

VST / VST3 / AU / AAX / iOS



riffer

By Audiomodern

Basic Manual / User Guide

introduction

Riffer is a smart MIDI tool that generates sequences and unique melodies for you.
It is built for your sounds, synths, basslines, beats, everything.

A module to feed any Synth, Sampler, Drum Machine and everything that accepts MIDI signal,
Software and Hardware.

Developed by

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Special thanks to all beta testers!

Support

For any support related issues or suggestions please use our website:
audiomodern.com/contact

Available as VST / VST3 / AU / AAX / iOS / Standalone

Quick Start

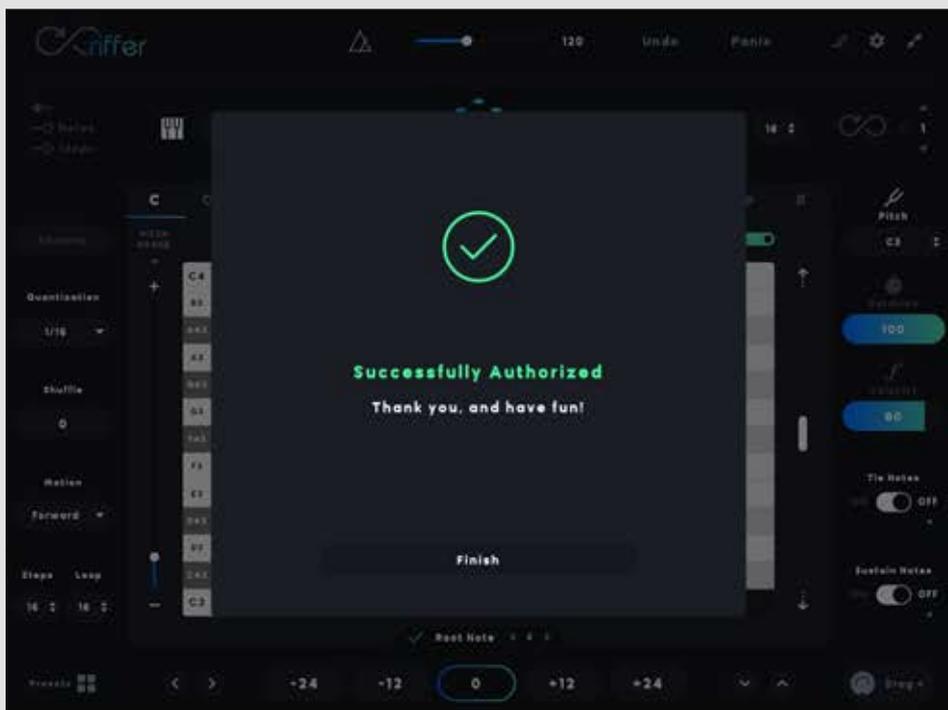
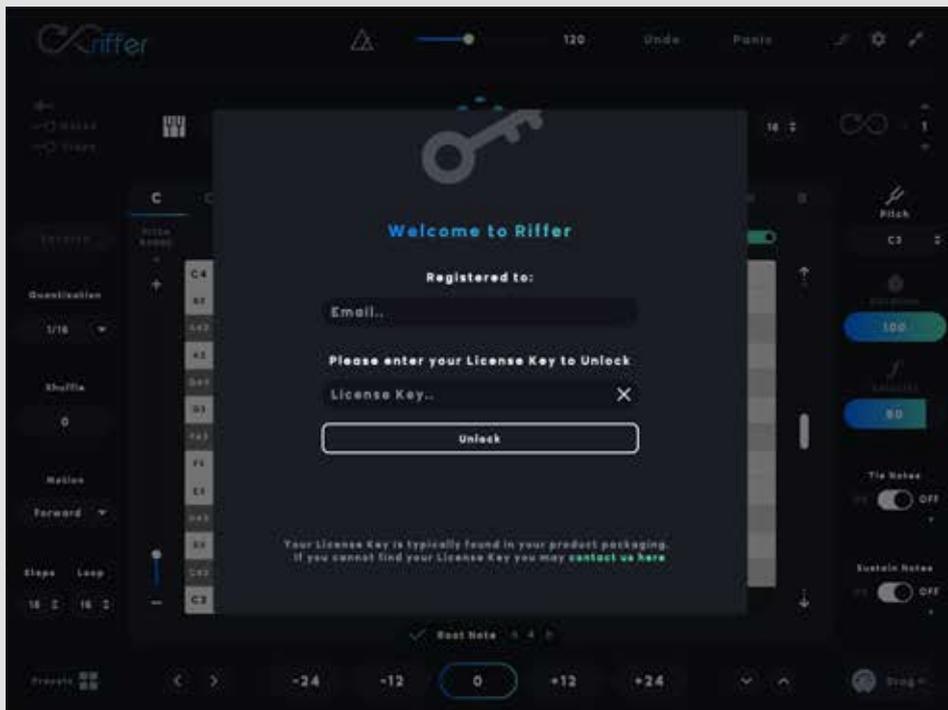
To install just double-click the installer found inside the main folder and follow the instructions!
For WINDOWS users you may choose which installer to setup based on your OS version (32 bit or 64 bit)

During the installation you may select the formats you want to be installed
(*VST, VST3, AU, AAX or Standalone*)

After Riffer is installed you will be able to see it in your DAW's plugin list and your Plugins folder .

Authorization

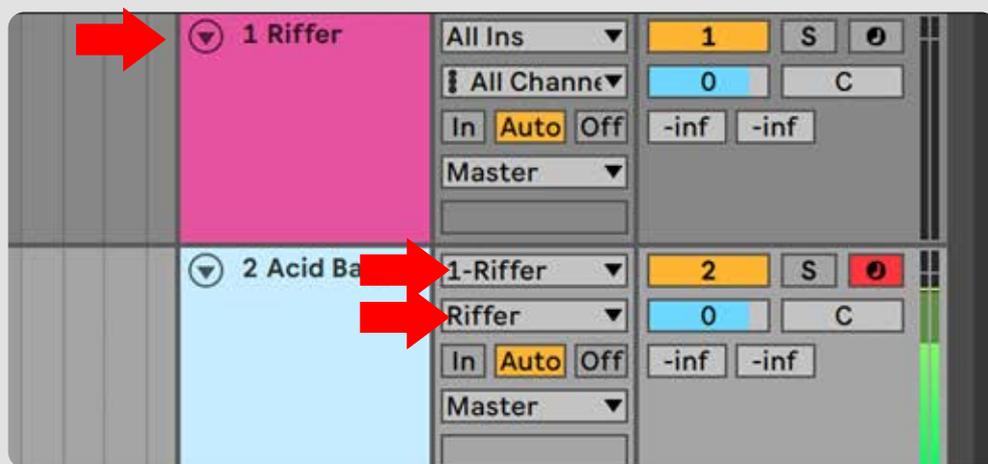
The first time you open Riffer, a window will pop-up and it will ask you for your email & License Key you may authorize Riffer with the License key that came along with your purchase, see pictures below:



Quick Start / Routing

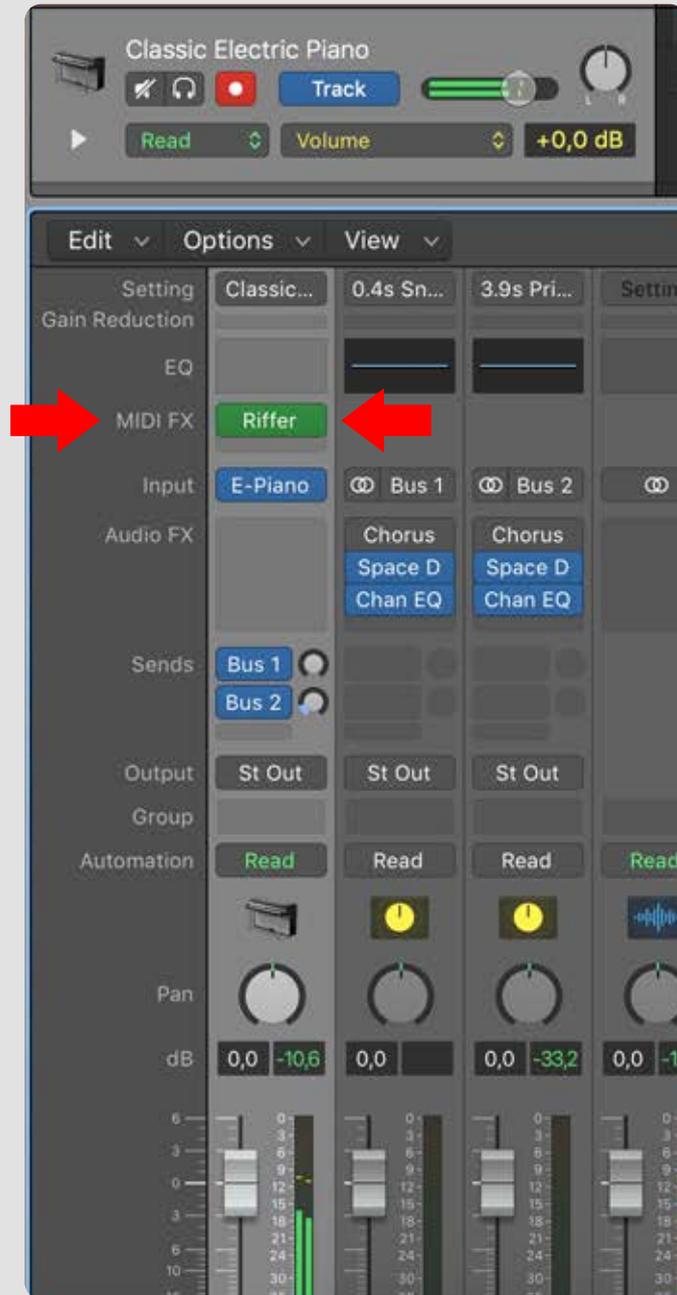
ABLETON LIVE

1. Click on the 'I-O' button to show inputs and outputs.
2. Create a MIDI track with Riffer on it.
3. Load any of your favorite synths onto another MIDI track and set the MIDI track's Input to the Riffer plugin and hit Play.
This way the MIDI track is triggered by the Riffer MIDI out



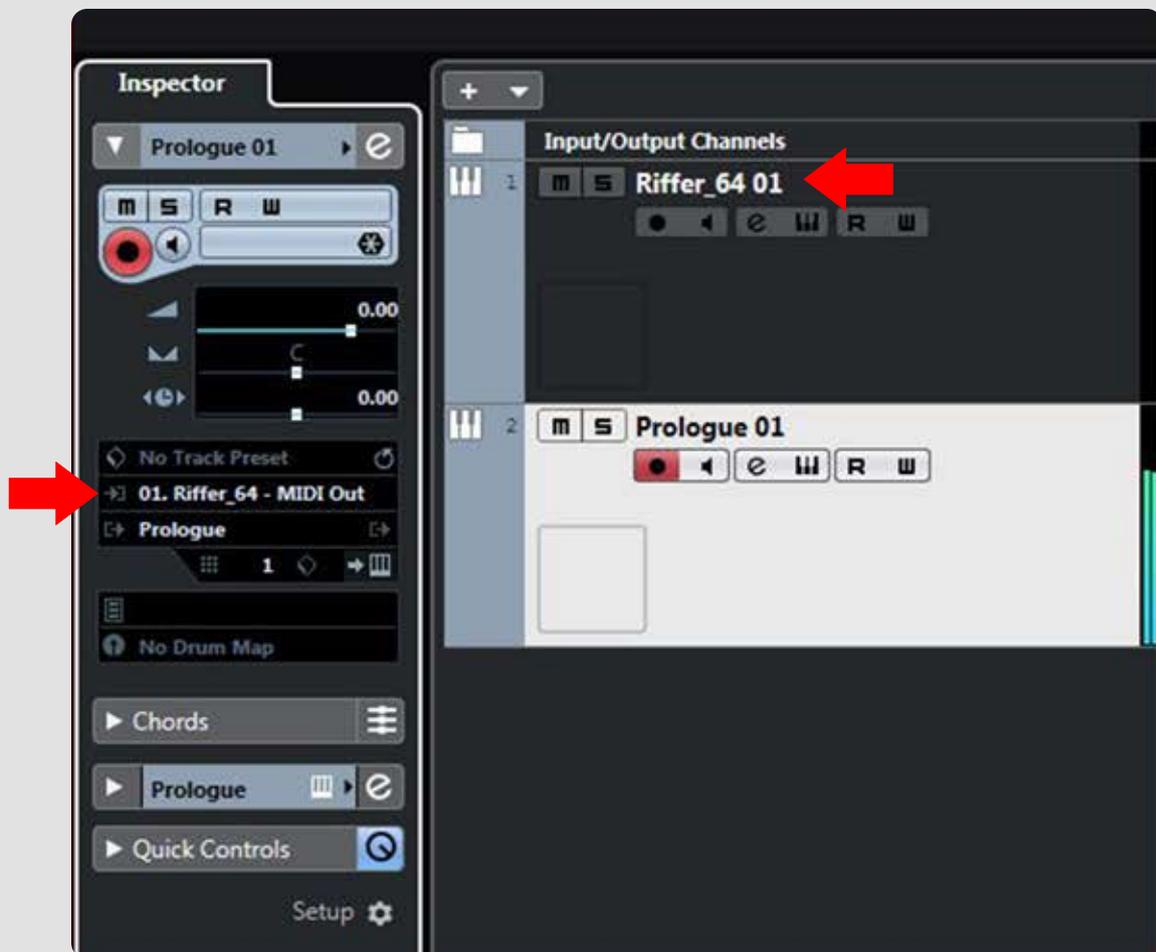
LOGIC PRO

1. You can load Riffer to any instrument track through the MIDI FX slot



CUBASE

1. Create two instrument tracks. First one with Riffer, second with e.g. Prologue.
2. Set the MIDI input of Prologue to Riffer MIDI out and Monitor/Arm prologue track.



