

# Ample Riffer 2 Manual

## Piano Roll version



Ample Sound Technology Co.

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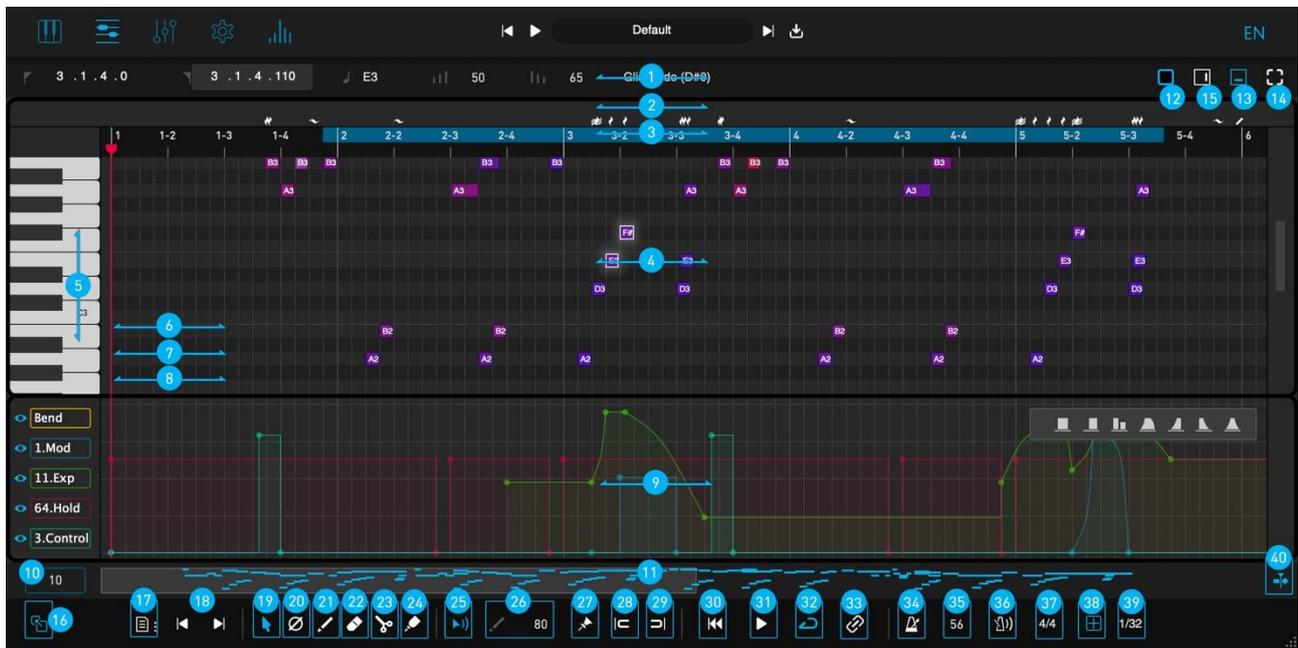
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# 1 Overview of Riffer

## 1.1 Navigation

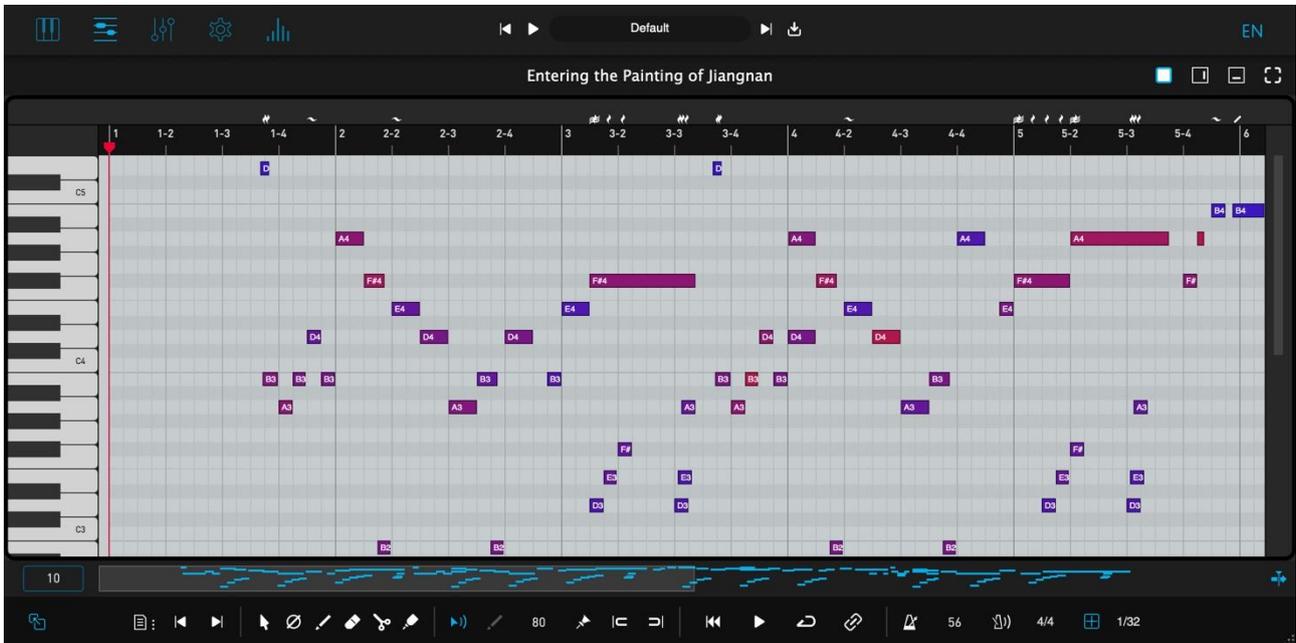


1. Note Properties Lane
2. Expression Lane
3. Loop Area
4. Piano Roll
5. Virtual Keyboard
6. Legato Lane
7. AUX Lane
8. FX Noise Lane
9. CC Editor
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34. Tempo Sync Toggle
35. Riff BPM
36. Riff Metronome Toggle
37. Riff Time Signature
38. Snap to Grid
39. Riff Quantize
40. Auto Scroll Toggle

