



Audiofier Riffendium Series 1.0 User Manual

DECEMBER 2018

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Important Information

SNAPSHOTS WARNING

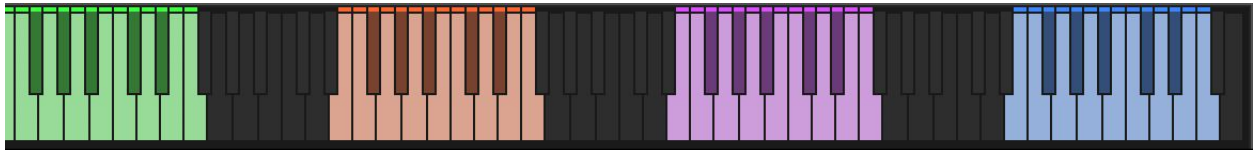
When loading a new snapshot it is advised that no sound is playing (including reverb trails or delays) before the new snapshot is chosen, in order to avoid unwanted noises which may occur when new fx configurations are loaded.

KEYBOARD RANGES

To present and include more options we had to take advantage of the full 127 midi keyboard range. Even users with 88 Keys controllers will have to make use of DAW transposing functions to be able to reach all mapped loops (beyond C6).

HOW TO USE RIFFENDIUM

After loading a LOOP PRESET using the BROWSER, a colored LOOP RANGE key must be played in order to set an initial pitch for RIFFENDIUM to work.



After that a TRIGGER key can be played to activate the actual LOOP.



LOOP PRESETS, MEMORIES AND SNAPSHOTS

RIFFENDIUM comes with 44 Loop presets that are listed in the browser. These are the building blocks, as they contain the articulations (more on that below) needed to create and perform guitar parts. For the most part they present the original guitar recording. When loading a new LOOP PRESET, only the articulations and the main articulations sequence are recalled. Effects and step effects will remain as they were before loading the new LOOP PRESET (except for tuning and Sync - pls read below). The 8 memory slots will be available to save user sequences, but at the time of recall they will be empty.

When recalling a snapshot, effects, step effects, articulations and sequences will be recalled and overwritten. Every factory snapshot comes with 8 saved memories which include 8 variations of the sequence.

Welcome to RIFFENDIUM SERIES 1.0

Thank you for buying this product.

RIFFENDIUM SERIES 1.0 by Audiofier at the moment of writing includes 2 instruments: RIFFENDIUM and RIFFENDIUM DI. In this manual one or the other library will be used as reference, interchangeably, as the controls and operations in all RIFFENDIUM SERIES instruments are the same.

In this new series we are focusing on themed instruments. The best application for them is DAW production, even though some users might find them useful on live/DJ settings. The aim of this series is to provide the user with instrument loops which are editable and rearrangeable, within the boundaries of the articulations provided, which were dictated by the style of the loops themselves.

The DI version in this series includes samples recorded from the Direct Output (DIRECT INJECTION) of the Amp, and are to be used with amplifier simulations in the DAW. They still include effects like distortion and cabinets, should the user want to use those.

Audiofier EULA

BY DOWNLOADING AND INSTALLING RIFFENDIUM SERIES INSTRUMENTS 1.2 YOU AGREE TO THE FOLLOWING:

RIFFENDIUM SERIES library is licensed, not sold to you. This license is personal and non-transferrable.

YOU MAY use RIFFENDIUM SERIES INSTRUMENTS in your own compositions (including library music) and/or commercial work for clients/media, without any restrictions or additional fees.

YOU MAY install RIFFENDIUM SERIES INSTRUMENTS on multiple computers of yours, as long as you are using the library and you are not sharing/giving/lending your license with others.

YOU MAY NOT make copies of this library, as a whole or in part, with the intent to re-distribute, sell or give them away - this includes making available any of the content on a network, e.g. through internet file sharing services or pirate sites.

YOU MAY NOT re-use or re-package any of RIFFENDIUM SERIES INSTRUMENTS content in another virtual instrument or sample library.

Installing the RIFFENDIUM SERIES INSTRUMENTS library implies that you agree to the above EULA. © 2018

RIFFENDIUM SERIES System Requirements

To install RIFFENDIUM SERIES 1.0 you need a maximum of 8GB of hard disk space. While a fast hard drive is required, a solid state drive is highly recommended in a fast computer, due to RIFFENDIUM SERIES INSTRUMENTS high number of samples and demanding CPU engine. RIFFENDIUM SERIES INSTRUMENTS requires the retail Native Instruments Kontakt 5.8. RIFFENDIUM SERIES INSTRUMENTS will not work with Kontakt Player.

You will need an extraction utility to unpack the .zip archives you received.

Due to the layout of RIFFENDIUM SERIES INSTRUMENTS it is recommended to have a few MIDI controllers (sliders or knobs) available, to take full advantage of RIFFENDIUM SERIES INSTRUMENTS capabilities.