BITWIG STUDIO

1. Create an instrument track with Riffer, and load any of your Synths/Sampler in the same track.



REAPER

1. Create two instrument tracks, the first with Riffer, and the second with any of your synths/sampler.

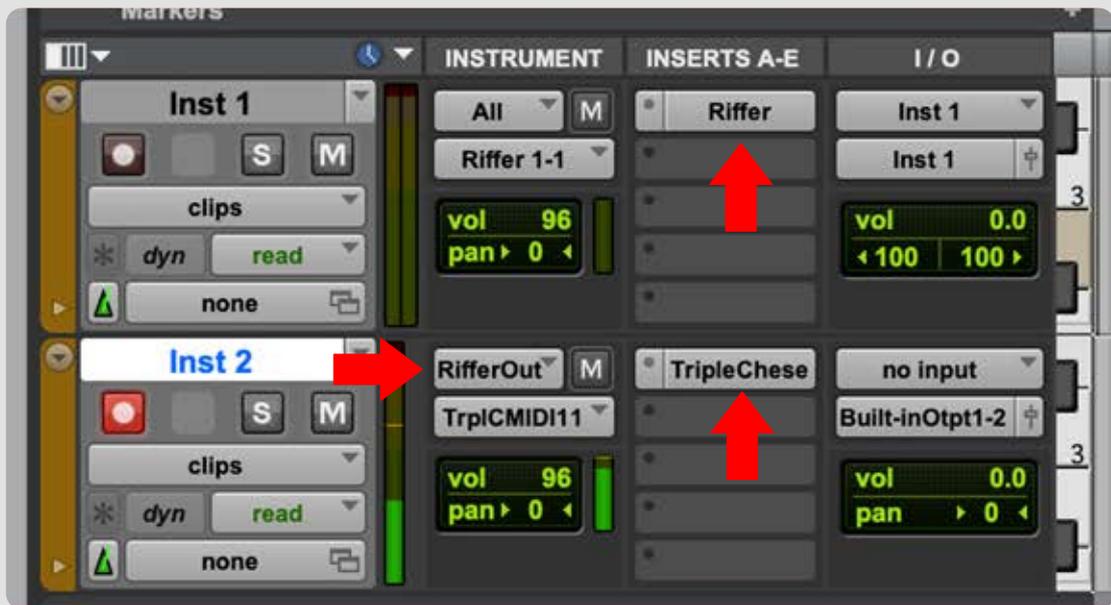


1. In the routing settings of your synth, choose 'Rifer' as MIDI Input source



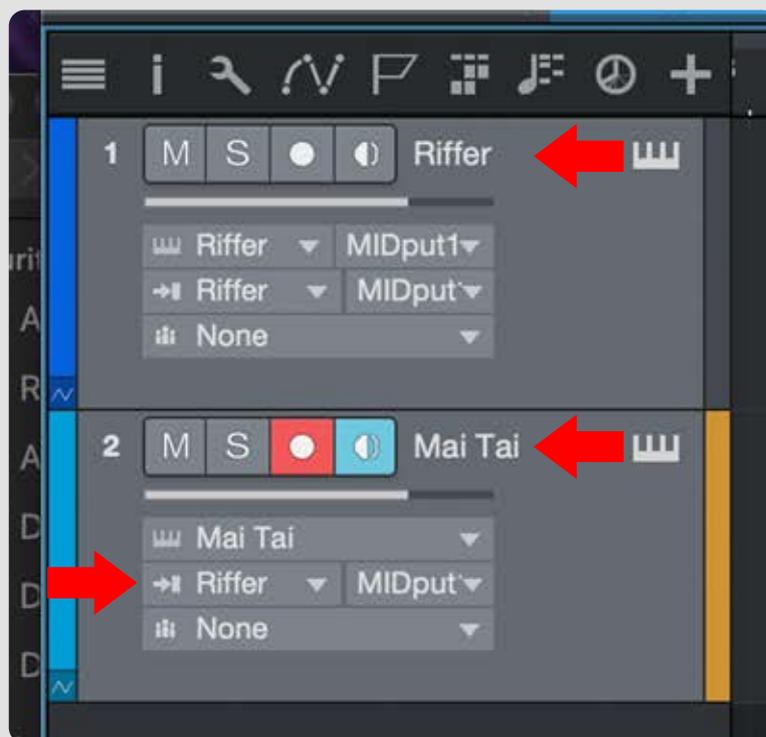
PRO TOOLS

1. Create two instrument tracks, the first with Riffer, and the second with any of your synths/sampler
2. In the routing settings of your synth, choose 'Riffer' as MIDI Input source