# 1.2 Navigation Buttons

## 1.2.1 Color Theme



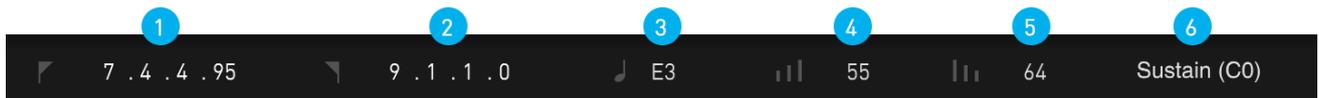
## 1.2.2 Right Sidebar Toggle

## 1.2.3 CC Panel Toggle

## 1.2.4 Resize Riffer Panel

# 2 Note Editor

## 2.1 Note Properties



- When a note is selected, the note properties will be shown on the title area.
- There are 8 properties for each note: Start Time, End Time, Pitch, Velocity, Note Off Velocity, Articulation, Vibrato, and Bend.

\* Click to enter a value or drag the number up and down or use the scroll wheel to modify parameters.

### 2.1.1 Note On

### 2.1.2 Note Off

### 2.1.3 Note Pitch

- Select the pitch from the drop-down list.
- Drag in the pitch list to change the pitch of the selected note.
- Select a note and use the up and down arrow keys to change the pitch.
- Shift + up and down arrow keys to change the octave of the selected note.

## 2.1.4 Velocity

Ctrl(Win)/Cmd(Mac) + up and down arrow keys can modify the velocity value (by step of 1).

## 2.1.5 Note Off Velocity

Control the volume of Release and Fingered Release.

## 2.1.6 Articulation

Select the desired articulation from the drop down list.

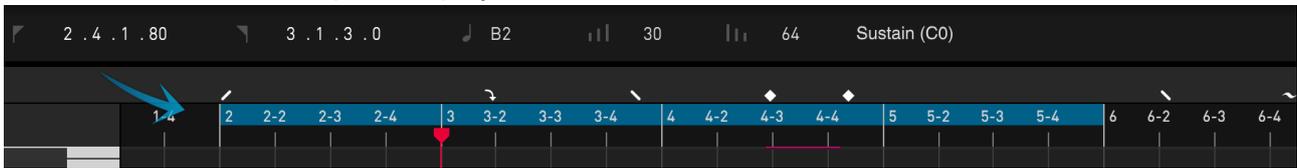
## 2.2 Articulation List

Icons of Articulations

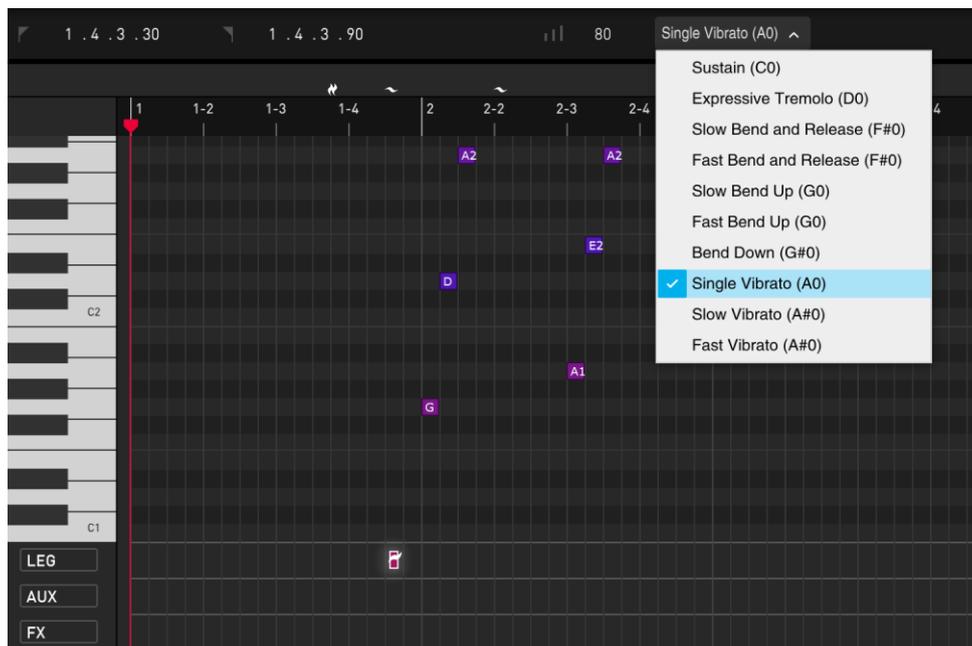
Icons	Articulation
	Nature Harmonic
	Expressive Tremolo
	Straight Tremolo
	Glissando
	Glissando Up
	Glissando Down
	Bend Return, Bend
	Bend Up
	Bend Down
	Single Vibrato
	Vibrato, Pre-Vibrato
	Short Tremolo
	Ascending Arpeggio
	Descending Arpeggio

## 2.3 Loop Area

Select the area to be looped for playback.

