

# Riffer Panel Manual

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Beijing Ample Sound Technology Co. Ltd

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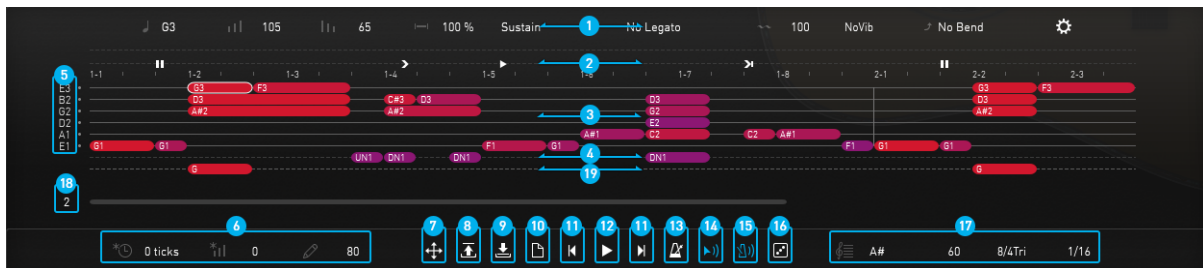
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# 1 Riffer

## 1.1 Overview of Riffer Panel



1. Note Properties Line
2. Expression Line
3. String Roll
4. FX Noise Line
5. Tuner: The Pitch of Each Open String
6. Global Properties
7. Drag MIDI to Host
8. Load Riff
9. Save Riff
10. New Riff
11. Previous and Next Riff
12. Riff Play Toggle
13. Sync Toggle
14. Riff Acoustic Feedback Toggle
15. Riff Metronome Toggle
16. Open Riff Dice Window
17. Score Properties
18. Measures and Scroll Bar
19. Strum Line

## 1.2 Operation

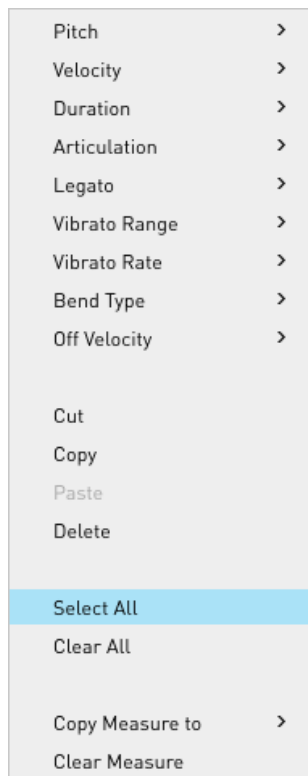
### 1.2.1 Operation and Key Commands

Left click	Enter a note on strings or FX-line
Left click a note	Select the note
Left click anywhere when a note is selected	Cancel the selection
Right click a note (or Alt\Option + Left click)	Right-click menu
Drag a note vertically	Change pitch
Drag the border of a note horizontally	Change length
Ctrl + Drag a note vertically	Change velocity
Ctrl + Drag the border of a note horizontally	Change duration
Shift + Drag a note	Move the note

### 1.2.2 Right-Click Menu

You can do Cut, Copy, Paste, Delete, Select All, Clear All and Copy Measure on the Right-Click

Menu, and change the note properties if a note is selected.