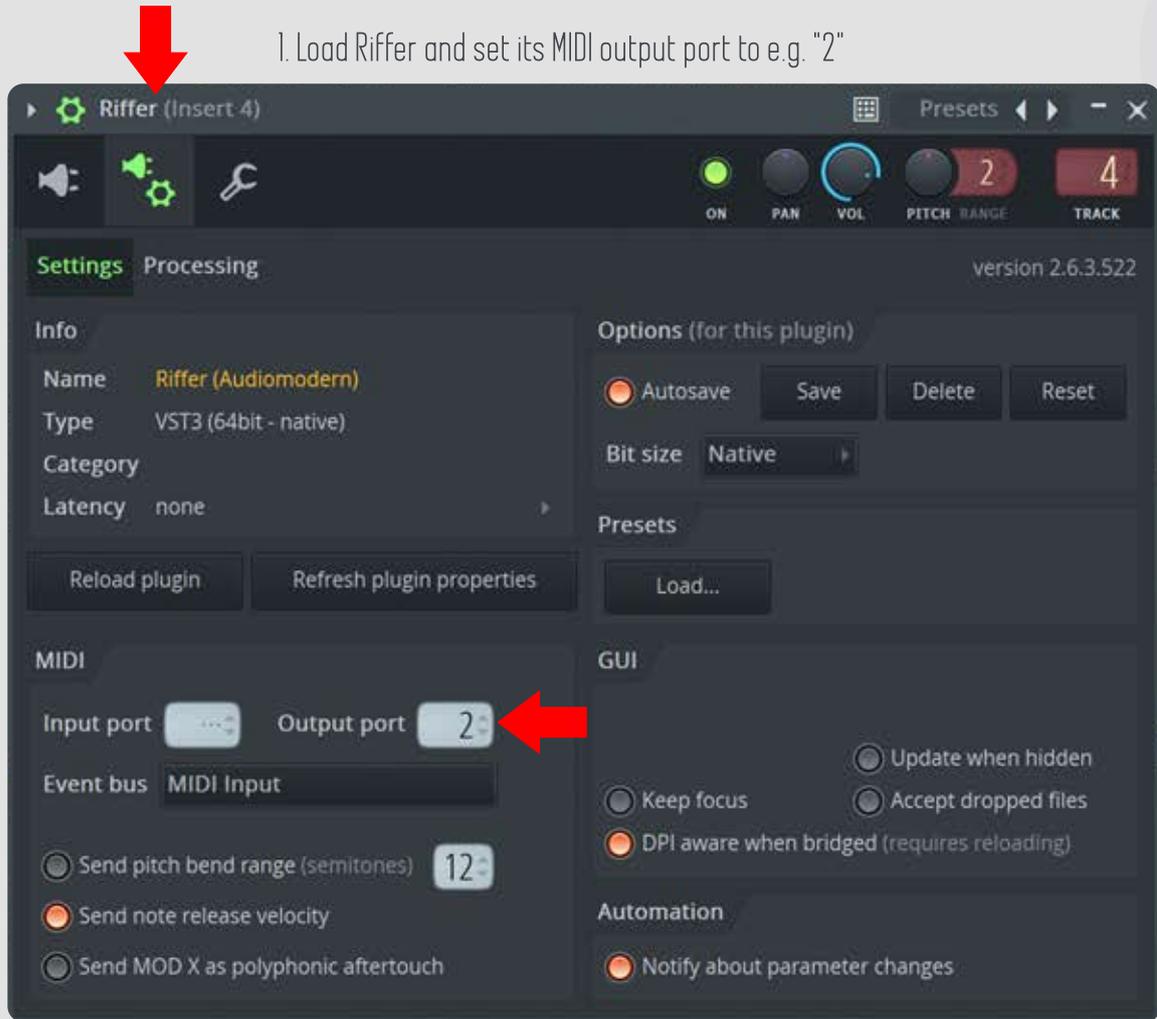
STUDIO ONE

1. Create two instrument tracks, the first with Riffer, and the second with any of your synths/sampler
2. In the routing settings of your synth, choose 'Riffer' as MIDI Input source

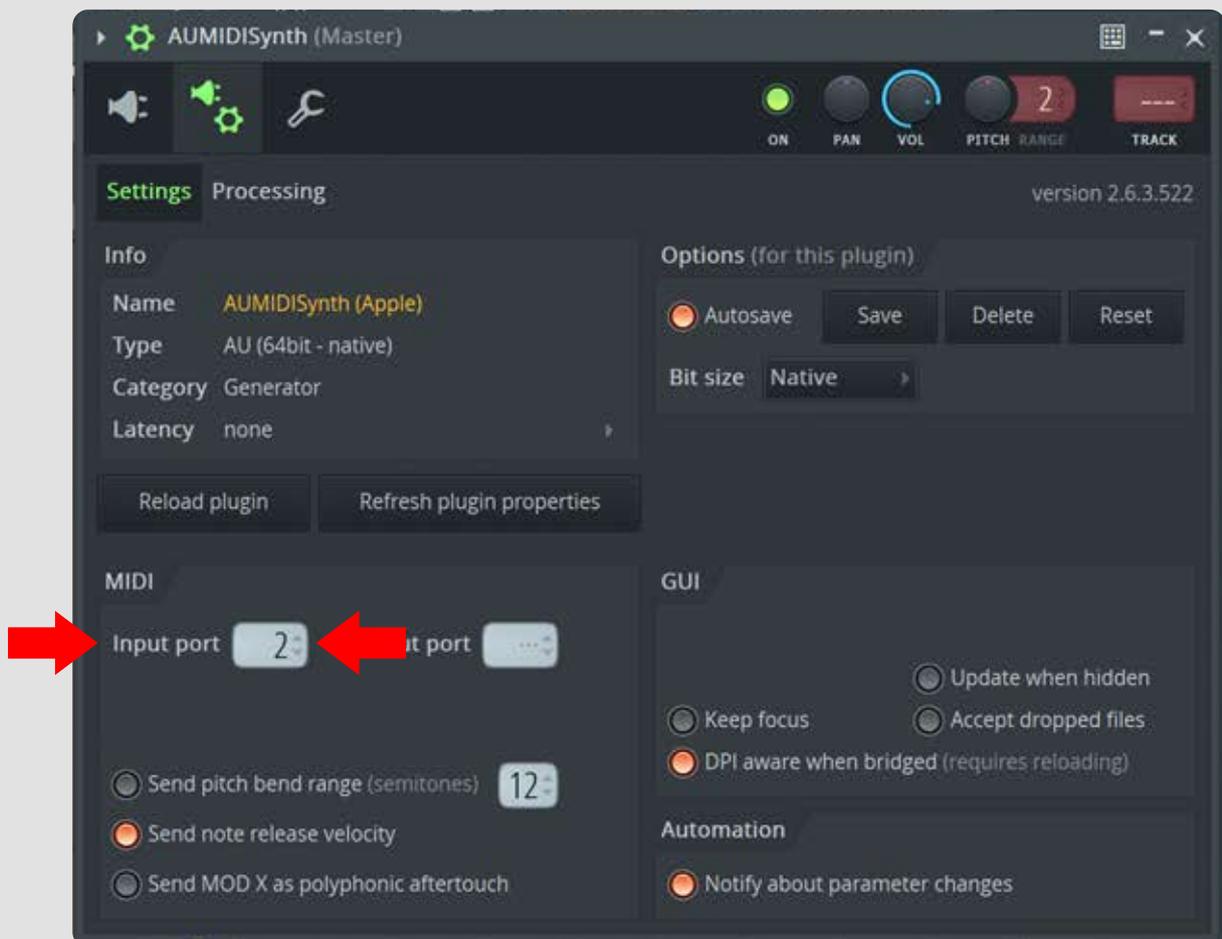


FL STUDIO

1. Load Riffer and set its MIDI output port to e.g. "2"



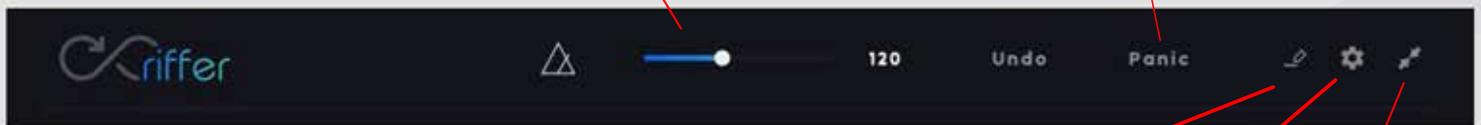
1. Load your Synth to another track and set the same number (e.g. '2') as the Input port



Controls

Tempo Slider, adjustable on iOS & Stand-Alone mode.

