Bass Riffer Manual

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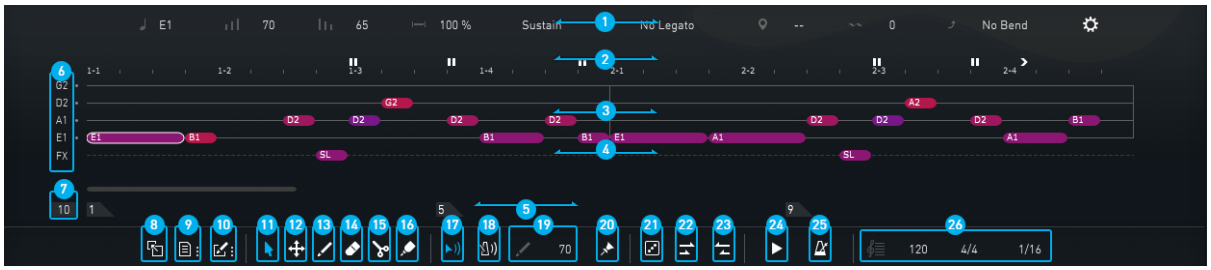
1 Riffer

1.1 Overview of Riffer Panel



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21. Open Riff Dice Window

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1.2 Operation

1.2.1 Riff Play Toggle

The keyswitch is A#6 (high velocity on and low velocity off). The playing position begins at the selected note.

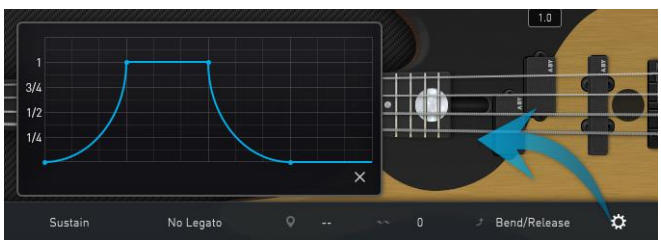
1.3 Note Properties

1.3.1 Note Properties

Select a note, the note properties will be shown on the title area. There are Pitch, Velocity, Duration, Articulation, Legato, Vibrato Range, Vibrato Rate, Bend Type, Bend Rate, Note Off Velocity, altogether 10 options for each note.

1.3.2 Bend Editor

You can drag each point to change the Bend Rate.



1.3.3 Note Off Velocity

Control the volume of Release and Fingered Release.

1.4 Expression

1.4.1 Icon Position

1.4.2 Icons of Articulations & Legato

	Articulation	Guitar	Bass
◆	Nature Harmonic	All Guitars except AME	All Basses except AMR
▮▮	Palm Mute	All	All
▲	Slap	--	Electric Basses and ABA
▼	Pop	All	Electric Basses and ABA
T	Tap	--	Electric Basses
//	Repeat	AGLP, AGPF and AGSC	All
⟩ ⟨	Slide In & Slide Out	All	All
▸ ◂	Hammer On & Pull Off	All	All
⟩ ⟨	Legato Slide	All	All
♪	Bender	All	All

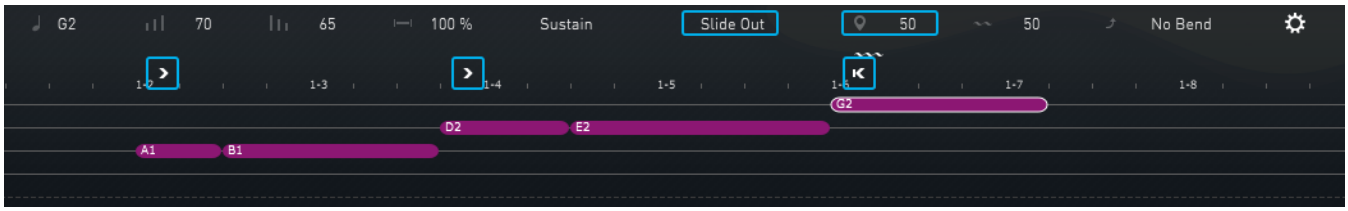
~~	Vibrato	All	All
^	Accentuate	--	All

*The articulations and Legato are different in different instruments.