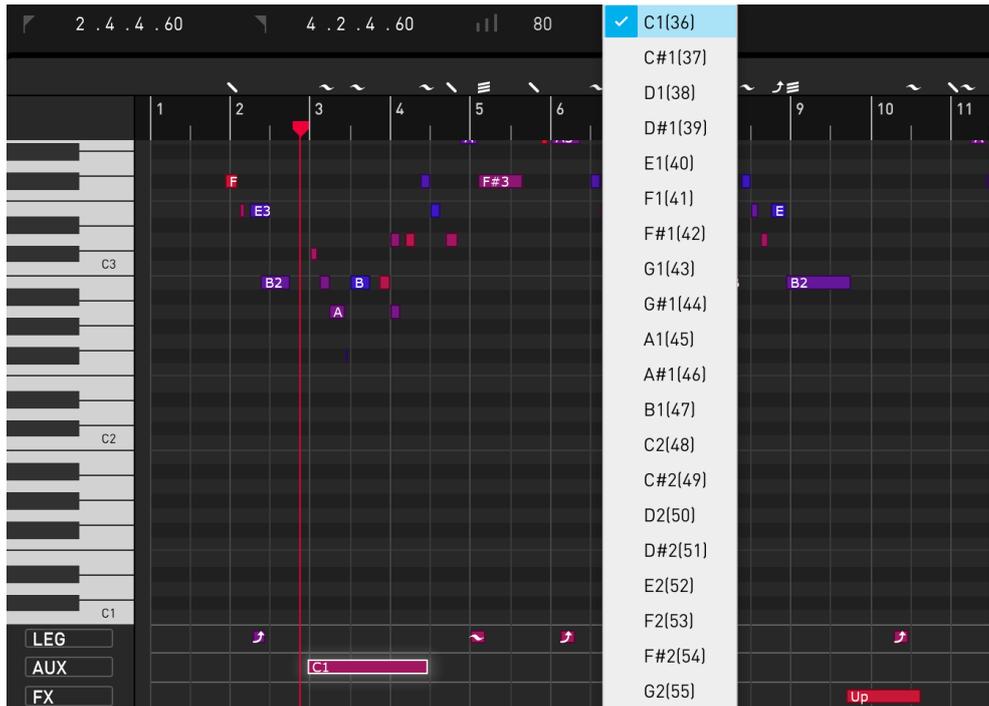


## 2.4 Legato Lane



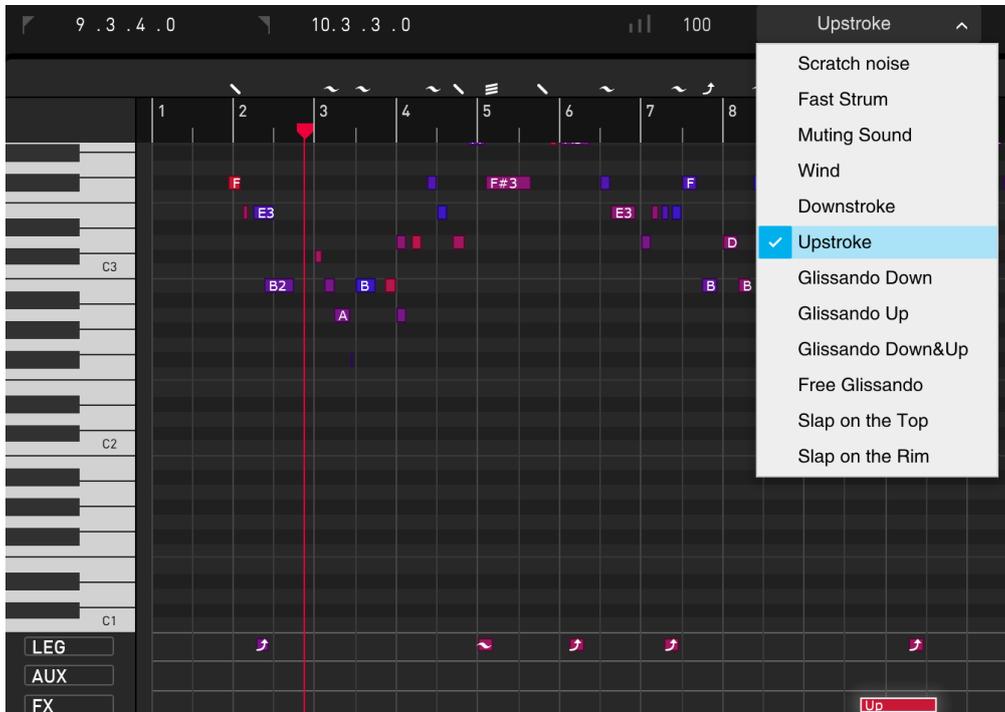
## 2.5 AUX Lane

An auxiliary note has 4 properties: Start Time, End Time, Velocity, Arpeggio Type, Pitch, and Chord Type.

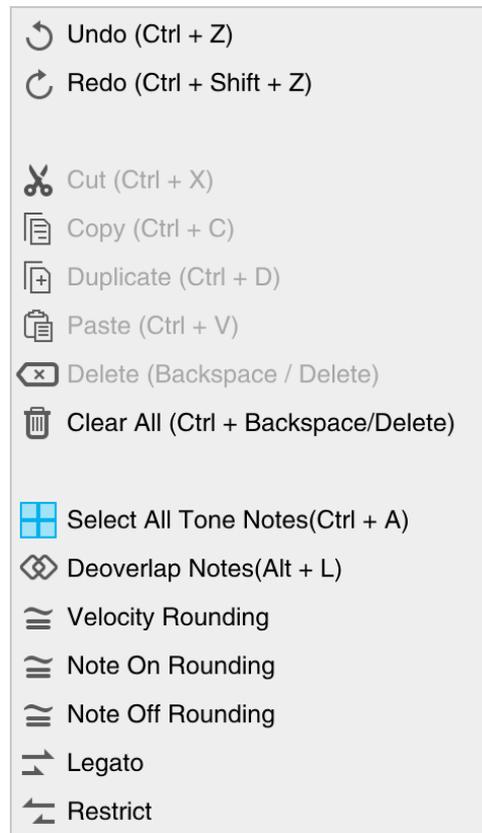


## 2.6 FX Lane

An FX note has four properties: Start Time, End Time, Velocity, and FX Type.