MAC RECOMMENDED SYSTEM

- MacOS 10.12, 10.13 or 10.14 (latest update), i5, 4GB RAM
- SSD (Solid State Drive)
- NI Kontakt 5.8

PC RECOMMENDED SYSTEM

- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, 2 GB RAM
- Sound card with ASIO drivers
- SSD (Solid State Drive)
- NI Kontakt 5.8

Tutorials

Many video overviews and tutorials are available on Audiofier's YouTube channel. Copy and paste the following link to your browser to access RIFFENDIUM SERIES playlist:

<https://www.youtube.com/watch?v=uTrzz5q09Hw&index=1&list=PLjQ3CMWhXwTJQNWxVdBvfSFnhco6jyjeO>

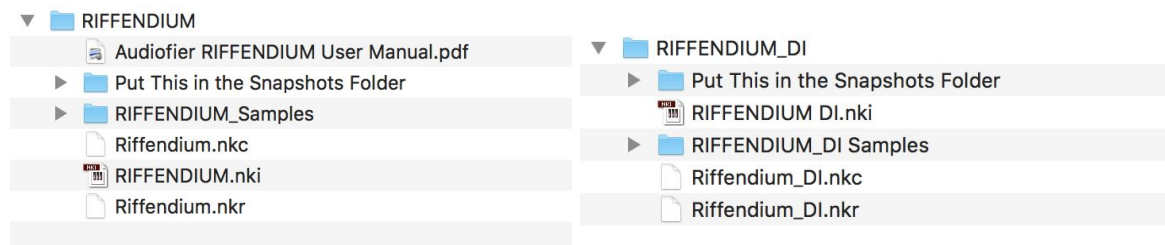
In addition you should find an installation video that will guide you through the whole process.

Installation

Locate your downloaded files and use a zip extraction utility to uncompress RIFFENDIUM SERIES INSTRUMENTS. Then the folder structure should include several folders:

The main instrument folder and one sample folder each for RIFFENDIUM and RIFFENDIUM DI. The main instrument folder includes: one .nki, one .nkr, one .nkc files and the Snapshots folder.

All that needs to be done is to move RIFFENDIUM_sample folder inside the main RIFFENDIUM folder and RIFFENDIUM_DI_samples folder into the main RIFFENDIUM DI folder. The resulting file structure should look like the following:



At this point you can use your library. The first time you open it, it is recommended to save it with the same name to minimize loading time.

Minimizing loading time

Some computer configurations might take long to load RIFFENDIUM samples the first time its booted. After the first boot it is recommended to do a BATCH RESAVE following these steps:

Step 1: BACK UP RIFFENDIUM by copying the whole folder in a different location.

Step 2: Go to Kontakt Files menu and hit Batch Resave. Select “YES” at the dialog popup. Note that you do not need any patches loaded in Kontakt for this to work.

Step 3: In the “Browse for Folder” popup, select RIFFENDIUM folder.

Step 4: A dialog might pop up displaying any missing samples in that folder. At the bottom, make sure “Allow alternate file types” is checked (this will check for both WAV and NCW), and then use the “Browse for folder” option to select RIFFENDIUM Samples folder, where you NCW samples are stored.

Step 5: Load RIFFENDIUM again, and you’ll be good to go.

FOR WINDOWS 10 USERS ONLY

There might be a problem with Windows trying to scan all the samples for virus. Please try the following, which worked for other windows users:

In your PC try to go to: SETTINGS / UPDATE & SECURITY / WINDOWS DEFENDER and look for EXCLUSIONS in the right pane, selecting ADD EXCLUSION. Go with a "Folder Exclusion" for the directory where your Kontakt libraries are. Copy your downloaded Sequi2r zip file in that folder and try to unzip it once again, inside that folder.

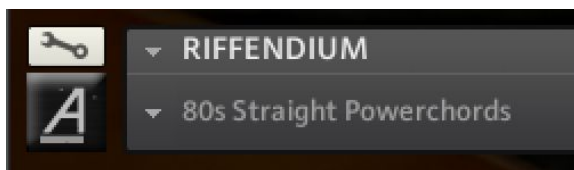
Snapshots Installation

Please follow this process step by step:

If you are not in Snapshot view, click on the camera icon on Kontakt GUI



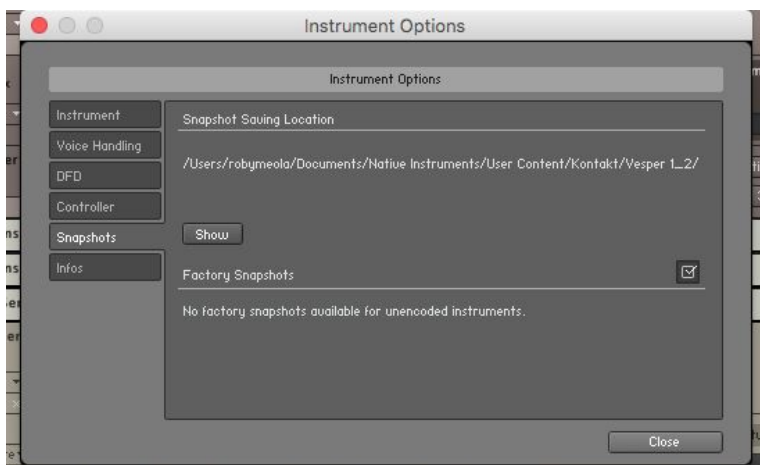
Click on the wrench icon on Kontakt GUI



When opened, click on the instrument options tab



On the new window locate the Snapshots Tab

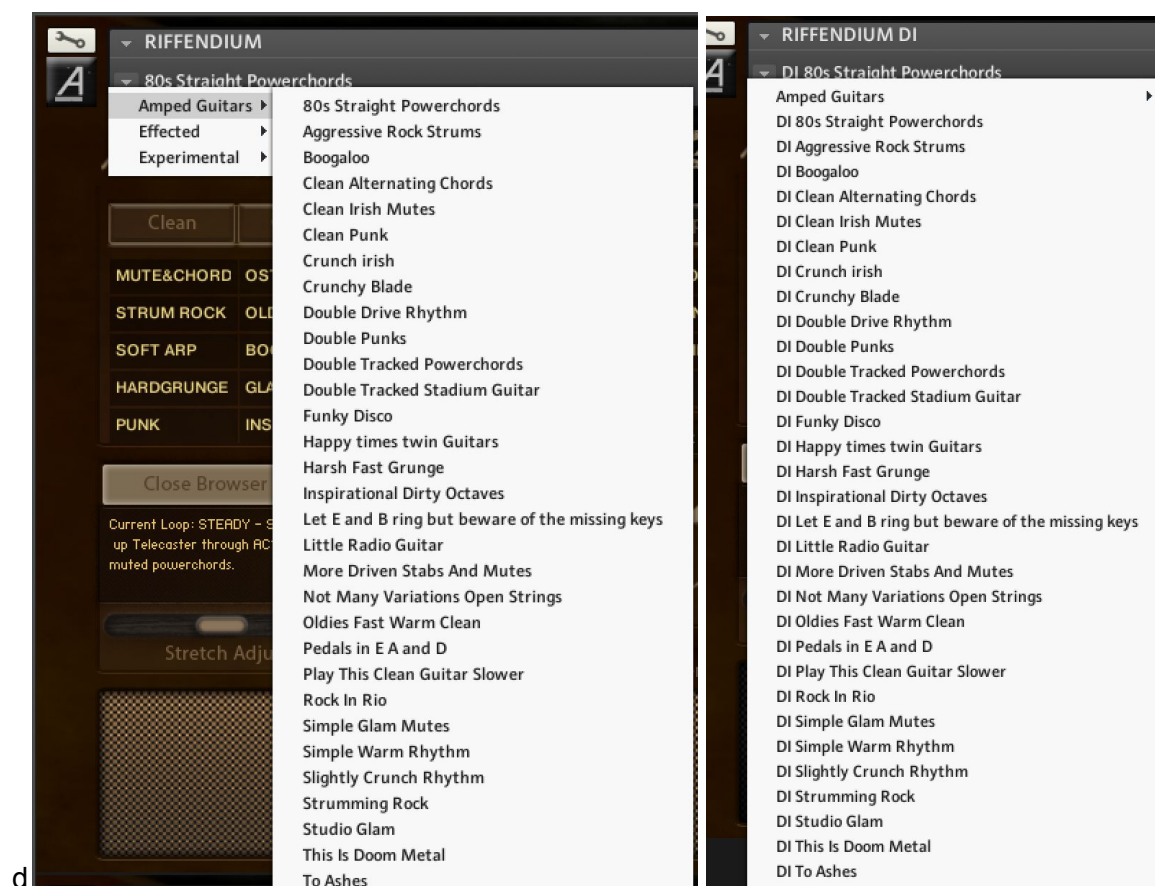


Click on the Show button, Kontakt will ask you to create a new path for the snapshots. Accept and the newly created snapshot folder window will appear. Just drag and drop the content of the

folder named “Put this in the snapshots folder” provided in your downloaded folders. Close all windows and tabs to get back to the original state.

Now the full list of Snapshots should appear when clicking on the snapshots menu arrow.

NB: RIFFENDIUM includes 3 folders of Sanphots: Effected, Experimental and Amped Guitars Folders. RIFFENDIUM DI includes the same Amped Guitars Folder as above, and a list of the same snapshots (with ‘DI’ prefix) in which the Step Fx, Convolver and Pedal FX have been bypassed:



NB - RIFFENDIUM DI: the snapshots in the Amped guitars Folder still include effects, but the loaded samples are straight from the Guitar Output, therefore the sound will be clean. These snapshots are included as a bonus, as the snapshots to be used to take full advantage of RIFFENDIUM DI should be the ones in the main snapshots list (with “DI” prefix).

Saving user presets.

It is possible to save USER PRESETS by the means of the Snapshots function of KONTAKT 5.8. By clicking on the “Camera Icon” on the instrument header you can access the Snapshots mode. Then by clicking on the Floppy disk icon you’ll be able to save the entire instrument patch as a snapshot, with its unique name.

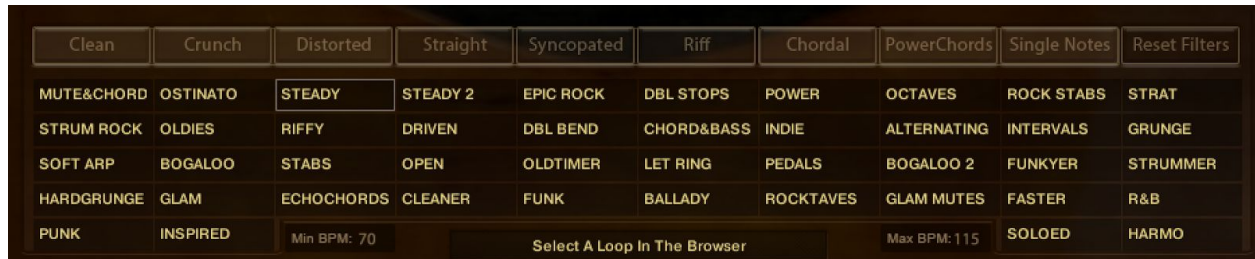
Effects reset in RIFFENDIUM DI

By clicking on the DI letters of RIFFENDIUM DI title, the Step FX, Convolver, cabinets and Pedals FX will be bypassed. This is useful when a sound and a sequence is created with RIFFENDIUM, but then the user wants to load it in RIFFENDIUM DI to take advantage of external Amp Simulators. In this case do as follow:

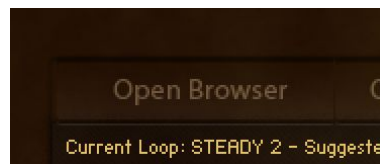
1. Load an instance of RIFFENDIUM and one of RIFFENDIUM DI.
2. Create a desired sequence and sound with RIFFENDIUM.
3. Save the snapshot as described above.
4. Click on the wrench, then access instrument options and show the snapshot folder as described above. Do this for RIFFENDIUM and RIFFENDIUM DI.
5. Move or copy the created snapshot from RIFFENDIUM snapshots folder to RIFFENDIUM DI snapshots folder.
6. Load the snapshot in RIFFENDIUM DI
7. If needed, click on the DI letters of RIFFENDIUM DI title to bypass all effects, except for the double tracked guitar feature.
8. Add the desired external Amp Simulator Plug in.