PANIC button resets MIDI output if you're experiencing problems such as hanging notes



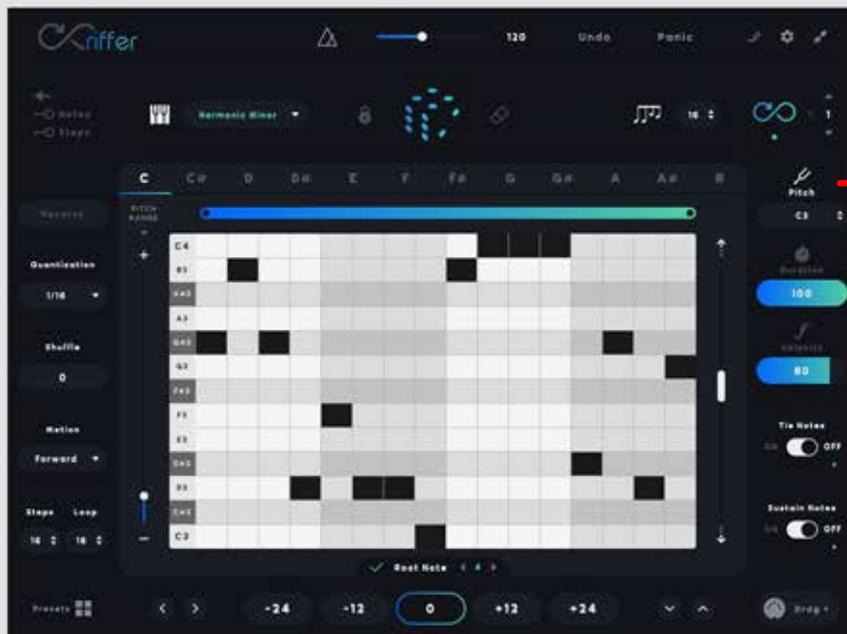
Opens the Preset manager

Access Plugin Settings & MIDI out Settings

Resize button

This is the Randomize button, each time you press it, a new sequence is generated by combining
1. Pitch, 2. Duration and 3. Velocity

The screenshot shows the Riffer app interface. At the top, there's a logo and a BPM of 120. A red line points to the Randomize button (a cluster of blue dots) in the top bar. Below the piano roll, there are three red circles with numbers 1, 2, and 3 pointing to the Pitch, Duration, and Velocity sliders on the right side of the piano roll respectively. The piano roll shows a sequence of notes on a grid with columns for steps and rows for pitches (C3 to C4). The bottom bar has a Root Note selector set to 4 and a sequence of buttons: -24, -12, 0, +12, +24.



Pitch



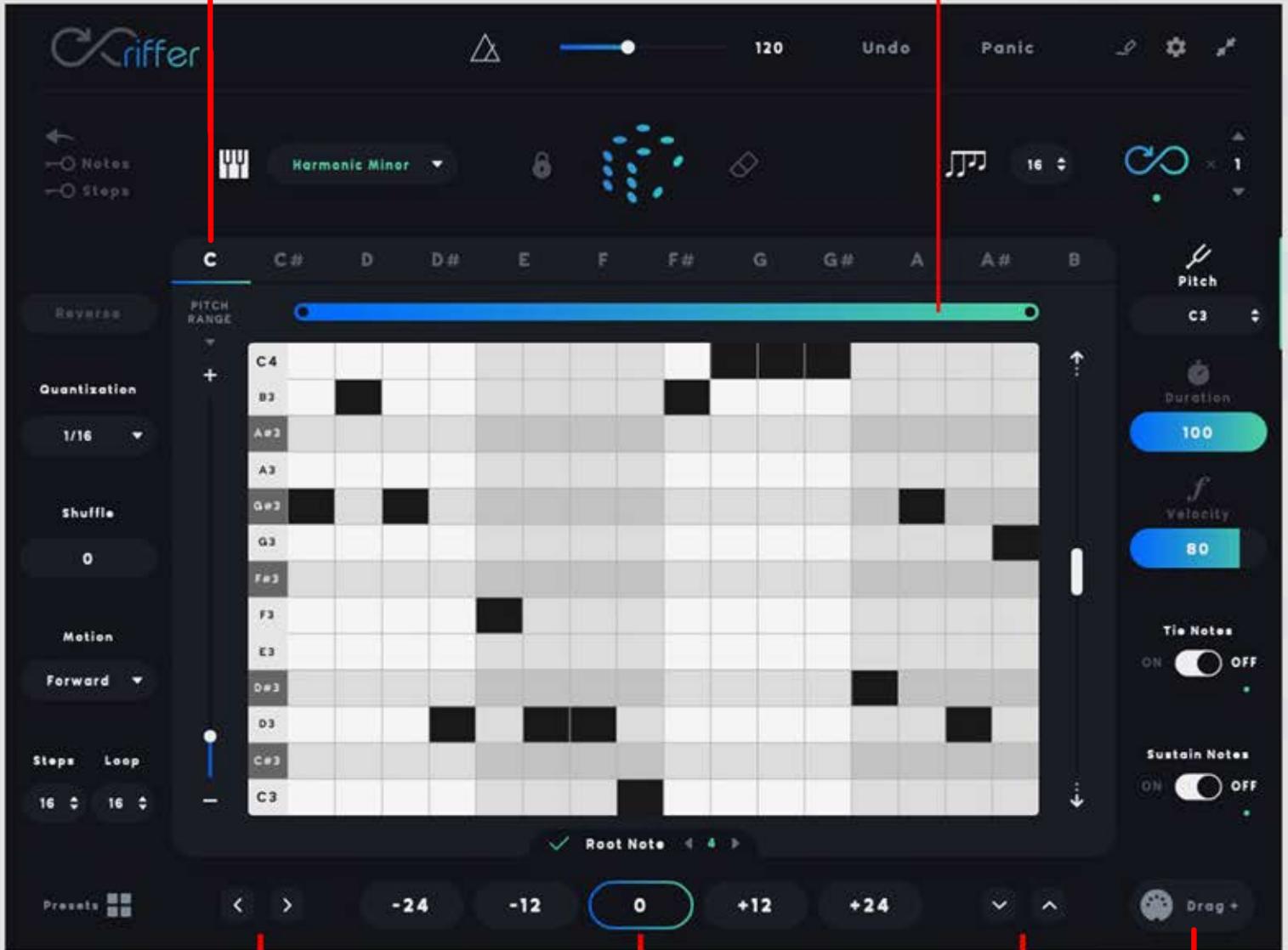
Duration



Velocity

Here you can quickly transpose the generated riff to another Key

Here you can adjust the range (start/end) point of your riff



Shift the pattern Left/Right

Here you can move Octaves Up/Down

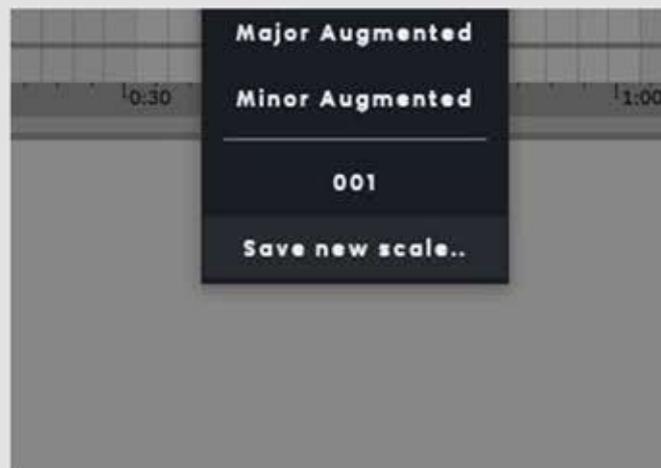
Shift the pattern Up/Down

MIDI Drag
You can export any riff by dragging it to a desired MIDI track

From the scale selector you can choose one of the 54 available scales



You can create + save your own custom scales,
Simply draw any note you want on the piano roll main window open scale menu and click save as..