## 2.7 Right-click Menu



The Right-Click Menu has following operations: Undo, Redo, Cut, Copy, Duplicate, Paste, Delete, Clear All, Select All, Deoverlap, Velocity Rounding, Note On Rounding, Legato, Restrict.

Name	Key Commands	Description
Undo	Ctrl + Z	
Redo	Ctrl + Shift + Z	
Cut	Ctrl + X	
Copy	Ctrl + C	
Duplicate	Ctrl + D	
Paste	Ctrl + V	Alt + Mouse drag on note
Delete	Backspace / Delete	
Clear All	Ctrl + Backspace / Delete	
Select All	Ctrl + A	
Deoverlap Notes	Alt + L	Trim overlapping sections of notes with the same pitch

Velocity Rounding		Round note velocity to the nearest 5 or 10
Note On Rounding		Round note on to the nearest 5 or 10
Note Off Rounding		Round note off to the nearest 5 or 10
Legato		Extend the selected note to the beginning of the next note with the same pitch
Restrict		Trim overlapping parts in time of the selected notes (won't remove notes if have the same note on).

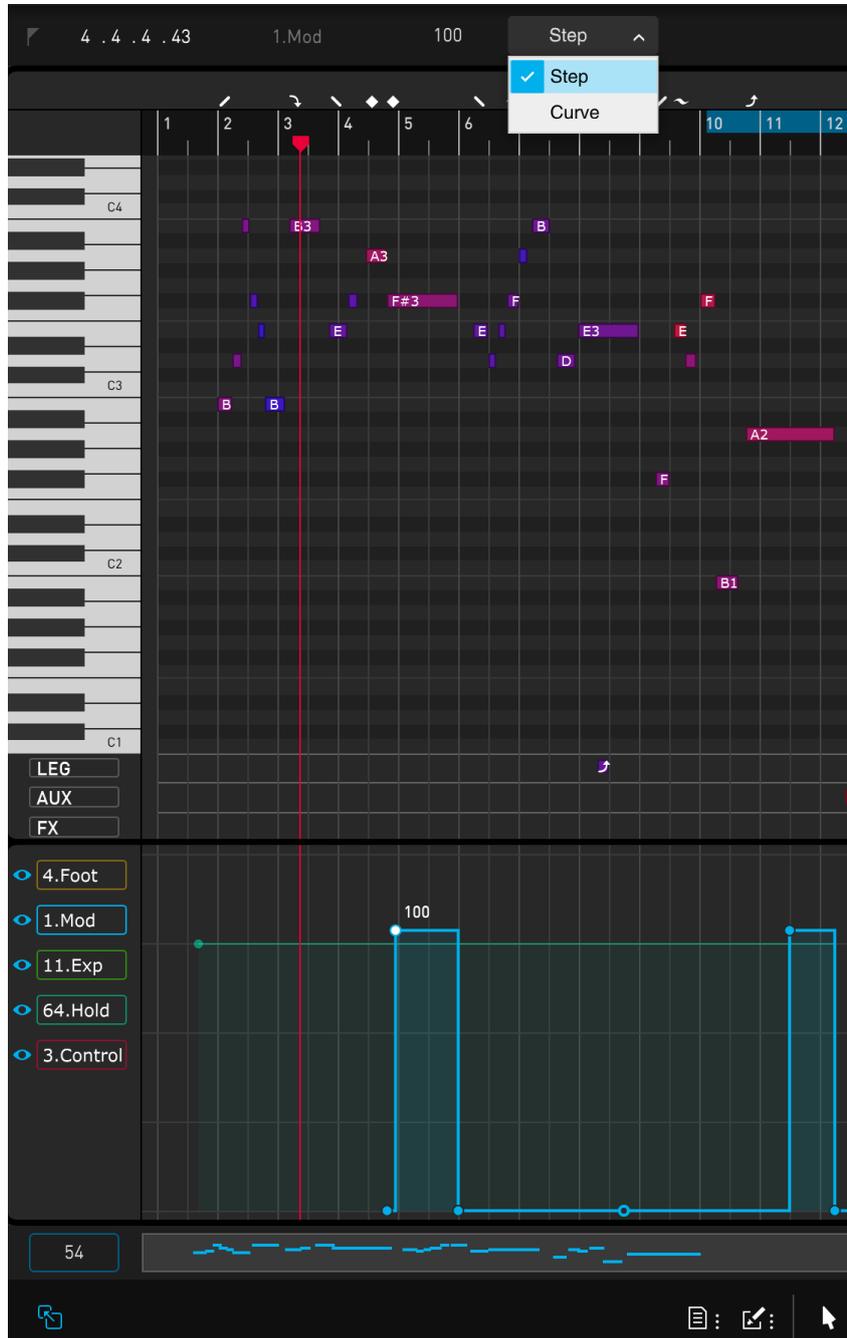
### 3 CC Editor



- |                         |
|-------------------------|
| 1. Display Toggle       |
| 2. Controller Selection |
| 3. Edit Area            |
| 4. Curve Preset         |

### 3.1 Edit Area

Each controller point has 4 properties: Time, Controller Type, Value and Curve Type.



