Ample China Riffer 4 Manual



Ample Sound Technology Co.

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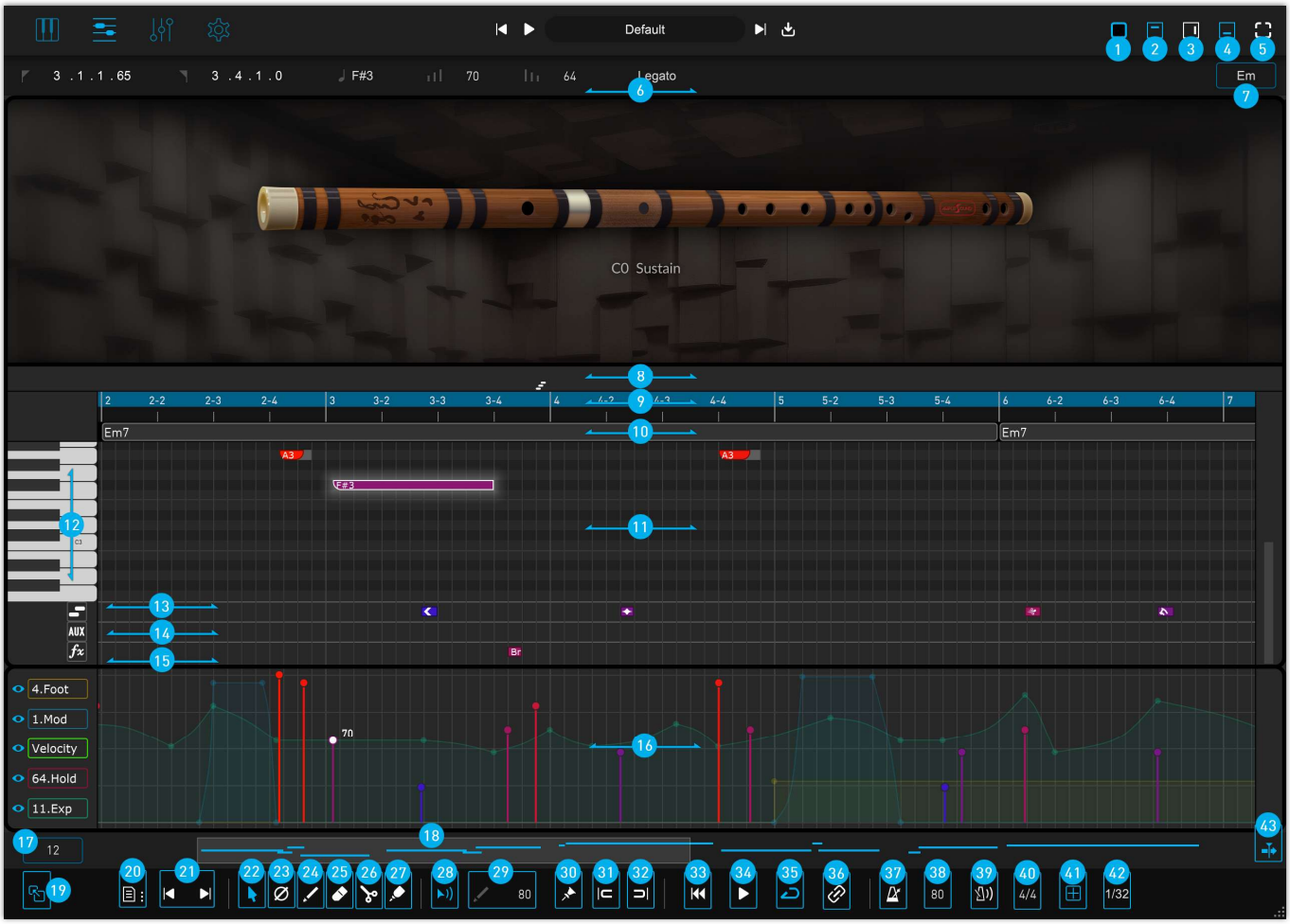
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1 Overview of Riffer

1.1 Navigation

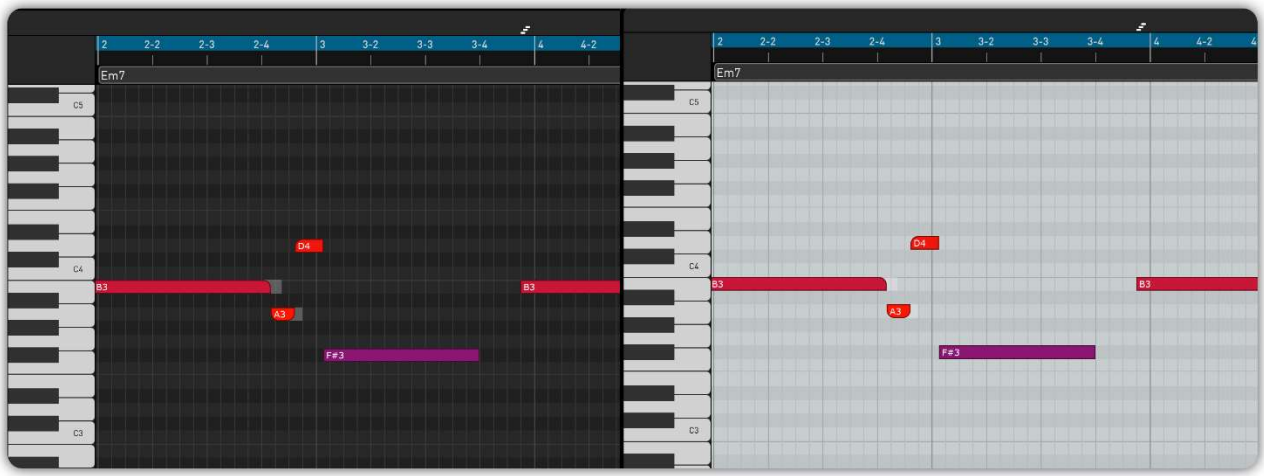


1.	Theme Selection
2.	Instrument Panel
3.	Right Sidebar
4.	CC Editor
5.	Resize Riffer Panel
6.	Note Properties Lane
7.	Key
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40. Time Signature
41. Snap to Grid
42. Riff Quantize
43. Auto Scroll Toggle