At any time a pattern is created/drawn on the piano roll window,
you can press this icon to 'force' notes to be set in the chosen scale



From here you can enable the Lock individual Notes mode in the Piano-Roll window which will lock only one of the three fundamentals (Pitch, Duration or Velocity)
Or, you can Lock individual Steps, which will Lock ALL three fundamentals (Pitch, Duration or Velocity) at the same time.

The 'arrow' icon will reset/unlock the locked Notes or Steps.

Here you can select how many notes you want to be generated to your riff.
You can have only one (1), or up to 64

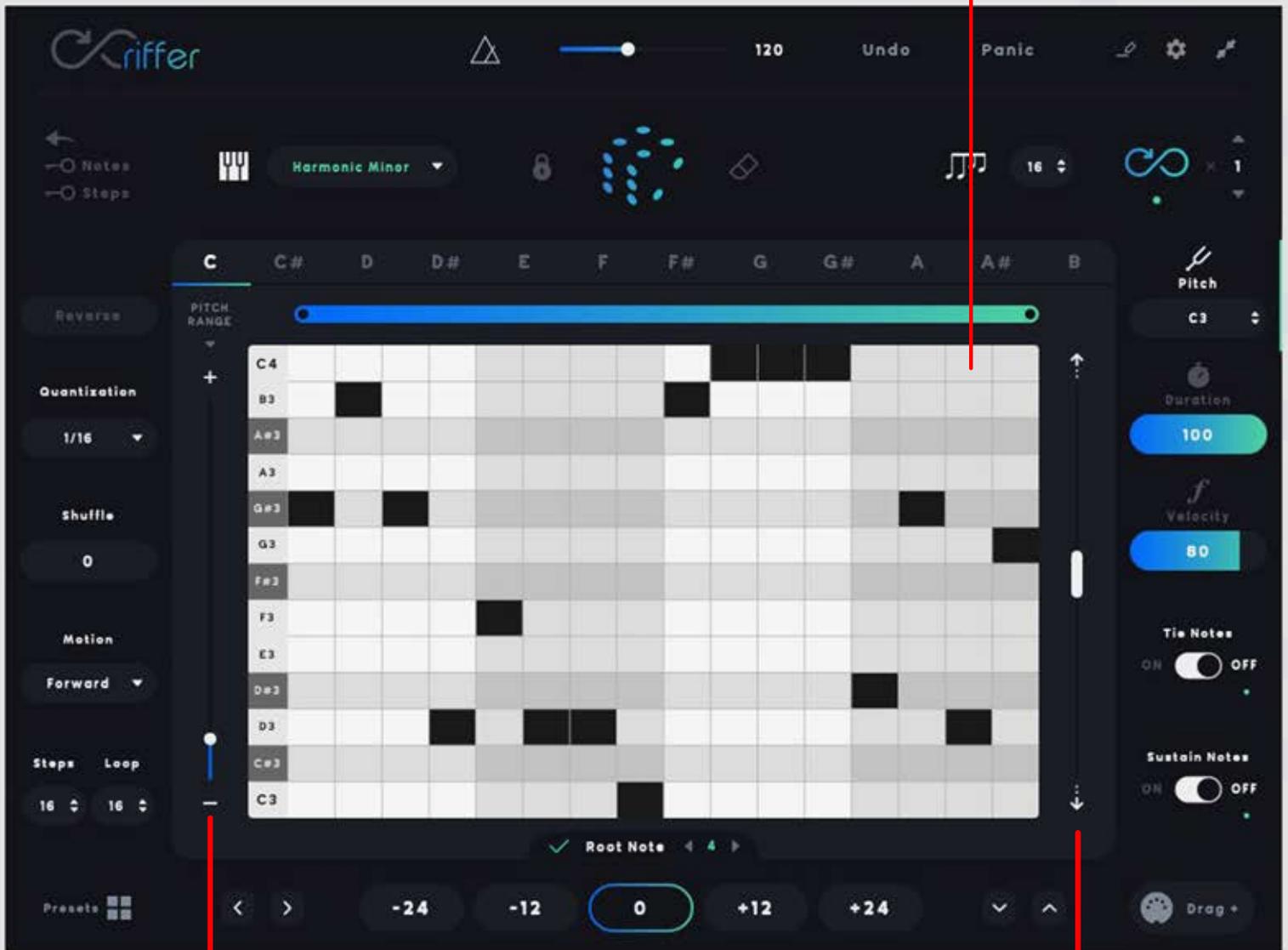
Here you can erase the pattern that is currently running



Here you can lock any of the three fundamentals elements of the riff that appear on the right side of the UI
Pitch, Duration and Velocity

This is the INFINITY MODE
It lets riffer to take full control and generate a new pattern each time a pattern loops through.
You can also adjust how many times the sequence will loop until the plugin will generate a new pattern.

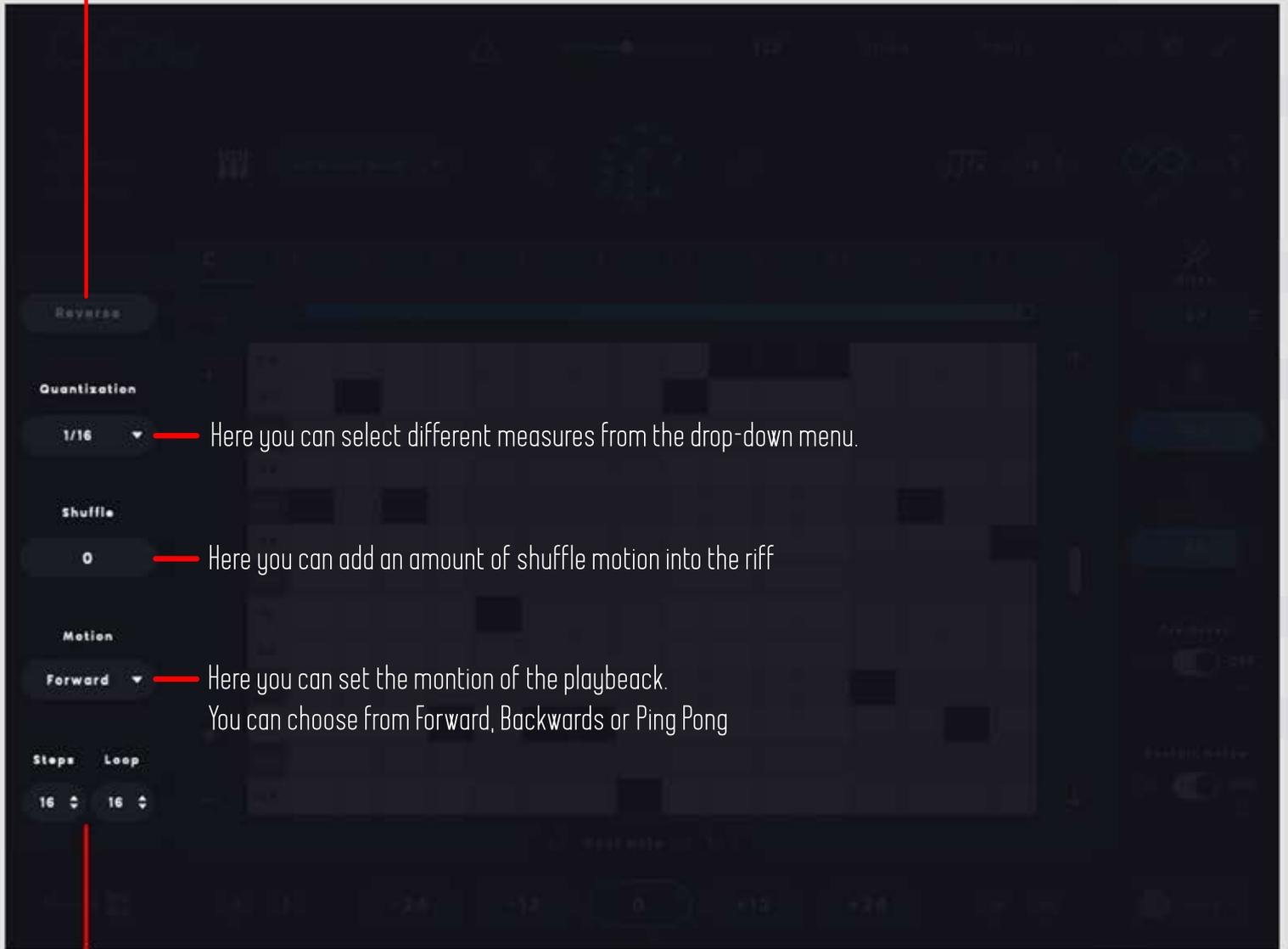
In the center there is the main piano-roll window here you can see the riff that is created, edit notes or draw your own.