User interface

BROWSER & NEIGHBOURING PANELS

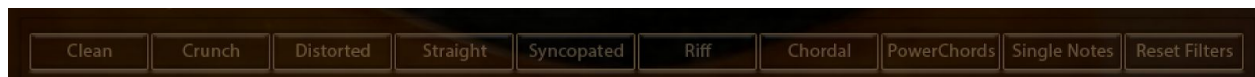


If the browser is not visible, click on the OPEN BROWSER button and it will be visible.



Click on each LOOP PRESET BUTTON to load a LOOP PRESET. A loop preset is a sequence of articulations that most faithfully recalls how the guitar part was performed. This is just a guideline, as you will learn, loops can be edited to the extremes so to become very different from the original LOOP PRESET.

Top Categories Buttons



The provided LOOP PRESETS can be filtered using the 9 CATEGORIES BUTTONS and the RESET FILTERS Button. When choosing a loops, it helps if we think about what the resulting style should be. RIFFENDIUM offers the options for:

- Clean, Crunch or Distorted: The user can select one of these sound quality choices at first. Only one of these categories can be chosen at once.
- Straight, Syncopated or Riff: These 3 choices define the rhythmic nature of the loop. Only one of these categories can be chosen at once.

- Chordal, Power chords or Single Notes: These options refer to the harmonic content of the loop, whether chords, single notes or power chords have been used to construct the guitar performance. Only one of these categories can be chosen at once.

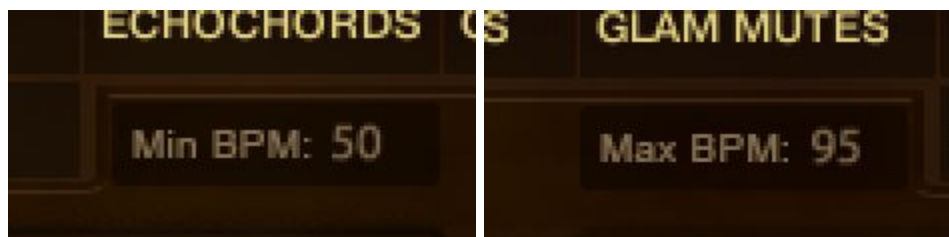
Info Panel



Located in the middle of the GUI, the INFO PANEL provides useful information regarding the LOOP PRESETS and also gives hints on how to use the instruments and confirmation on performed actions.

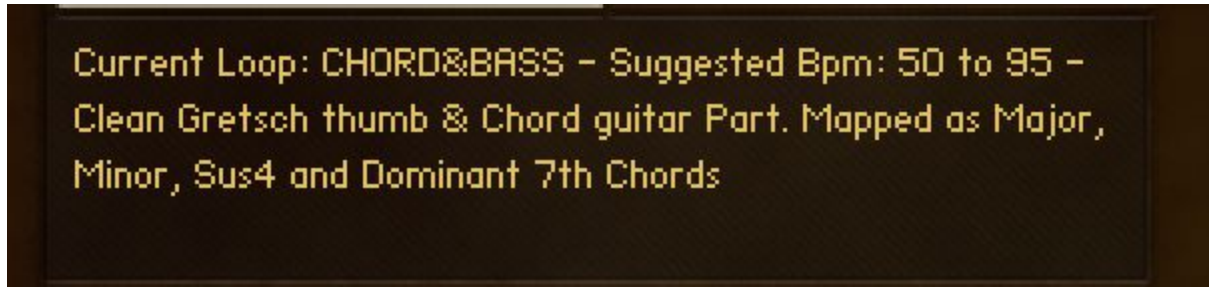
SUGGESTED RANGES

After a LOOP PRESET is loaded, a MAX and MIN BPM values will be displayed, showing the maximum and minimum BPM suggested speeds. Obviously these ranges are just guidelines and boundaries can be stretched. But it is important to remember that RIFFENDIUM makes use of Kontakt's Time Machine Pro, so there is a limit to how much a loop tempo can be stretched.



DETAILS PANEL

It provides useful info regarding the loaded PRESET LOOP: details such as the loop Style, Guitar used, amps, min and max suggested BPM and so on.



This panel also gives important information regarding the LOOPS mapping on the keyboard. In some LOOP PRESETS, some versions of the mapped loops can be triggered by pressing at a lower velocity (<100) while more options can be triggered at higher velocities (>100).

GUITAR ICON



When a LOOP PRESET is loaded, this panel will display an icon of the guitar used to perform the loop.

SYNCING AND TUNING

STRETCH ADJUST



It adjusts the time stretching of the loop. In some cases when the Song Bpm is much beyond the suggested BPM (see Info Text Panel), you might need to lower the stretch factor with this slider. It can also be used for creative effects. As a rule of thumb, for LOOP PRESETS like STEADY or STEADY 2, at high BPM the samples can sound too short, in these cases the STRETCH ADJUST can be set to lower values to fix the length of each sample and restore the original feel of the loop. For LOOP PRESETS like SOLOED which makes use of several solo lines, the STRETCH ADJUST would not be beneficial as it will put those melodic lines out of sync. Please experiment with it to achieve the best results.