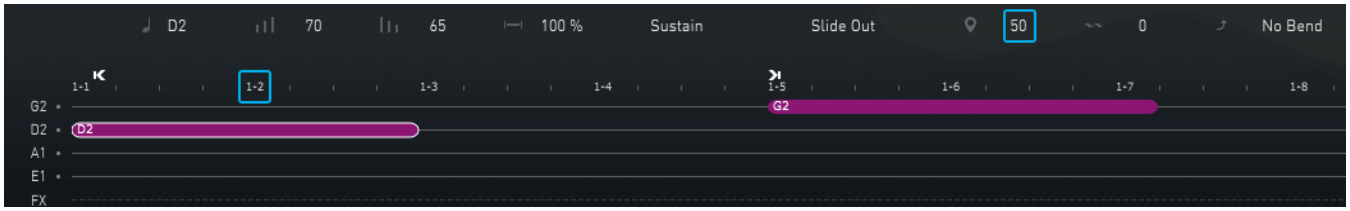
1.4.3 Articulation & Legato Rules

- Legato is available when notes are next to each other and on the same string, the Legato must be marked on the first note.

  The speed of long legato slide (more than 2 frets) is determined by the velocity of destination note. Higher the velocity, faster the speed.



- Legato position: When is set to 50, the legato is triggered when the notes has been played 50% trough its whole length.



- Natural Harmonic is available on the natural harmonic positions (5th, 7th, 9th and 12th fret), the pitch is the same as Sustain.

- Slap or Pop dead note is available when switching to Slap or Pop, and the velocity is 1 - 63.

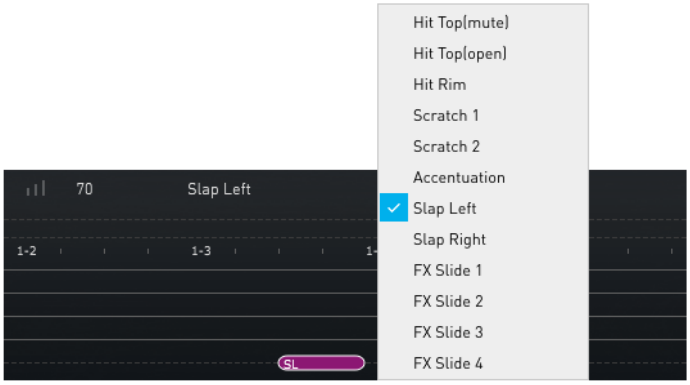
- Pop Slide In is available when switching to Slide, and the velocity is 127. (ABY only)

1.5 FX Line

1.5.1 Articulation & Legato Rules

Select a FX note, there are 2 options: Velocity and FX type (pitch) for each FX note.

*The FX type is different on different instruments.