Here is the zoom in/out slider.
This determines the RANGE of the generated riff you wish to have.
You can adjust it from one(1) note to 10 Octaves

Here you can slide the piano-roll up/down
while keeping the already chosen rate

Here you can reverse the whole riff that is generated

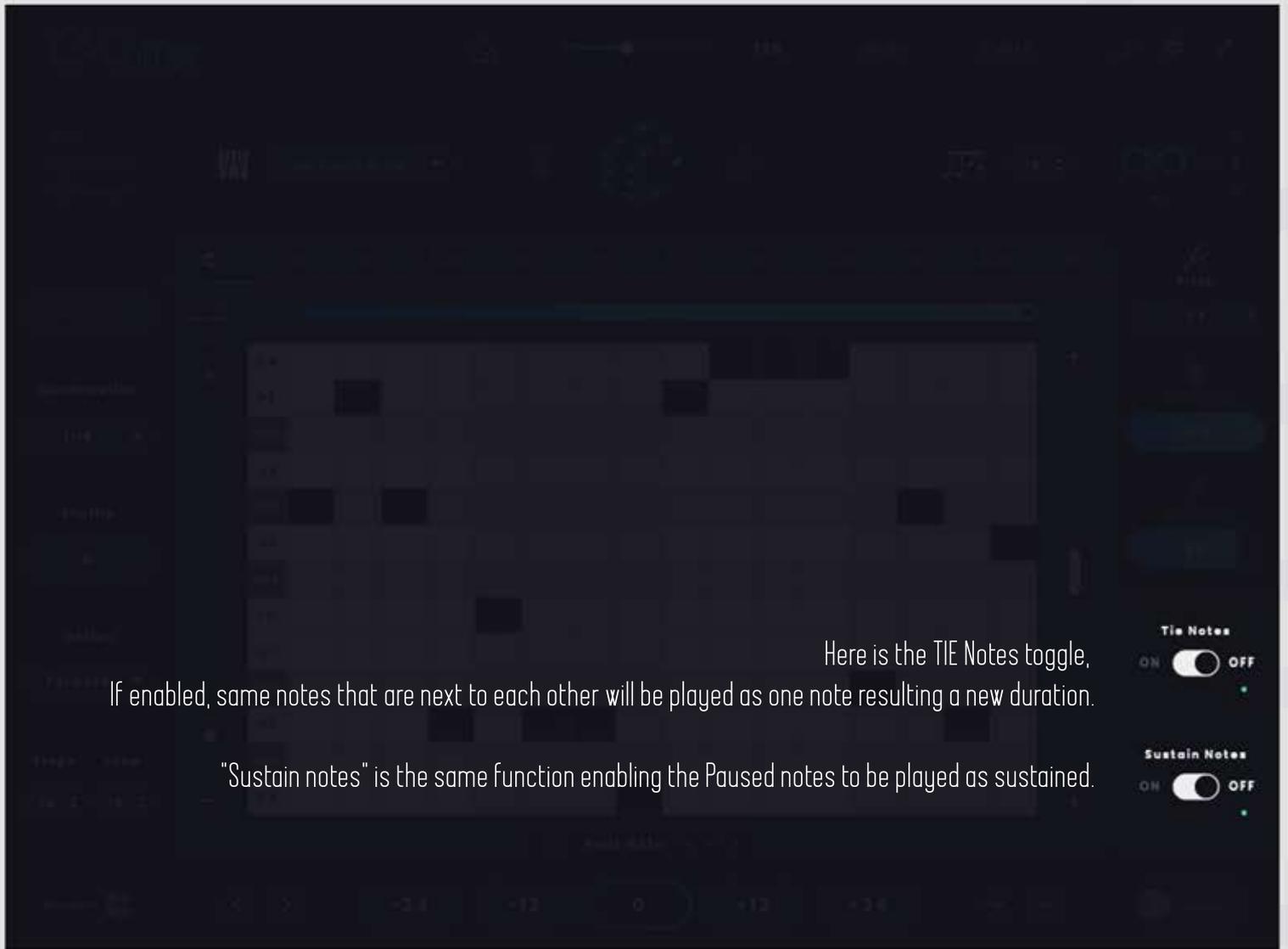


These two selectors control the step amount of your pattern you can set it to be up to 64 and set the duration for your pattern.



Here is the TIE Notes toggle,
If enabled, same notes that are next to each other will be played as one note resulting a new duration.