## 1.2.3 Riff Play Toggle

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

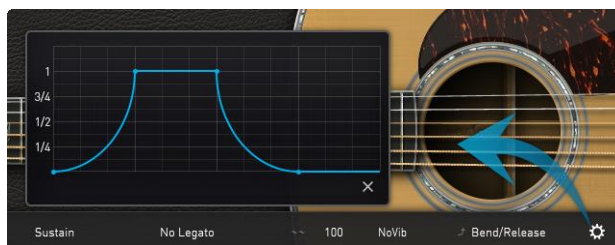
## 1.3 Note Properties

### 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 every 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

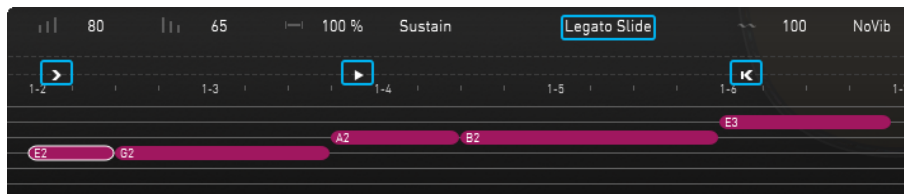
	Articulation	Guitar	Bass
◆	Nature Harmonic	All Guitars except AME	All Basses except AMR
	Palm Mute	All	All
▲	Slap	--	Electric Basses and ABA
▼	Pop	All	Electric Basses and ABA
▣	Tap	--	Electric Basses
✘	Staccato	AGG, AGP and AGF	ABP and ABJ
➤➤	Slide In & Slide Out	All	All
▶◀	Hammer On & Pull Off	All	All
➤◀	Legato Slide	All	All

↗	Bender	All	All
~	Vibrato	All	All
↔	Slide Guitar	AGP, AGF, AGG, AGM and AGT	--

\*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.
- Slide Out: Slide Out from the 50% point of a note;  
1/4 Slide Out: Slide Out from the 75% point of a note;  
1/8 Slide Out: Slide Out from the 87.5% point of a note.



- Nature Harmonic is available on the nature 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)

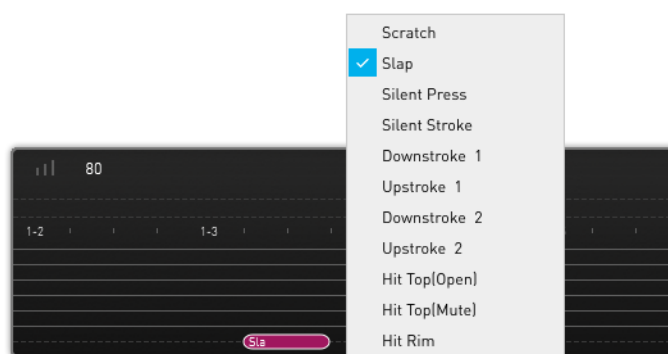
## 1.5 FX Line

### 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 Global Parameters

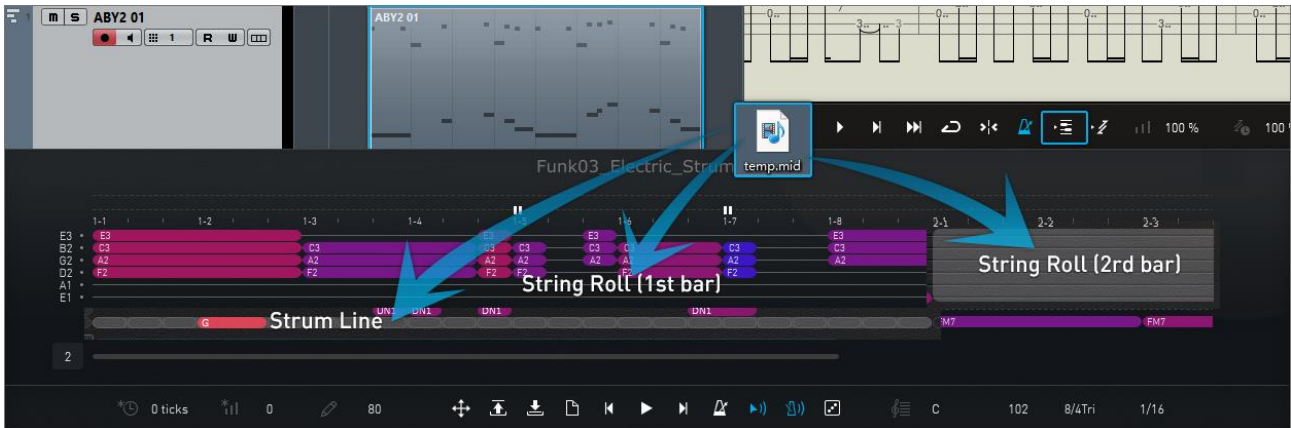
Swing Tick	-
Velocity Humanization	If the Insert Velocity is 80 and Velocity humanization is set to +/-20, the value will be in the range of 60 - 100
Velocity Proportion	Controls the percentage of original velocity with which to play
Insert Velocity	Default Note Velocity