### 3.2 Display Toggle

\*Click the eye icon to show or hide current controller.

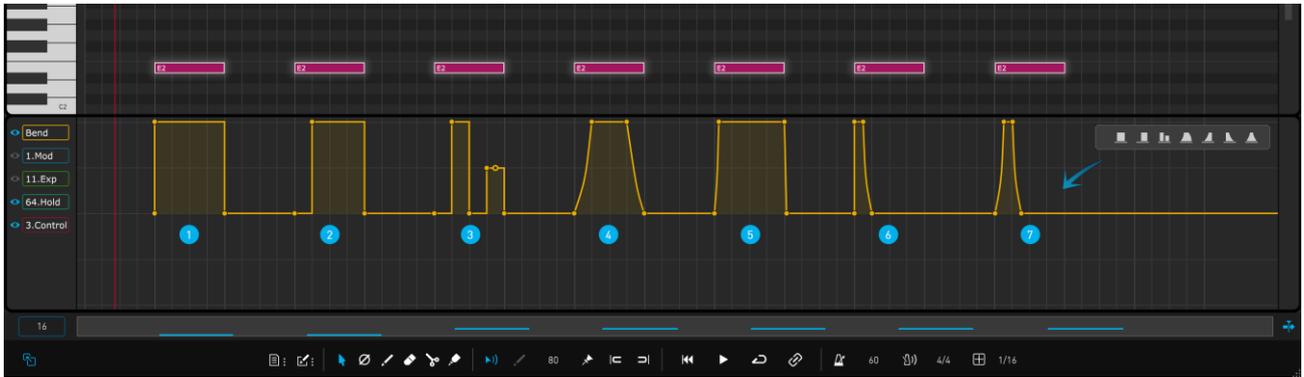
### 3.3 Controller Selection

- The controllers have various color and transparency, overlapped with each other. The selected controller is placed on top of others, and is editable.
- Right click the controller name to switch to different controller.

Bend	32.BankSel LSB	65.Porta On/Off	98.NRPN LSB
0.BankSel MSB	33.Modulation LSB	66.Sostenuto	99.NRPN MSB
* 1.Mod	34.Breath LSB	67.Soft Pedal	100.RPN LSB
2.Breath	35.Control	68.Legato FS	101.RPN MSB
<input checked="" type="checkbox"/> * 3.Control	36.Foot LSB	69.Hold 2	102.Control
* 4.Foot	37.Porta LSB	70.Sound Var	103.Control
5.Portamento	38.DataEnt LSB	71.Harmonic	104.Control
6.DataEnt MSB	39.Volume LSB	72.Release Time	105.Control
7.Volume	40.Balance LSB	73.Attack Time	106.Control
8.Balance	41.Control	74.Brightness	107.Control
9.Control	42.Pan LSB	75.Control	108.Control
10.Pan	43.Expr LSB	76.Control	109.Control
* 11.Exp	44.Control	77.Control	110.Control
12.Control	45.Control	78.Control	111.Control
13.Control	46.Control	79.Control	112.Control
14.Control	47.Control	80.Gen Purp 5	113.Control
15.Control	48.Control	81.Gen Purp 6	114.Control
16.Gen Purp 1	49.Control	82.Gen Purp 7	115.Control
17.Gen Purp 2	50.Control	83.Gen Purp 8	116.Control
18.Gen Purp 3	51.Control	84.Porta Ctrl	117.Control
19.Gen Purp 4	52.Control	85.Control	118.Control
20.Control	53.Control	86.Control	119.Control
21.Control	54.Control	87.Control	120.AllSndOff
22.Control	55.Control	88.Control	121.Reset Ctrl
23.Control	56.Control	89.Control	122.Local Ctrl
24.Control	57.Control	90.Control	123.AllNoteOff
25.Control	58.Control	91.ExtEff 1 Depth	124.Omni Mode Off
26.Control	59.Control	92.ExtEff 2 Depth	125.Omni Mode On
27.Control	60.Control	93.ExtEff 3 Depth	126.Mono Mode On
28.Control	61.Control	94.ExtEff 4 Depth	127.Poly Mode On
29.Control	62.Control	95.ExtEff 5 Depth	
30.Control	63.Control	96.DataIncr	
31.Control	* 64.Hold	97.DataDecr	

### 3.4 Curve Preset

- While one or more notes are selected, click the controller preset button to add a curve.
- If the selected notes are overlapped, a single long curve is created, otherwise multiple curves will be created.



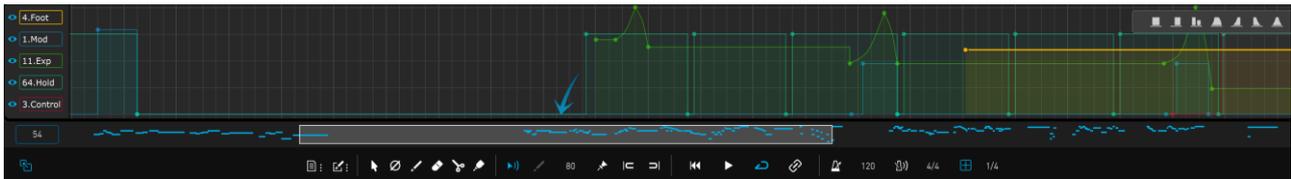
#### Quick Edit

Action	Details
Double click	Create new controller point
Drag controller points	Change Time / Value
Drag the middle curve point between controller points	Change curve shape
Left / Right Arrow	Select left / right point
Delete / Backspace	Delete current point and select the point to the right
Shift + Mouse Drag	Change value with vertical quantization
Q	Quantize