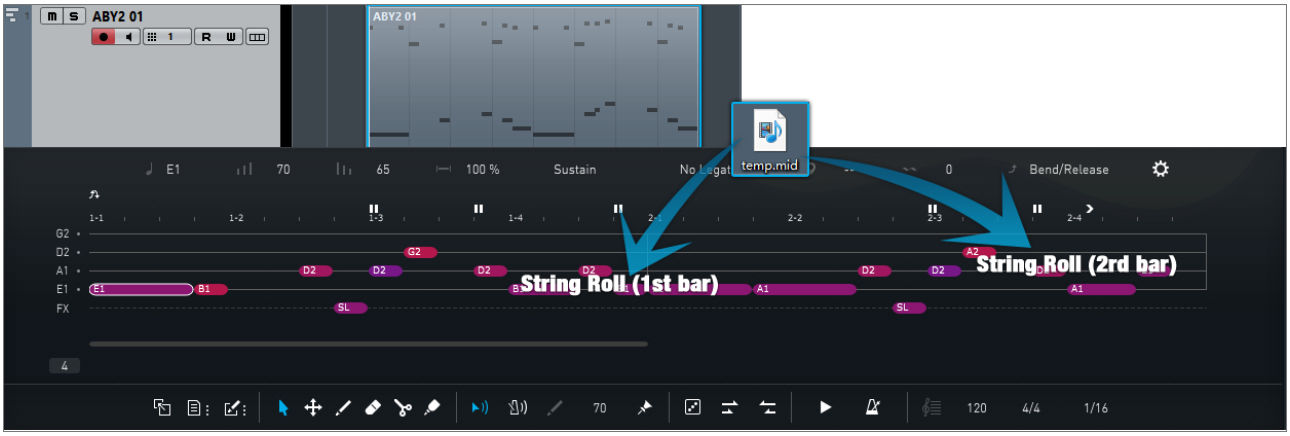
1.6 Score & Global Parameters

1.6.1 File Menu

	Hotkey
New	Ctrl + Shift + N
Load	Ctrl + O
Save	Ctrl + S

Save As	Ctrl + Shift + S
Import MIDI	-
Export MIDI	-

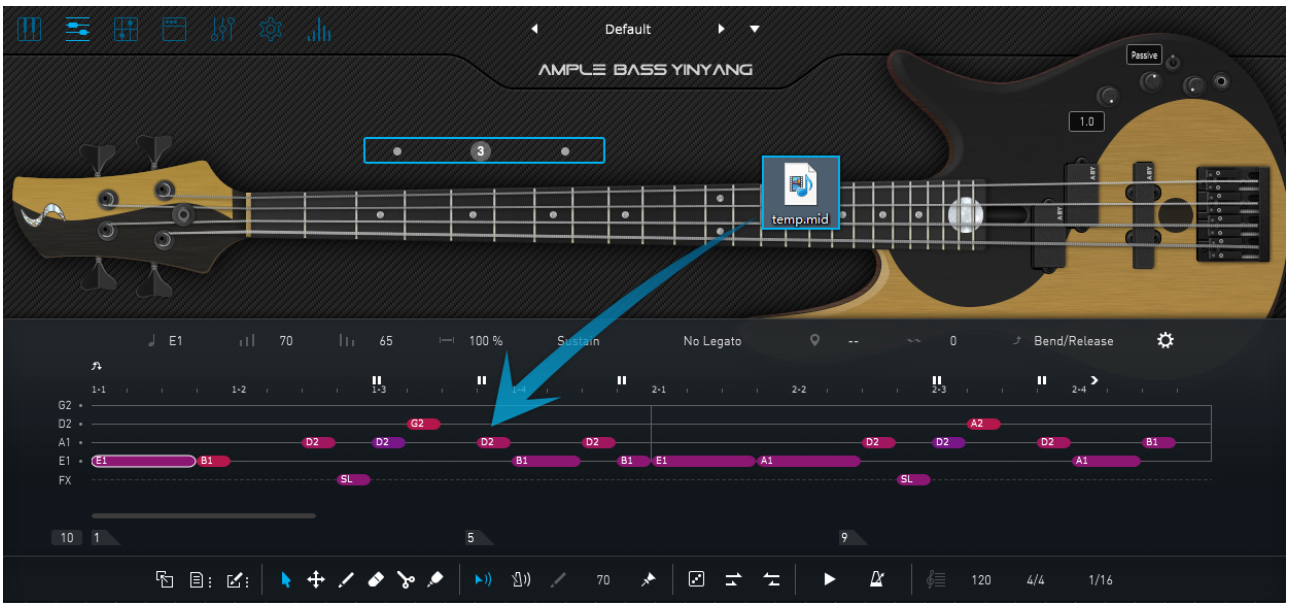
1.6.1.1 Import MIDI and Tab to Riffer



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.

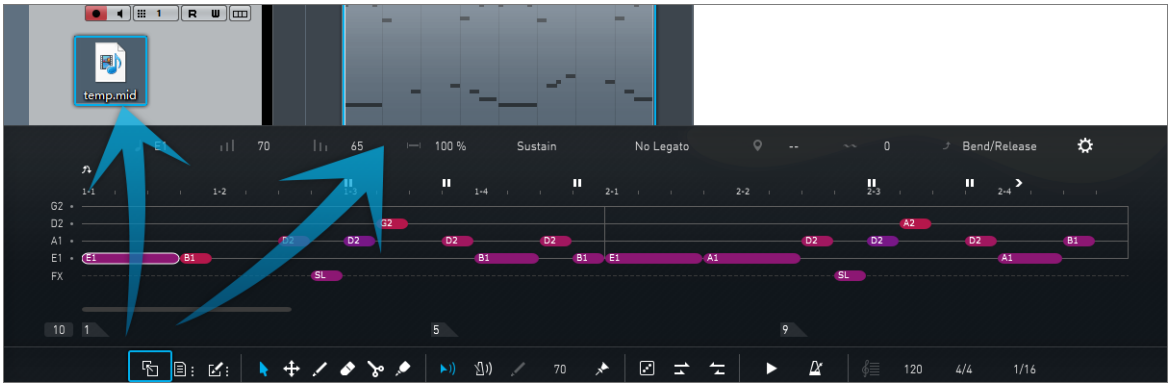
*The MIDI block could be dragged into Riffer directly only in Cubase & Nuendo.

Click Riff button on the Tab panel, the current measure could be converted to a riff, and all of articulations and fingered positions will be kept.



Click on the virtual fingerboard to set the position then import the MIDI, the notes will be in the current position.

1.6.1.2 Export Riff to MIDI



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

*The Export Mode and Export Humanization can be changed on the Riffer page of Settings Panel.