NB: Not advised with loops that contain legato single notes or arpeggios.

SYNCING OPTIONS



It sets whether the loops sync to the Host, or play half time or double time. The “X2 no stretch” option is advised for non-legato/arpeggio loops. “AUTO” allows RIFFENDIUM to decide when to play at half speed or double speed, according to suggested BPM speeds for each loop.

MASTER TUNING



Situated at the right side of the Syncing Menu, The Tuning Value edit allows +-24 Semitones transposition for the whole instrument.

SYNC & PITCH OPTIONS



This menu offers 2 options:

- Keep settings at load (KP): When a new LOOP PRESET is loaded, the Sync and Pitch settings will be kept intact.
- Reset settings at load (RST): When a new LOOP PRESET is loaded, the Sync and Pitch settings will be reset to Host Sync and “0” pitch transposition.

CABINET PANEL



It includes several knobs and buttons:

- Cabinets menu: a selection of speakers cabinets. In some cases the differences are very subtle.
- Match Cab Button: if active, when a LOOP PRESET is loaded, a matching speaker cabinet will be loaded to mimic the cabinet that was used to record the actual loop. Otherwise any cabinet can be used with any LOOP PRESET.

NB: the amp'd guitar sound was recorded while the guitar asmp was plugged to a cabinet, but only the Direct Out and Amp out signals were recorded. Without the Amp cabinet simulation the sound will be quite gritty. This option has been provided so that the user can choose to use custom cabinet simulations instead of the ones provided.

- Link Button: This button allows to link the Double track cabinet to the Main cabinet, so that both have the same cabinet simulation.
- Reset Button: this button resets all cabinets parameters to default.
- Double Track Button: This button activates the double track guitar. Its parameter will be accessible through the 2 A/B selectors.
- Cabinet Main/Double Track selector: This selector toggles between main and double track guitars cabinet parameters.

- AMP OUT Knob: Volume of the Guitar Amp Output: this is the sound of the Guitar without the Speaker Cabinet, so the signal straight out of the guitar amp. Sometimes it is desirable to mix in a little of this signal. In the DI version of RIFFENDIUM, this knob is called GUIT OUT, as it is in fact the signal taken straight out of the guitar, without passing through any amplifier.

NB: The AMP OUT signal is not to be confused with the clean DI sound which RIFFENDIUM DI provides. In fact, in distorted sounds presets, the AMP OUT sound is actually distorted.

- LP and HP Knobs: these knobs control the Low Pass and High Pass filters for the Cabinet simulation impulse responses.

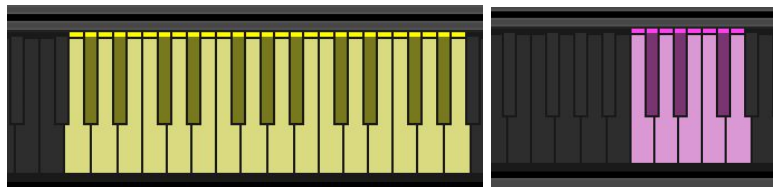
SPECIAL FEATURES BUTTONS, KNOB AND PANELS



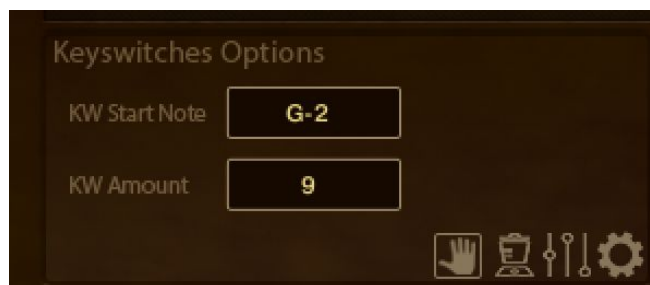
MANUAL/KEYSWITCHES TOGGLE BUTTON



This button toggles between hand icon: real time playable keys ranges (YELLOW KEYS) with which you can perform the articulations live or record (RECORD BUTTON under EDIT SEQUENCE PANEL) to the keyswitches icon: 8 RECALLABLE MEMORIES stored per patch (MAGENTA COLORED KEYS - See EDIT SEQUENCE PANEL BELOW)



When this panel is visible, it will show 2 parameters:

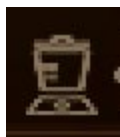


- **KEYSWITCH STARTING NOTE:** This value edit allows to change the zone of the yellow keyswitches (articulations trigger) in order to move it in a different keyboard zone. It adjusts the Articulations Keyswitches range. If the newly set Articulations Keyswitches Range overlaps the Sequence Trigger and Colored Pitch Areas, the sequence will not play and the articulations will only be used for recording a sequence using the RECORD feature. This value will return to default at BOOT or when a new snapshot is loaded.
- **KEYSWITCHES AMOUNT LABEL:** This is for information only. It provides with the total number of articulations for the current LOOP PRESET. It is useful when adjusting the new YELLOW KEYSWITCHES zone.

CONVOLVER PANEL



It is accessible by clicking on the icon:



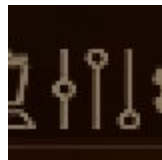
It includes several knobs and a menu:

- **CONVOLVER TYPE MENU:** With a list of 30+ convolution, this effect can add a special character to the loop or totally mangle its sound.
- **SIZE KNOB:** It stretches the length of the impulse response.
- **PREDELAY KNOB:** adds a delay to the start of the convolution effect
- **DRY/WET KNOB:** adjusts the balance between the dry and wet signals.