## 4 Control Area

### 4.1 Measures

### 4.2 Thumbnail and Horizontal Scroll Bar

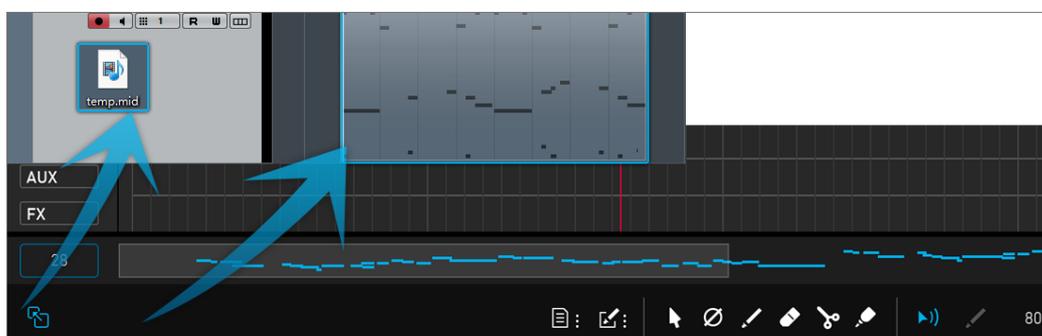


- Drag the thumbnail or scroll the mouse wheel to change the display region of the editing window.
- Dragging the scroll bar's border allows you to change the zoom ratio.
- Double-clicking the thumbnail restores the initial scaling ratio.
- Shift + Mouse wheel can move the scroll bar.

### 4.3 Auto Scroll Toggle

### 4.4 Drag Midi to Host

#### 4.4.1 Export Riff to MIDI

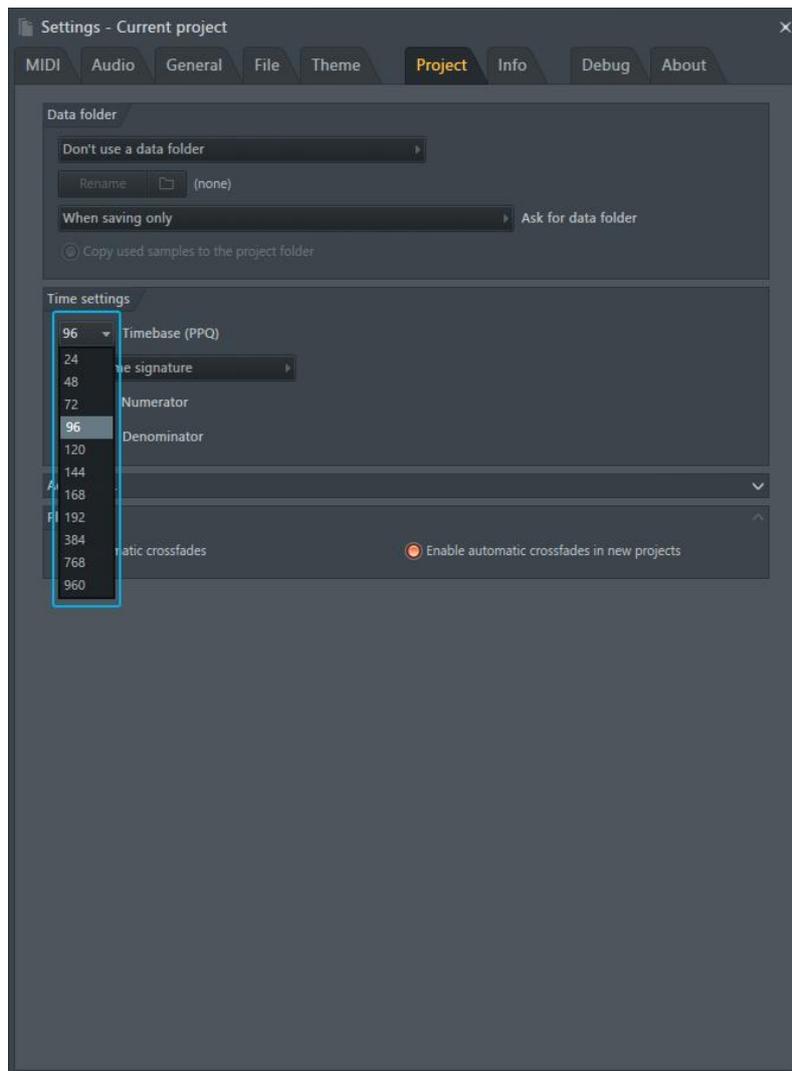


Drag the riff to MIDI track, or generate a MIDI file.

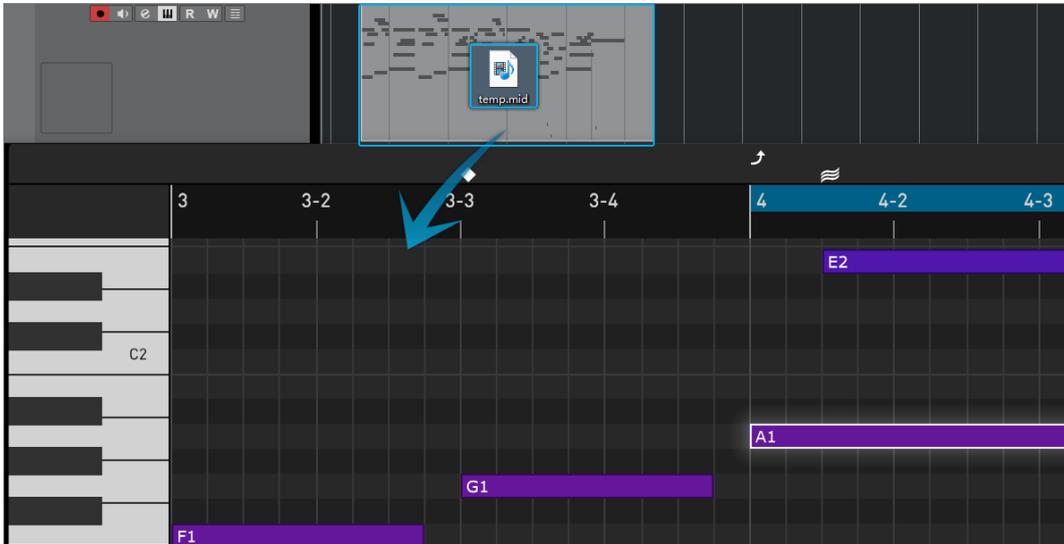
## 4.4.2 Export MIDI from Riffer in FL Studio