### 1.6.2 Score Parameters

Key	Transpose the key of Riff
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 Import & Export

### 1.7.1 Import MIDI and Tab to Riffer

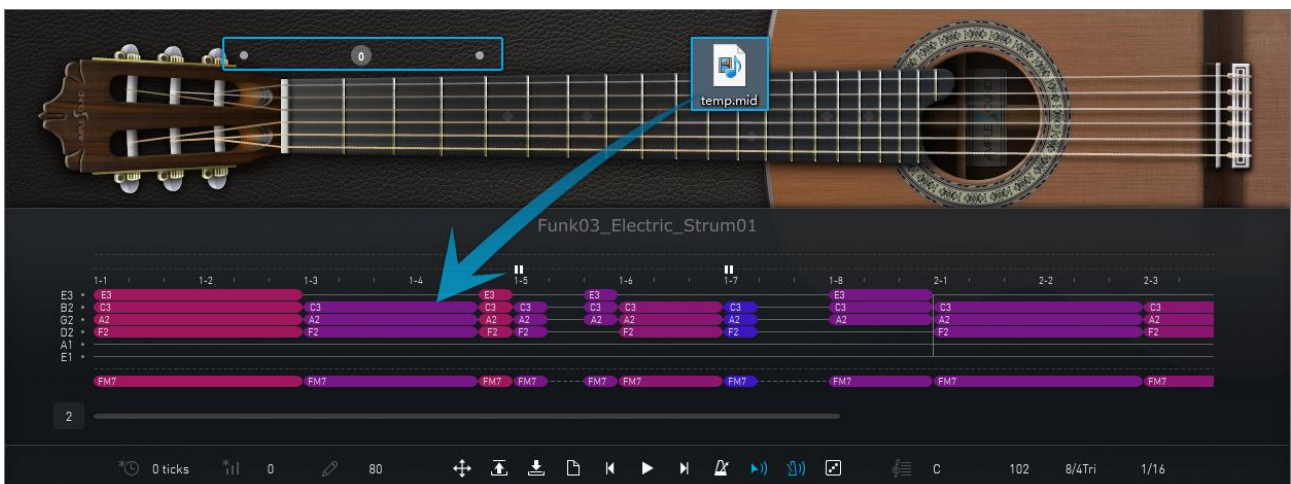


The MIDI file could be imported to Riffer, the MIDI format must be MIDI 0 or MIDI 1, and make sure that there is only one track in the MIDI file.

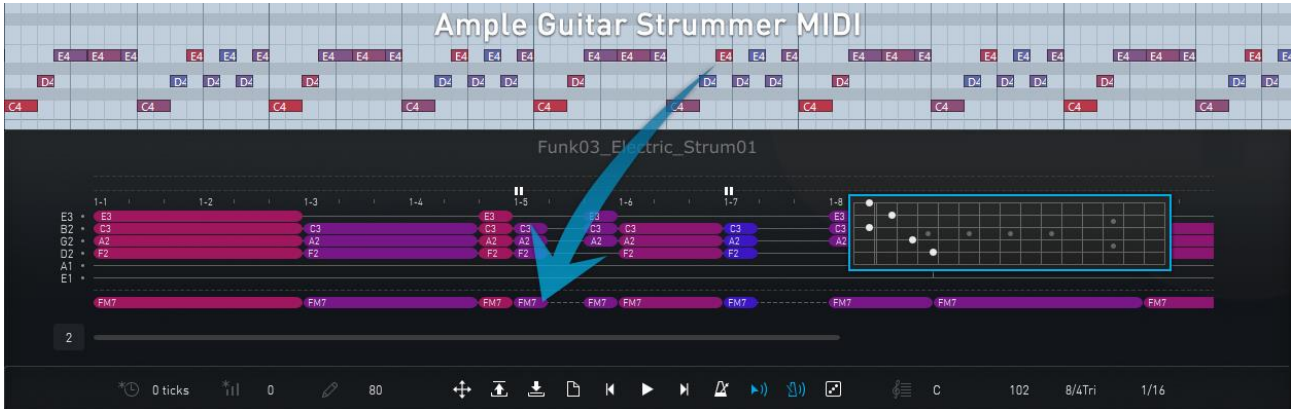
Strummer MIDI could be dragged in the Strum Line of Riffer, the default chord is the activated chord on Strumme.

