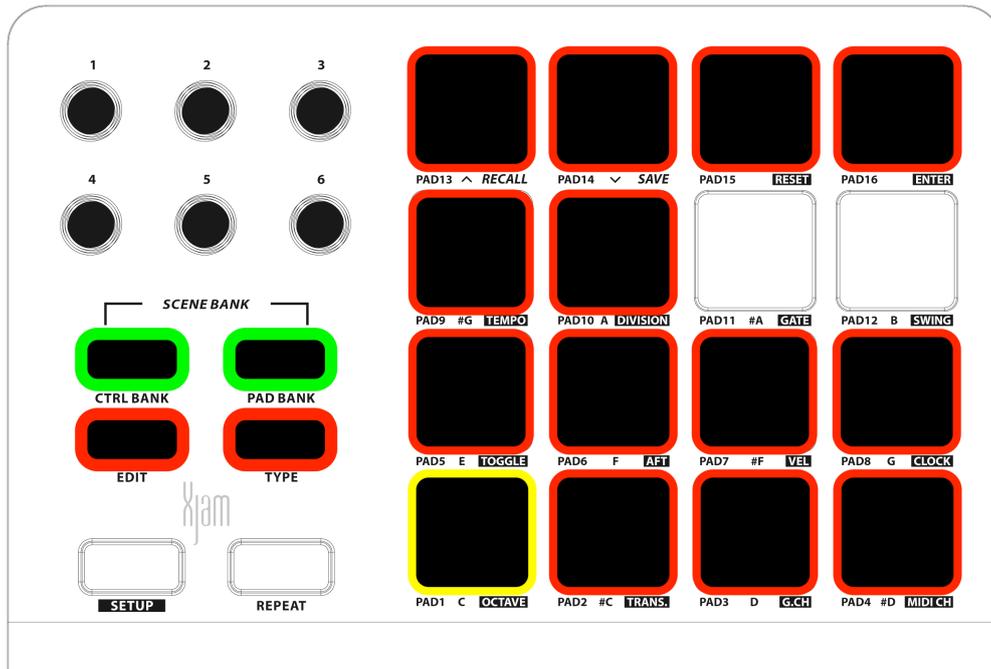
Note: The three sending modes of PROGRAM CHANGE MESSAGES are:

Pad 1: Change to a particular PROGRAM directly.

Pad 2: Increasing the selected PROGRAM number one by one.

Pad 3: Decreasing the selected PROGRAM number one by one.

- Press either Pad 1, Pad 2 or Pad 3 to enter the desired transmission mode. The selected pad will turn YELLOW after pressing it.



- In the above picture the Direct PROGRAM Change is selected.
- Press Pad 13 to confirm your selection.
- Now compose the Select Bank LSB number using the 1-10 pads (10 means 0). At each press the pads will turn YELLOW.
- Press Pad 14 to confirm your selection.
- Compose the Select Bank MSB number (0-127) using the 1-10 pads (10 means 0). At each press the pads will turn YELLOW.
- Press Pad 15 to confirm your selection.
- Use the number keys to enter 0-127 to select the number of the voice you want to use
- Press Pad 16 to confirm and exit SETUP mode.

6.4 Assign MMC Messages to Pads or to External Pedal

To assign a MMC message to a pad or to the external pedal:

- Press the EDIT button to enter EDIT mode. The EDIT button (RED) and all the pads (GREEN) will flicker.
- Select one of the three PAD BANKS (GREEN YELLOW, RED) by pressing PAD BANK once or several times.
- Press the pad that you would like to edit.
- Press the TYPE button next to the EDIT button until it appears unlit, indicating you are assigning a MMC message to this pad.
- The pads with the number keys 1 to 10 as well as the pads 16 (ENTER) will illuminate RED and become optional.
- Compose the MMC data you want to send using the 1-10 pads (10 means 0). At each press the pads will turn YELLOW.

Here is list of the applicable MMC messages:

“1”: Stop

“2”: Play

“3”: Deferred Play

“4”: Fast Forward

“5”: Rewind

“6”: Record Strobe

“7”: Record Exit

“8”: Record Ready

“9”: Pause

“10”: Eject

“11”: Chase

“15” MMC Reset

- Press Pad 16 to confirm and exit SETUP mode.