- FL Studio's default timebase parameters are set relatively low, which may lead to MIDI playback errors. It's recommended to first adjust the timebase parameters to the maximum before exporting.

\*Timebase setting path: Options - Project - Time Settings – Timebase (PPQ) .



### 4.4.3 Import MIDI to Riffer



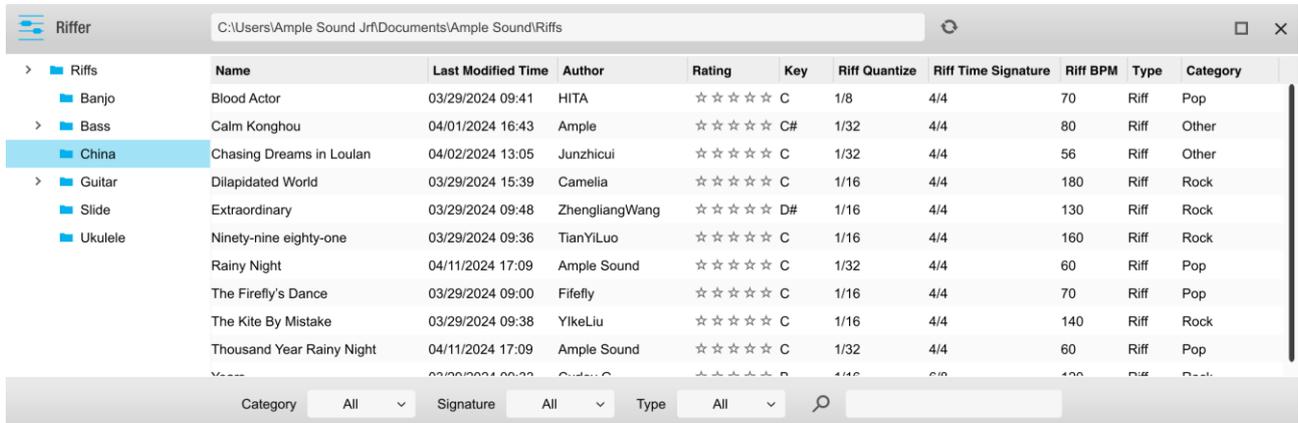
- The MIDI file can be imported to Riffer. The MIDI format must be MIDI 0 or MIDI 1, and make sure that there is only one track in the MIDI file.

\*The MIDI block could be dragged into Riffer directly only in Cubase & Nuendo.

### 4.5 File Menu

Name	Hotkey
New	Ctrl + Shift + N
Load	Ctrl + O
Save	Ctrl + S
Save As	Ctrl + Shift + S
Import MIDI	-
Export MIDI	-
Export Audio	
History	

## 4.5.1 Preset Window



- In this window you can display all the attributes:
    1. Category
    2. Time Signature
    3. Key
    4. Quantize
    5. BPM
    6. Type
    7. Author
  - sort presets according to an attribute, search and rate presets.
- \*Right click can remove rating.

## 4.5.2 Save Window

Path: C:\Users\Ample Sound Jrf\Documents\Ample Sound\Riffs

Name:

Author:

Category:  Riff BPM:

Key:  Type:

Chord:

\*Separated by commas if there are more than one chord.

## 4.6 Tools

Name	Hotkey	Other Hotkey
Select	1	Ctrl / Shift
Mute	7	
Draw	6	Alt or Left double-click
Erase	5	
Split	3	Ctrl + Alt
Glue	4	

## 4.7 MIDI Features

### 4.7.1 Feedback

When toggled on, the midi note will be played when clicked.

## 4.7.2 Default Insert Note Velocity

The default velocity of newly created MIDI notes.

## 4.7.3 Fix Velocity

Set the selected notes to the specified velocity

## 4.7.4 Quantize Note On and Note Off

Quantize Note On	Q	
Quantize Note Off	Alt + Q	

## 4.8 Transport

### 4.8.1 Go to the first bar

### 4.8.2 Play

### 4.8.3 Loop

### 4.8.4 SYNC

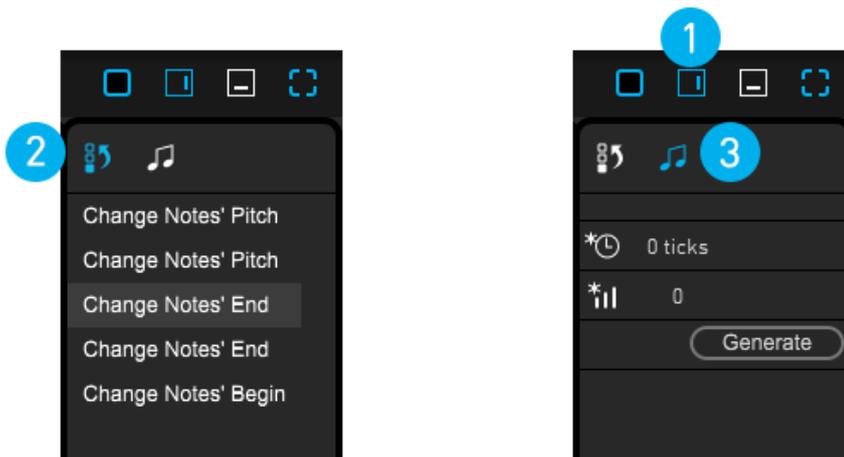
Sync Riffer with host playback.