FILTER PANEL



It is accessible by clicking on the icon:



It includes several knobs and a menu:

- FILTER TYPE MENU: with a choice of 7 different filters.
- FILTER CUT OFF KNOB and RESONANCE KNOBS

OPTIONS PANEL MENU



It includes several knobs:

- ATK: Volume envelope Attack knob
- HOLD: Volume envelope Hold knob
- DECAY: Volume envelope Decay knob
- NOISES: Volume of the guitar frets noises
- SLICES LENGTH: this knob is useful if to reduce the length of each sample slice (articulation) by a percentage.
- SLICES FADE OUT: this knob is useful if to control the fade out time of each sample slice (articulation) by a percentage. It also controls the release time of the samples when the trigger key is released.
- INCLUDE SILENT NOTE ARTICULATION IN RANDOMISATION switch: When this switch is on, RIFFENDIUM will include SILENT NOTES when using the DICE randomiser function. Otherwise, when this switch is off, no SILENT NOTE will be used among the current LOOP PRESET available articulations. NB: Silent notes must not be mistaken with the REST articulations present in some LOOP PRESETS articulations menus. More on this below.
- SHOW IN SEQUENCE: This menu has the following choices - See below for their usage instructions:
 - ARTICULATIONS DURATIONS values (displaying "Duration" - yellow numbers at the bottom right of each articulation) values view
 - ARTICULATIONS PITCH TRANSPOSITION values view (displaying "Pitch" - red numbers on a brighter background).
 - ARTICULATIONS START values view (displaying S.Start - yellow numbers on a brighter background).

ARTICULATIONS SEQUENCE EDITING PANEL



It is accessible by clicking on the EDIT SEQUENCE button:



RIFFENDIUM can perform 2 main loops (articulations sequences) in different major and minor versions (by pressing the colored keys). These 2 main loops are triggered by the 2 white keyswitches (C1 and D1).

The 2 main loops are called Part A and Part B. The sequence of articulations associated with them are accessible by clicking on the related buttons:

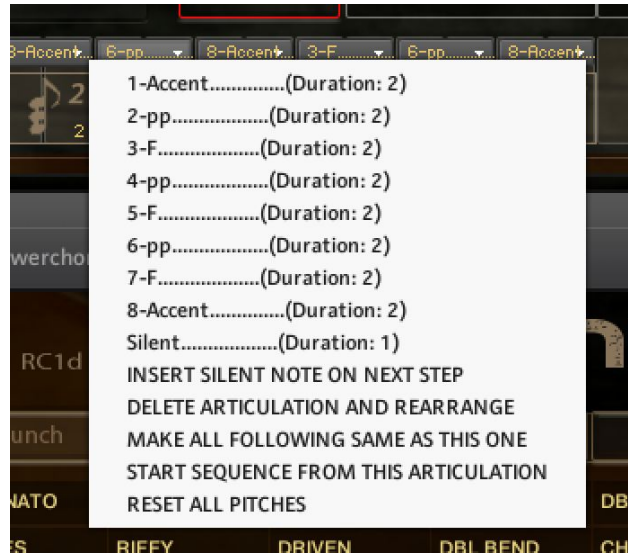


ARTICULATIONS SEQUENCE



THE ARTICULATION SEQUENCE is the order of articulations that form a loop. Each loop has many articulations available: strums, noises, slides etc. The number of articulations per loop depends on the length of each articulation: if the loop needs to be 1 bar long, 16 articulations of the length of a Sixteenth note will be sufficient. But articulations can be of different length depending on the style and performance of the loop.

ARTICULATION MENU



These little menu above each articulation icon allow to select the type of articulation needed. When the newly chosen articulation is of the same length of the replaced articulation, the sequence length will stay the same. When the newly chosen articulation is NOT of the same length of the replaced articulation, then RIFFENDIUM will adjust the sequence length and warn if the number of articulations used is too big (If the number of 16th notes in the sequence is too high RIFFENDIUM will give the warning, “TOO MANY 16th NOTES”). Each articulation listed in the menu has a number (in parenthesis) which indicates its original duration in 16th notes.

SILENT NOTES

Silent notes are particular kind of articulations that differ from some LOOP PRESETS articulations called “Rests” in that these silent articulations are pure, empty silent steps of one 16th note of length, while “Rests” can be of any duration and are part of the original Guitar performance.

NB: There is no undo option for this operation, but the original articulation for this step can always be recalled using the same Articulations menu on the same step.

INSERTING ARTICULATIONS

Each Articulation Menu has an entry called “INSERT SILENT NOTE ON NEXT STEP”. When this feature is selected, a new silent note will be inserted between the current selected articulation (the one whose articulation menu has been just used) and the following,

incrementing the total amount of MAX ARTICULATIONS. At this point the silent note can be turned into any type of articulation of any duration or kept as a silent note (as a rest).

NB: once the silent note is inserted as a “silent rest”, its duration cannot be extended. It will remain of one 16th note length. If as longer silent gap is needed in the sequence, then another silent notes need to be inserted.

NB: There is no undo option for this operation.

DELETING ARTICULATIONS

The last entry of each Articulations menu is “DELETE ARTICULATION AND REARRANGE”. This function allows to delete the selected articulation and then RIFFENDIUM will move all the following articulations in order to cover the gap left by the deleted articulation.

NB: Once an articulation has been deleted, the MAX ARTICULATIONS amount decreases of one value.

NB: There is no undo option for this operation.