6.5 Assign CC Messages to Encoder Knobs

To assign a Control Change messages to an encoder:

- Press the EDIT button to enter EDIT mode. The EDIT button (RED) and all the pads (GREEN) will flicker.
- Select one of the three CTRL BANKS (GREEN YELLOW, RED) by pressing CTRL BANK once or several times.
- Select and rotate the encoder that you would like to edit.
- Press the TYPE button next to the EDIT button until it turns GREEN, indicating that you are assigning CC data to this encoder.
- The pads with the number keys 1 to 10 as well as pads 16 (ENTER) will illuminate RED and become optional.
- Compose the MIDI Control Change number using the 1-10 pads (10 means 0). At each press the pads will turn YELLOW.
- Press Pad 16 to confirm and exit SETUP mode.
- Pad 16 will flash GREEN two times to confirm that the input was correct and has been saved.

6.6 Assign Pitch Messages to Encoder Knobs

To assign Pitch data to an encoder:

- Press the EDIT button to enter EDIT mode. The EDIT button (RED) and all the pads (GREEN) will flicker.
- Select one of the three CTRL BANKS (GREEN YELLOW, RED) by pressing CTRL BANK once or several times.
- Select and rotate the encoder that you would like to edit.
- Press the TYPE button next to the EDIT button until it turns YELLOW, indicating that you are assigning Pitch data to this encoder.
- Press Pad 16 to confirm and exit SETUP mode.
- Pad 16 will flash GREEN two times to confirm that the input was correct and has been saved.

6.7 Assign MIDI Program Change Messages to Encoders

To assign Program Change messages to an encoder:

- Press the EDIT button to enter EDIT mode. The EDIT button (RED) and all the pads (GREEN) will flicker.
- Select one of the three CTRL BANKS (GREEN YELLOW, RED) by pressing CTRL BANK once or several times.
- Select and rotate the encoder that you would like to edit.
- Press the TYPE button next to the EDIT button until it turns RED, indicating that you are assigning Program Change messages to this encoder.
- Press Pad 16 to confirm and exit SETUP mode. The selected encoder now gradually changes the program numbers by turning the knob.
- Pad 16 will flash GREEN two times to confirm that the input was correct and has been saved.

6.8 Assign Channel Pressure Messages to Encoders

To assign Channel Pressure messages to an encoder:

- Press the EDIT button to enter EDIT mode. The EDIT button (RED) and all the pads (GREEN) will flicker.
- Select one of the three CTRL BANKS (GREEN YELLOW, RED) by pressing CTRL BANK once or several times.
- Select and rotate the encoder that you would like to edit.
- Press the TYPE button next to the EDIT button until it appears unlit (dark), indicating that you are assigning CHANNEL AFTERTOUCH messages to this encoder.
- Press pad16 to confirm and exit SETUP mode. Again Pad 16 will flash GREEN two times to confirm that the input was correct and has been saved.

7 Default Presets

Out of the box, Xjam will load PRESET 1 at startup.

For editing and recall of PRESETS please refer to the [“5.2.1 Preset Recall”](#) section in this manual.

When the unit is new these scenes are available from the factory:

Pad 1: (PRESET 1): Chromatic Note

The 16 pads are mapped to a chromatic scale from C to D#, increased by a half-step with each pad.

Bank A: Channel: 1 Note: 0x24-0x33

Bank B: Channel: 2 Note: 0x24-0x33

Bank C: Channel: 3 Note: 0x24-0x33

Pad 2: (PRESET 2): GM Channel:10 Note

The 48 pads are mapped to conventional default MPC pad mapping: 0x24-0x53

Pad 3: (PRESET 3) Program: Global Channel:1 Program

The 48 pads are mapped to program 1 - 48 (three pad banks).

Pad 4: (PRESET 4) Program: Global Channel:1 Program

The 48 pads are mapped to program 49 - 96 (three pad banks).

Pad 5: (PRESET 5) C Scale: Global Channel:1 Note

The 16 pads are mapped to a C major scale from C to D, three pad banks ascending a scale step with each pad.