\*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.

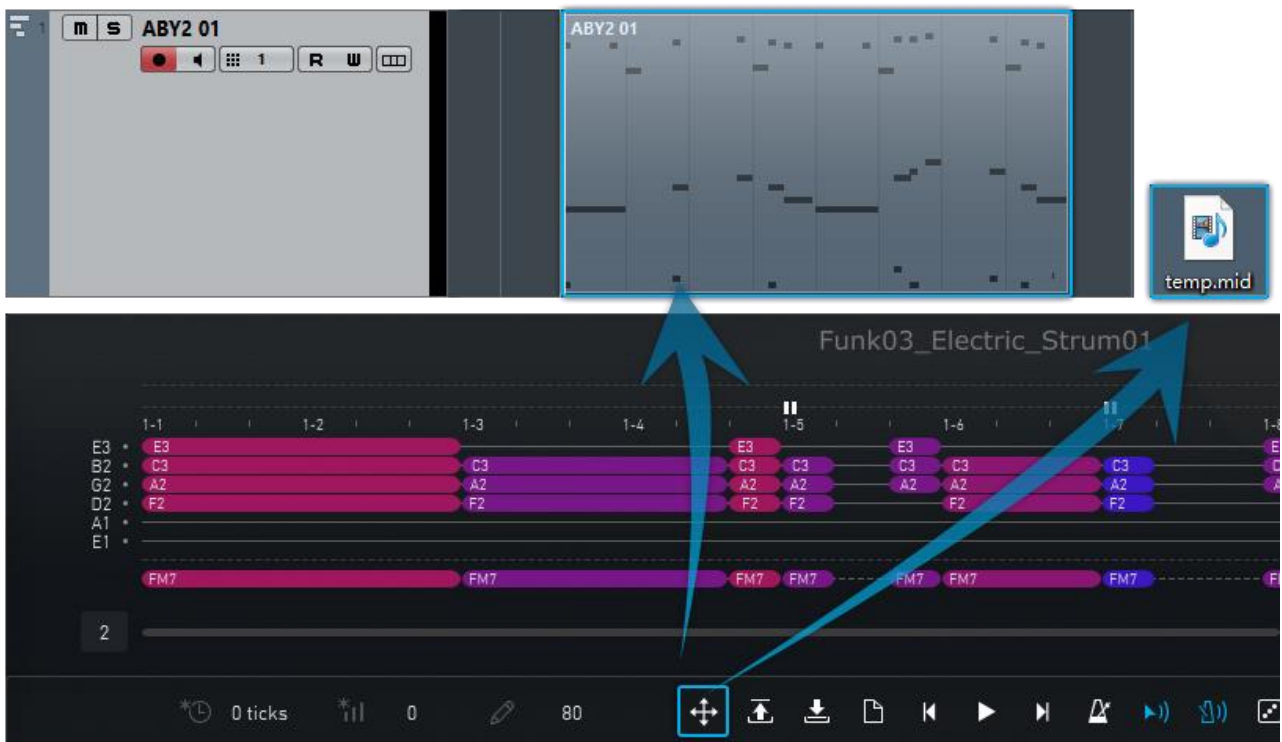


Click on the virtual fingerboard to set a capo then import the MIDI, the notes could be in the correct positions.



Set a chord on Strummer then drag the Strummer MIDI to Riffer Strum Line, the Riff could be the same as imported MIDI.

### 1.7.2 Export Riff to MIDI



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

\*The Export Mode and Export Humanization could be changed on the Preferences window,

refer to section 6.9.