MAKING ALL FOLLOWING ARTICULATIONS THE SAME

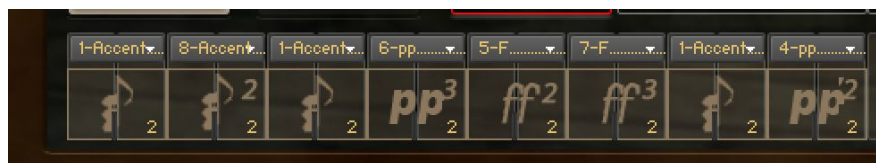
This function allows to apply the same articulations to all the steps following the one selected. Since this function does not keep count of the max articulations, some editing will be required in order to maintain the desired amount of 16th notes and/or amount of articulations.

EXAMPLES:

A sequence in which all articulations have same duration:

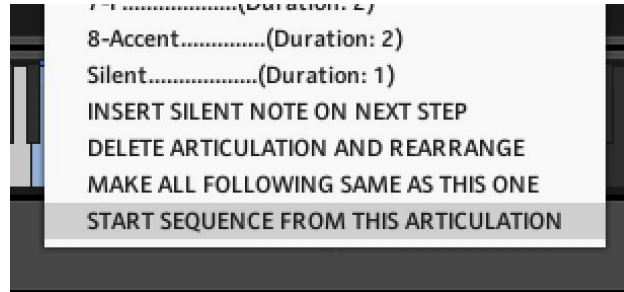
When making all following articulations like articulation on step number 4 (6-PP3), the result will be not problematic.

BEFORE:



3. Change the last articulation with one that is 4/16th in length (if there is), insert one silent note and turn it into a 1/16th articulation, then lower the number of MAX articulations to 13.
4. Edit the last articulation length as described below

EDITING THE ARTICULATIONS SEQUENCE START POINT



Select the articulation you want to start with, then click on the Articulations menu and select "START SEQUENCE FROM THIS ARTICULATION". At this point the sequence will start from the selected articulation. This will be saved when you save the sequence in any of the memory slots.

To reset it to the first step of the sequence, just select the first articulation and click on "START SEQUENCE FROM THIS ARTICULATION".

EDITING ARTICULATIONS LENGTH



Each Articulation shows a number (bottom right of each icon), which is editable from half to 1,5 times its value, allowing to time stretch that articulation. The icon will change into (E: EDITED) :



EDITING ARTICULATIONS PITCH



In some rare situations it might be required to alter the pitch of one or more articulations in the sequence. It can be done by using the pitch transpose value edits. These controls are red numbers that range from -12 to 12 and are visible only after clicking on the toggle located in the options panel (See above). These controls are intentionally darker (dark red) than the articulations length controls (yellow - see above) and have a light background, as to make them different and alert the user of their presence, in order to avoid mistakes.

To reset all pitches at once, select “RESET ALL PITCHES” in any of the the articulations menu:



EDITING ARTICULATIONS START POINT

If it is required to alter the start point of a specific articulation, use these controls which move the starting point forward in time of multiples of the base note division (1/16th for HOST TEMPO SYNC, 1/8th for HALF SYNC TEMPO, 1/32th FOR DOUBLE SPEED TEMPO).



Example: When the start is set to “2”, if RIFFENDIUM is set to HOST SYNC, the articulation start point will be moved 2 sixteenth notes forward and the actual sample will play from the 3rd sixteenth note onwards. The resulting length of the articulation will be reduced of the same amount to compensate.

Before: The articulation is 4 sixteenth notes long



We adjust the start point to “2”

Now the articulation is 2 sixteenth notes long, and display the start point (2) and the “E” (Edited sign)



If we want to turn it back to the original state (Starting from” 0”), we can simply re-set the Start Point to “0” and the articulation will get back to its original state.

NB: If for whatever reason the start point is set to a value above the length of the articulation, RIFFENDIUM will set the start point to zero.

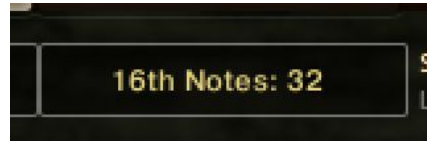
MAX ARTICULATIONS VALUE EDIT



This control allows to add or remove articulations from the end of the loop sequence, allowing to adjust its number of articulations and therefore length. It can be set in a different way for Part A and Part B.

NB: When the MAX ARTICULATIONS amount is increased, new articulations will populate the new added steps. Then, these articulations slots can be changed as needed.

16th NOTES COUNTER



This label gives the total number of 16th notes used in the current loop. It is a visual aid and cannot be edited.

LOOP MEMORIES



Each edited or randomised articulation sequence can be stored in these 8 memory slots (SAVE ROW). They can be recalled with the 8 LOAD buttons. Once the load button is pressed the sequence is loaded on the currently active and visible Part (A or B). When loading a memory its number will light up to indicate what memory is being played. When no memories buttons are lit, it means the main factory loop is playing (recalled with Reset button or via keyswitch) or a randomisation has been performed. Upon loading a new snapshot, the memory that was last recalled before saving the snapshot will be lit. If the snapshot was saved after recalling the factory sequence loop, then no memory lights will be on.

SEQUENCE RANDOMISER

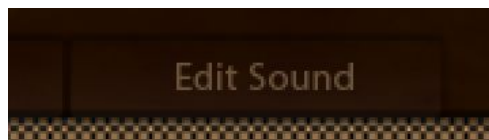


- DICE: Randomises the articulation sequence. This function is also available by pressing the key C#1
- R (Reset Button): it sets the articulation sequence to its default preset state. This function is also available by pressing the key D#1
- Target: The desired amount of 16th notes for the new randomisation.