Pad 6: (PRESET 6) C# Scale: Global Channel:1 Note

The 16 pads are mapped to a C# major scale from C# to D#, three pad banks ascending a scale step with each pad.

Pad 7: (PRESET 7) D Scale: Global Channel:1 Note

The 16 pads are mapped to a D major scale from D to E, three pad banks ascending a scale step with each pad.

Pad 8: (PRESET 8) D# Scale: Global Channel:1 Note

The 16 pads are mapped to a D# major scale from D# to E#, three pad banks ascending a scale step with each pad.

Pad 9: (PRESET 9) E Scale: Global Channel:1 Note

The 16 pads are mapped to an E major scale from E to F#, three pad banks ascending a scale step with each pad.

Pad 10: (PRESET 10) F Scale: Global Channel:1 Note

The 16 pads are mapped to an F major scale from F to G, three pad banks ascending a scale step with each pad.

Pad 11: (PRESET 11) F# Scale: Global Channel:1 Note

The 16 pads are mapped to an F# major scale from F# to G#, three pad banks ascending a scale step with each pad.

Pad 12: (PRESET 12) G Scale: Global Channel:1 Note

The 16 pads are mapped to a G major scale from G to A, three pad banks ascending a scale step with each pad.

Pad 13: (PRESET 13) G# Scale: Global Channel:1 Note

The 16 pads are mapped to a G# major scale from G# to A#, three pad banks ascending a scale step with each pad.

Pad 14: (PRESET 14) A Scale: Global Channel:1 Note

The 16 pads are mapped to an A major scale from A to B, three pad banks ascending a scale step with each pad.

Pad 15: (PRESET 15) A# Scale: Global Channel:1 Note

The 16 pads are mapped to an A# major scale from A# to B#, three pad banks ascending a scale step with each pad.

Pad 16: (PRESET 16) B Scale: Global Channel:1 Note

The 16 pads are mapped to a B major scale from B to C#, three pad banks ascending a scale step with each pad.

8 Specifications

- MIDI Pad controller
- 16 velocity-sensitive pads
- 3 color pad indicators for velocity and edit/setup operation
- 6 MIDI encoder knobs, all programmable
- Sustain pedal input
- 48 user-programmable scene presets, available for instant recall
- Sends and receives MIDI data
- Bus powered: needs no batteries or AC adapter
- Size: 200mm (7.87 in) x 135mm (5,3 in) x 23mm (0.59 in)
- Weight: 371g (0,8 lb)
- 3.5mm TRS jack to female 5-pin DIN MIDI cable available separately

9 Troubleshooting

I connected my Xjam to my iOS device, but the device doesn't recognize it, and none of my audio apps work with it.

Remember to always connect the Apple Lightning cable to the Xjam before connecting it to the iPad.

I don't get any sound.

In order for Xjam to turn on, a Core MIDI-compatible app must first be launched on your iOS device or Mac.

10 Support And More Info

www.esi-audio.com/support (International)

or www.artesia-pro.com/contact-us (North America)

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11 General Information

Trademarks

Xjam is a trademark of ESI Audiotechnik GmbH and Artesia Pro Inc.

Windows is a trademark of Microsoft Corporation, registered in the U.S. and other countries.

Apple, iPad and Mac OS X are trademarks or service marks of Apple Inc., registered in the U.S. and other countries.

Other product and brand names are trademarks or registered trademarks of their respective companies.

The FCC and CE Regulation Warning

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. Caution: Any changes or modifications in construction of this device with are not expressly approved by the party responsible for compliance, could void the user's authority to operate equipment.

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are

designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense. If necessary, consult an experienced radio/television technician for additional suggestions.

Correspondence

For technical support inquiries, contact your nearest dealer, local distributor or Xjam support online at **www.esi-audio.com/support** (International) or **www.artesia-pro.com/contact-us** (North America). Please also check our extensive Knowledge Base with Frequently Asked Questions, installation videos and technical details about our products in the support section of our website.

Disclaimer

All features and specifications subject to change without notice. Parts of this manual are continually being updated. Please check our websites www.esi-audio.com (International) or www.artesia-pro.com (North America) occasionally for the most recent update information.