## 1.8 Preset & Save Window

### 1.8.1 Preset Window

	Name	Last Modified Time	Author	Rating	Key	Quantize	Signature	BPM	Type	Category
▼ Guitar										
▶ AME	90_16_84_Funk_01	08/03/2018 12:57	Ample Sound	☆☆☆☆	C	1/16	8/4	90	Strum	Funk
▶ Funk	90_16_84_Funk_02	08/03/2018 12:57	Ample Sound	☆☆☆☆	C	1/16	8/4	90	Strum	Funk
▶ Huang	90_16_84_Funk_03	08/03/2018 12:57	Ample Sound	☆☆☆☆	C	1/16	8/4	90	Strum	Funk
▶ Jiang	95_16_54_Funk_03	08/03/2018 12:57	Ample Sound	☆☆☆☆	C	1/16	5/4	95	Strum	Funk
▶ Kane	95_16_84_Funk_01	08/03/2018 12:57	Ample Sound	☆☆☆☆	D	1/16	8/4	95	Strum	Funk
▶ Test	95_16_84_Funk_02	08/03/2018 12:57	Ample Sound	☆☆☆☆	C	1/16	8/4	95	Strum	Funk
	95_16_84_Funk_04	08/03/2018 12:57	Ample Sound	☆☆☆☆	C	1/16	8/4	95	Strum	Funk
	100_16_44_Funk_01	08/22/2018 16:02	Ample Sound	☆☆☆☆	D	1/16	4/4	100	Strum	Funk
	100_16_84_Funk_02	08/22/2018 16:02	Ample Sound	☆☆☆☆	C	1/16	8/4	100	Strum	Funk
	100_16_84_Funk_03	08/22/2018 16:02	Ample Sound	☆☆☆☆	G	1/16	8/4	100	Strum	Funk
	100_16_84_Funk_04	08/22/2018 16:02	Ample Sound	☆☆☆☆	C	1/16	8/4	100	Strum	Funk

Check 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.

### 1.8.2 Save Window

Path: C:\Users\Ample Sound Jrf\Documents\Ample Sound\... Browse

Name:

Author:

Category:  ▼    BPM:

Signature:  ▼    Quantize:  ▼

Key:  ▼    Type:  ▼

Chord:

Save

\*Separated by commas if more than one chord.

## 1.9 Dice

Dice is a Random Riff Generator.

### 1.9.1 Guitar Dice



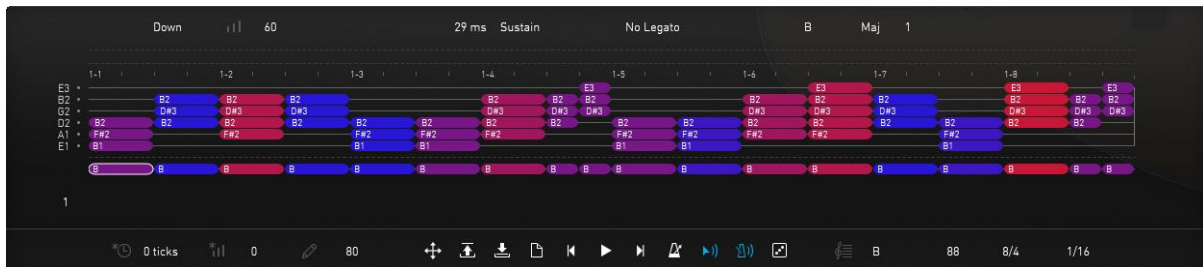
Density	Number of notes to generate in time signatures 4/4. In other time signatures, the number of notes might change but the density of notes will be kept the same.
Key	Root note
Scale	Select a chord template
Style	Notes and Groove style
Vel+-	Random Velocity Range
Dice	Create a random riff

### 1.9.2 Measure Setting



Set multi-measures for the riff(up to 8) and duplicate all the notes in the current measure to another measure.

## 1.9.3 Strum Line



Select a strum note, the strum note properties will be shown on the title area. There are Direction, Velocity, Strum Time, Articulation, Legato, Chord Root, Chord Type and Position altogether 8 options for each strum note.

All the notes in a chord will be changed if any option of the chord note is changed.

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

Free Version Download: <http://www.amplesound.net/en/download.asp>

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# Tech-Born Music

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