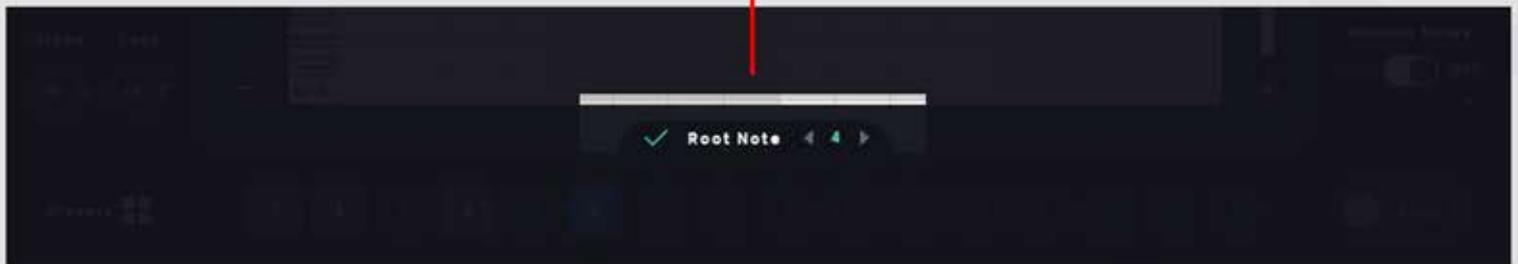
"Sustain notes" is the same function enabling the Paused notes to be played as sustained.



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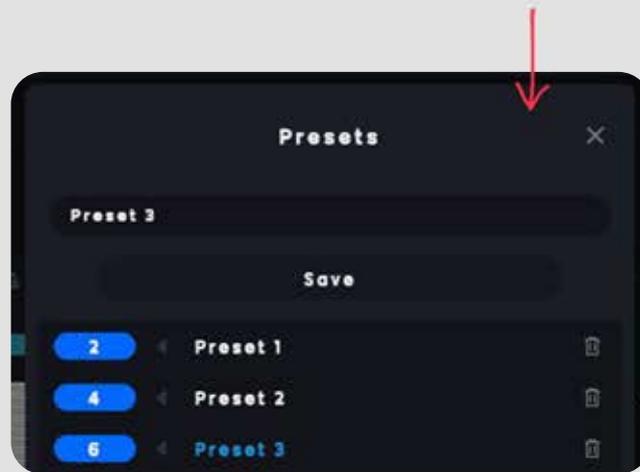
"Sustain notes" is the same function enabling the Paused notes to be played as sustained.

This is the Root Note selector,
It determines how many of the scale's root note will be generated into your Riff



Saving Presets

In Riffer you have two options to store/save your custom presets
The traditional method requires you to click on the save icon on the top-right bar and a window will pop-up and ask you to name your preset



After you click 'SAVE', all your saved presets will appear under the 'load' preset menu



You can click in any of your saved presets to be loaded
or you can delete it by pressing the 'delete' icon on the right of the preset name

The second method is what we call Quick-Load slots.

On the bottom of the interface there are 16 slots, these slots can store up to 16 different presets



Once you have a pattern that you want to save, simply by clicking to an empty slot will automatically save the current pattern to a slot number.

Once a saved preset is there it can be recalled with a press of a button instantly, rather than choosing it from the "load-presets" top-right menu.

This is extremely helpful in live/jam situations where you can load up to 16 different presets and quick-fire them with a puch of a button. The slot/preset that is currently playing will be displayed with an blue colour

Also, the two available Save/Load presets methods in Riffer can be combined:

You can **assign any of your saved presets** to the Quick-Load slots simply by changing the number that is available on the left of your preset name.

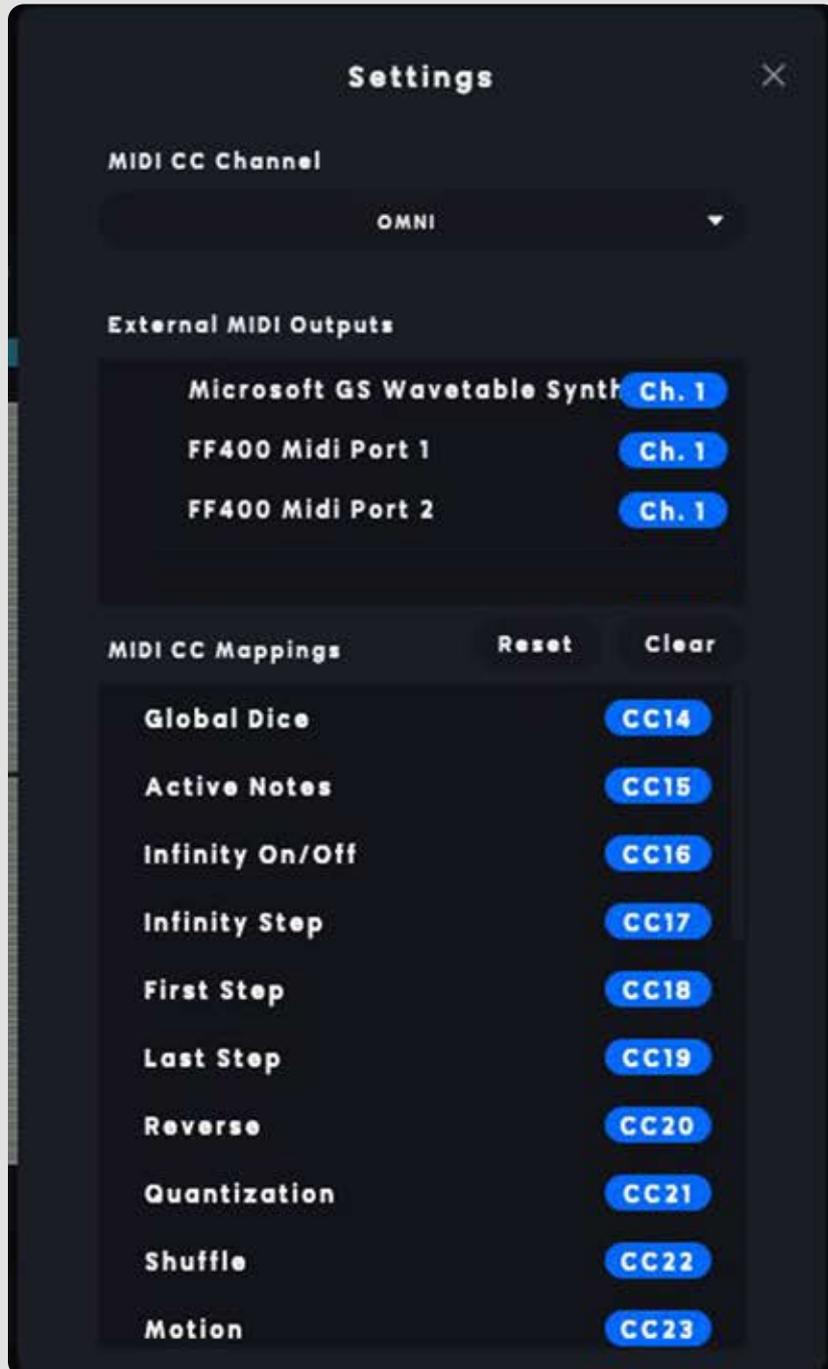


In the above example 'My Awesome Preset' is moved to the 2nd slot of the Quick-Load section
You can move it to any slot number or even remove it from the Quick-Load slots section

MIDI Settings

Here you have access to the main MIDI out channel (1 - 16, or 'Omni')

You can also select the external MIDI out port to control any of your desired Software or Hardware units through the 'external MIDI outputs' section



You can also set/re-arrange the MIDI CC Mappings to control Riffer through any MIDI Controller/Automation