1.6.2 Edit Menu

	Key Commands	Temporary Hotkey
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	

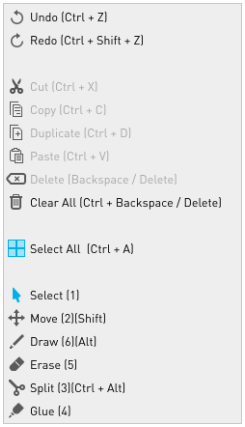
Other quick edit

Drag a note vertically	Change pitch
Drag the border of a note horizontally	Change length
Ctrl + Drag the border of a note horizontally	Change duration

1.6.3 Edit Tools

	Hotkey	Temporary Hotkey
Select	1	Ctrl
Move	2	Shift
Draw	6	Alt or Left double-click
Erase	5	
Split	3	Ctrl + Alt
Glue	4	

1.6.4 Right-Click Menu



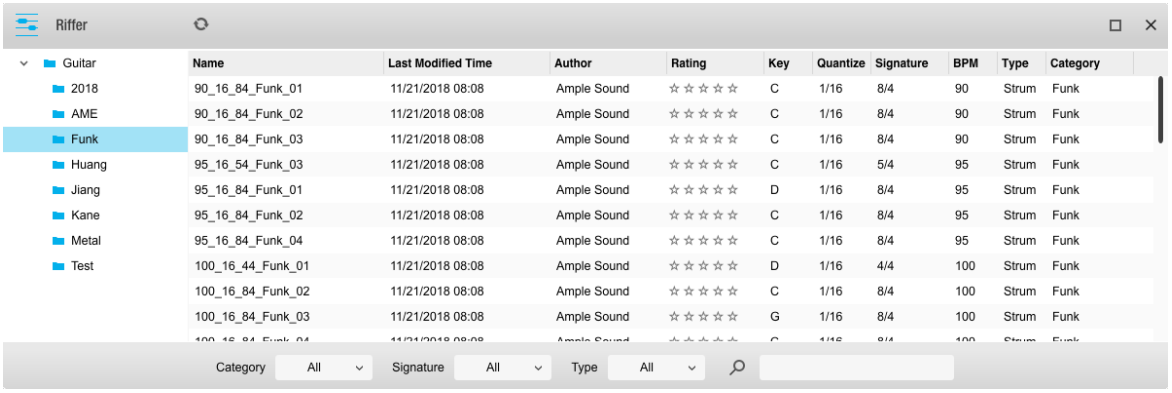
You can do Undo, Redo, Cut, Copy, Duplicate, Paste, Delete, Clear All, Select All, and select edit tool on the Right-Click Menu.

1.6.5 Score Parameters

Time Signature	Follow Global Time Signature when SYNC is on
BPM	Follow DAW's BPM when SYNC is on
Quantize	Follow Global Quantize when SYNC is on

1.7 Preset & Save Window

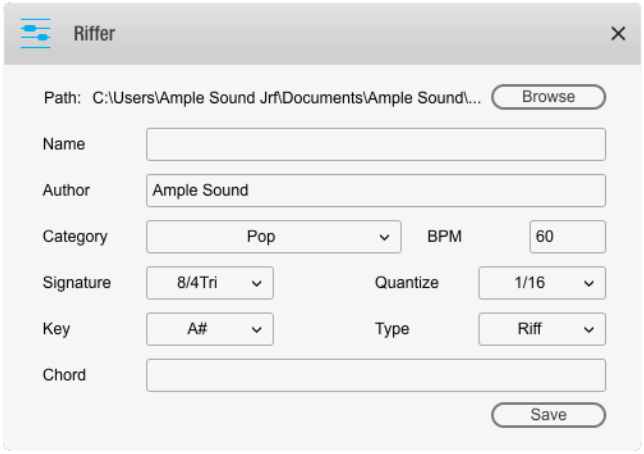
1.7.1 Preset Window



In this window you can display all the attributes (Category, Time Signature, Key, Quantize, BPM, Type and Author), sort presets according to an attribute, search and rate presets.

*Right click can remove rating.

1.7.2 Save Window

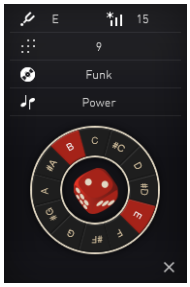


*Separated by commas if there are more than one chord.

1.8 Dice

Dice is a Random Riff Generator.

1.8.1 Guitar Dice



Density	Number of notes to generate in time signatures 4/4. In other time signatures, the number of notes might change but the density of notes will be kept the same.
Key	Root note
Scale	Select a chord template
Style	Notes and Groove style
Vel+-	Random Velocity Range
Dice	Create a random riff

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