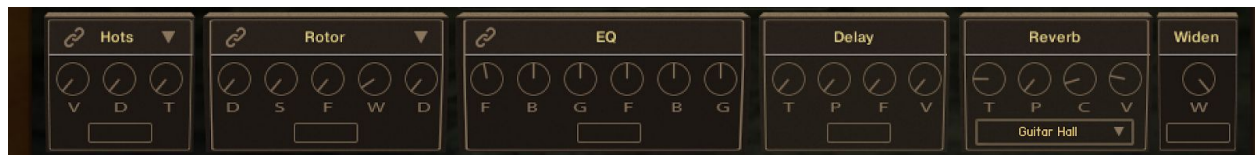
SOUND EDITING AND EFFECTS PANEL



It is accessible by clicking on:



If The Double Tracking feature is not active, 6 effects pedals will be visible:



From Left to right:

DISTORTION: this effect is available for Main and Double Track with the choices of:

- RAT
- DS1
- HOTS
- SKRM

MODULATION: this effect is available for Main and Double Track with the choices of:

- KORUS
- ROTOR
- PHASER
- FLANGER

EQ: this effect is available for Main and Double Track with controls for:

- EQ 1: Frequency, Bandwidth and Gain
- EQ 2: Frequency, Bandwidth and Gain

MASTER DELAY: for both Main and Double track. They will share the same settings

MASTER REVERB: for both Main and Double track. They will share the same settings

WIDENER: Only for Main guitar

When the Double Track guitar Is active, a MAIN/DBL Selector Switch will enable to toggle between the effects pedals for the MAIn Track and the Double Track Guitar .



In this case a new selector switch will appear, alongside with the:

- WIDTH KNOB control for the WIDTH of Main Guitar (Panned Left) and Double Track Guitar (Panned Right)
- DOUBLE TRACK VOLUME KNOB

NB: The Main/DbI guitar Selector will have no action on the DELAY and REVERB Pedals which as mentioned are MASTER effects and will affect the Main guitar and Double Track Guitar in the same way. Also, the selector found in this panel is a clone of the one found in the GUI Cabinet panel, and their function is identic.

STEP EFFECTS PANEL



It is accessible via the Step Effect Button:



This panel includes 3 modules:

STEP VOLUME EFFECT

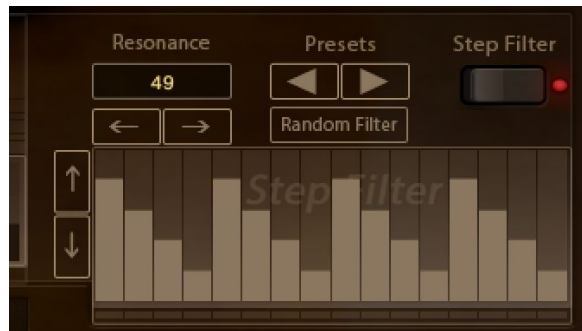


THIS MODULE is useful to create volume pattern, with a step sequencer in which each step column indicates the volume of the loop. This module includes:

- STEP VOLUME POWER SWITCH
- PRESET ARROWS: To scroll among Step volume presets

- STEP FX SPEED: this menu sets the speed of the STEP VOLUME and STEP FILTER steps.
- STEPS TABLE HORIZONTAL ADJUST ARROWS: These arrows allow to nudge through the steps back and forth to further edit the sequence
- STEPS TABLE VERTICAL ADJUST ARROWS: These arrows allow to increment or decrement the steps values all at once

STEP FILTER EFFECT



THIS MODULE is useful to create filter pattern, with a step sequencer in which each step column indicates the filter cut off. This module includes:

- STEP FILTER POWER SWITCH
- PRESET ARROWS: To scroll among Step volume presets
- STEP FILTER RESONANCE KNOB: this knob sets resonance of the step filter
- RANDOM FILTER SWITCH: When this switch is on, a random amount is added to each of the Filter steps values, adding randomness to the set step sequence
- STEPS TABLE HORIZONTAL ADJUST ARROWS: These arrows allow to nudge through the steps back and forth to further edit the sequence
- STEPS TABLE VERTICAL ADJUST ARROWS: These arrows allow to increment or decrement the steps values all at once

NB: the step filter steps speed is controlled by the Step FX steps speed



STUTTER REPEATER EFFECT



This interesting module allow to repeat each articulation performed in the articulation sequence a number of times set in by the height of the correspondent step column. The number of steps will change according to the MAX Articulations number set in the MAX ARTS value edit (SEQUENCE EDIT PANEL)



This module includes:

- RANDOMISER DICE BUTTON: to randomise all the parameters in this module
- RESET BUTTON: to reset all values to default
- ENGAGE POWER SWITCH
- BASE SPEED: It Sets the base speed of the stutter/repeater fx. NB: it does not control the stutter steps speed, but it's the base time division of the stutter fx at each stutter fx step, I.E the speed of repetitions for each step For best result set the time division as close as possible to the average loop slices duration.
- STEP VOLUME SWITCHES: this raw of switches allows to select whether the stutter repetitions for each step will have the same volume, or if a fade out will be applied to the repetitions to create a sort of echo effect per step
- STEP PITCH DETUNE UP SWITCHES: his raw of switches allows to select whether the stutter repetitions for each step will be affected in pitch, upwards.
- STEP PITCH DETUNE DOWN SWITCHES: his raw of switches allows to select whether the stutter repetitions for each step will be affected in pitch, downwards.

NB: For this kind of module, experimentation is really the key, as for each preset, during to the articulations length, and speed of the loop, result will vary enormously.

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AND **GOD.**