## 4.8.5 Metronome and Tempo

## 4.8.6 Time Signature

## 4.8.7 Quantize

# 5 Right Sidebar



## 5.1 Right Sidebar Toggle

## 5.2 History

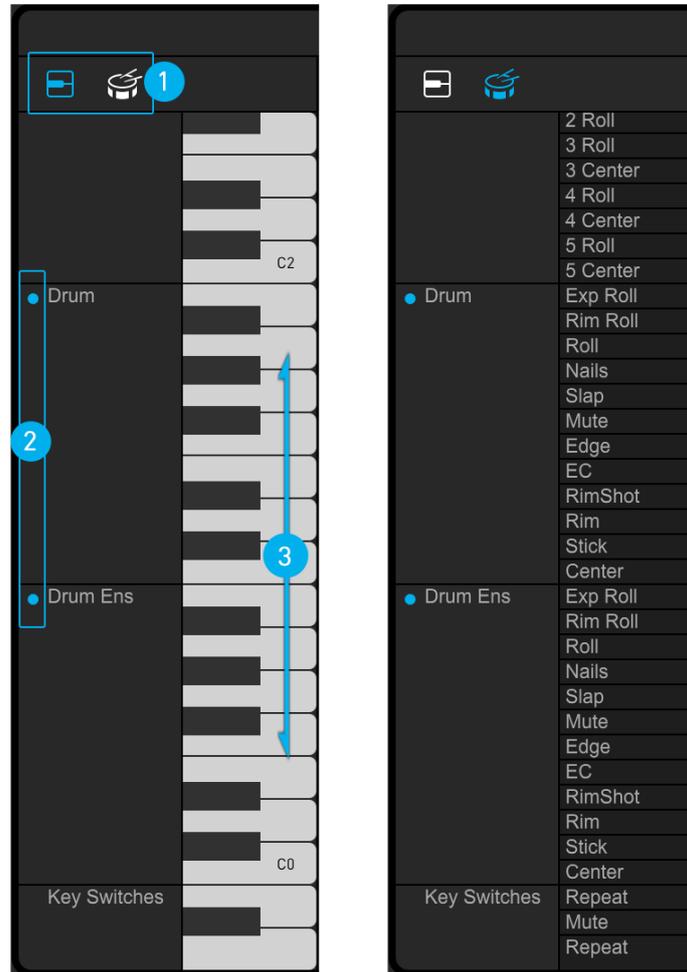
The history of actions, supporting multiple undo and redo steps.

## 5.3 Humanization Settings

- Timing humanization;
- Velocity humanization;

\* Select the notes to modify, then click the "Generate" button to apply the humanization effect.

## 6 Overview of the Percussion Riffer Panel



1. Keyboard Display Mode
2. Solo/Mute
3. Virtual Keyboard

### 6.1 Keyboard Display Mode

- Virtual keyboard Piano mode;
- Virtual Keyboard Percussion Mode: In this mode, you can easily view the articulations for each percussion instrument. When a note is selected, the corresponding articulation will be highlighted.

## 6.2 Solo/Mute

- You can solo or mute a percussion instrument;
- Press Ctrl (Cmd on Mac) + Click to solo or mute all instruments

## 7 Other Quick Edits

### 7.1 Controls

Key Commands	Description
Drag one or multiple notes with the mouse	Change the pitch and position of the notes
Drag the outer frame of a note horizontally	Change duration
Left/Right Arrow Keys	Select previous/next note of the same pitch
Up/Down Arrow Keys	Change the pitch
Shift + Up/Down Arrow Keys	Transpose by octave
Shift + Left/Right Arrow Keys	Change the position of the notes according to the quantization.
Ctrl + Left/Right Arrow Keys	Change the pitch
Ctrl + Up/Down Arrow Keys	Change the velocity (by step of 1)
Ctrl + Shift + Arrow Keys	Transpose by octave
Shift + V	Set the selected notes to default velocity
J	Toggle snap to grid on or off
Ctrl / Shift + Left Click	Add to or remove from selected notes
Ctrl + Click any key on the piano on the left	Select all notes of the same pitch
Alt + Mouse drag	Copy the selected notes to another location

### 7.2 View

Key Commands	Description
H	Zoom in horizontally centered on the playhead
G	Zoom out horizontally centered on the playhead

F	Auto Scroll Toggle
Alt + Left Arrow Keys	Move the playhead to the first measure
Alt + Right Arrow Keys	Move the playhead to the last measure
Mouse wheel in the editing area	Move the editing area vertically
Shift + Mouse wheel in the editing area	Move the editing area horizontally
Ctrl + Mouse wheel in the editing area	Zoom in or out horizontally centered on the mouse position
Hold down the mouse wheel and drag left or right in the editing area	Move the current display position
Drag the scrollbar border	Zoom in or out
Double-click the scrollbar	Restore to initial zoom ratio

\*For Mac users, please replace 'Ctrl' with the 'Cmd' key, and replace 'Alt' with the 'Option' key for the following hotkeys.

Website: <https://www.amplesound.net>



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