1.2 Navigation Buttons

1.2.1 Color Theme



1.2.2 Instrument Panel Toggle

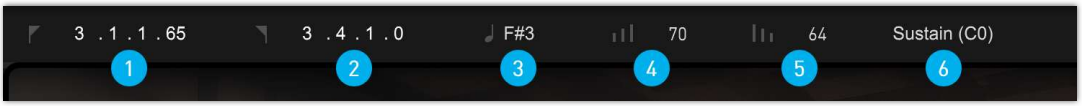
1.2.3 Right Sidebar Toggle

1.2.4 CC Panel Toggle

1.2.5 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.
- A note has 6 properties: Start Time, End Time, Pitch, Note On Velocity, Note Off Velocity, and Articulation.

* 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.
- Ctrl(Win)/Cmd(Mac) + Shift + up and down arrow keys can modify the velocity value by step of 10.

2.1.5 Note Off Velocity

Control the volume of Release and Fingered Release.

2.1.6 Articulation

Click the dropdown list to select an articulation.

2.2 Articulation List

Icons of Articulations

Icon	Articulation
	Sustain
	Repeated Tonguing, Staccato
	Nature Harmonic
	Glissando, Gliss, Strum
	Straight Tremolo, Tremolo
	Expressive Tremolo
	Accentuate
	Ricochet
	Pizzicato
	Whispering
	Sighing
	Slide In Below / Slide Out Downward
	Slide In Above / Slide Out Upward
	Grace Up
	Grace Down
	Short Tremolo
	Mordent
	Inverted Mordent
	Double Mordent
	Pre-Trill
	Long Pre-Trill
	Arpeggio Up
	Arpeggio Down

	Glissando Up
	Glissando Down
	Impulse
	Impulse Legato
	Roaring
	Espressivo
	Vibrato, Pre-Vibrato
	Crying
	Hoarse
	Diminuendo
	Trill
	Flutter
	Mid Trill Down
	Mid Trill Up
	Slide Up, Portamento, Legato Slide Up
	Bend Up
	Slide Down, Legato Slide Down
	Bend Down
	Bend Return, Bend and Release
	Slide Turn Up
	Slide Turn Down
	Slide Down and Return
	Sforzando
	Single Vibrato, Portato ,Slide Up and Return
	Wolf Tone
	Slide Out Downwards
	Impulse Release
	Slide Out Downwards
	Virtual Portamento
	Open + SI

2.3 Loop Area

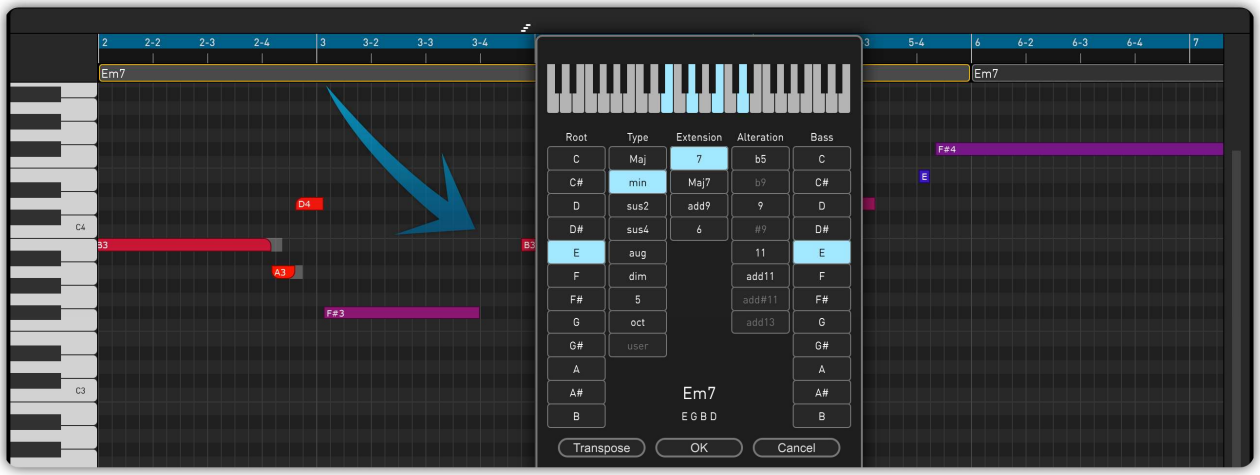
Select the area to be looped for playback.

After selecting some notes or chords, press the shortcut key P to redefine the loop region based on the current selection.



2.4 Chord and Key

2.4.1 Chord



- Add Chord: Double-click in the chord lane, or use the Brush tool to add a new chord.
- Edit Chord: Double-click a chord to open the Chord Settings window. Here you can select the chord type.
- Custom Chord: Click the piano keyboard to freely define chords.
- Transpose Function: After editing a chord, click "Transpose" to shift all notes within the chord’ s range.
- Adjust Position and Length: Drag with the mouse to directly change a chord’ s position and duration on the timeline.
- Common Edit Operations: Copy, paste, cut, and other shortcuts are supported, including

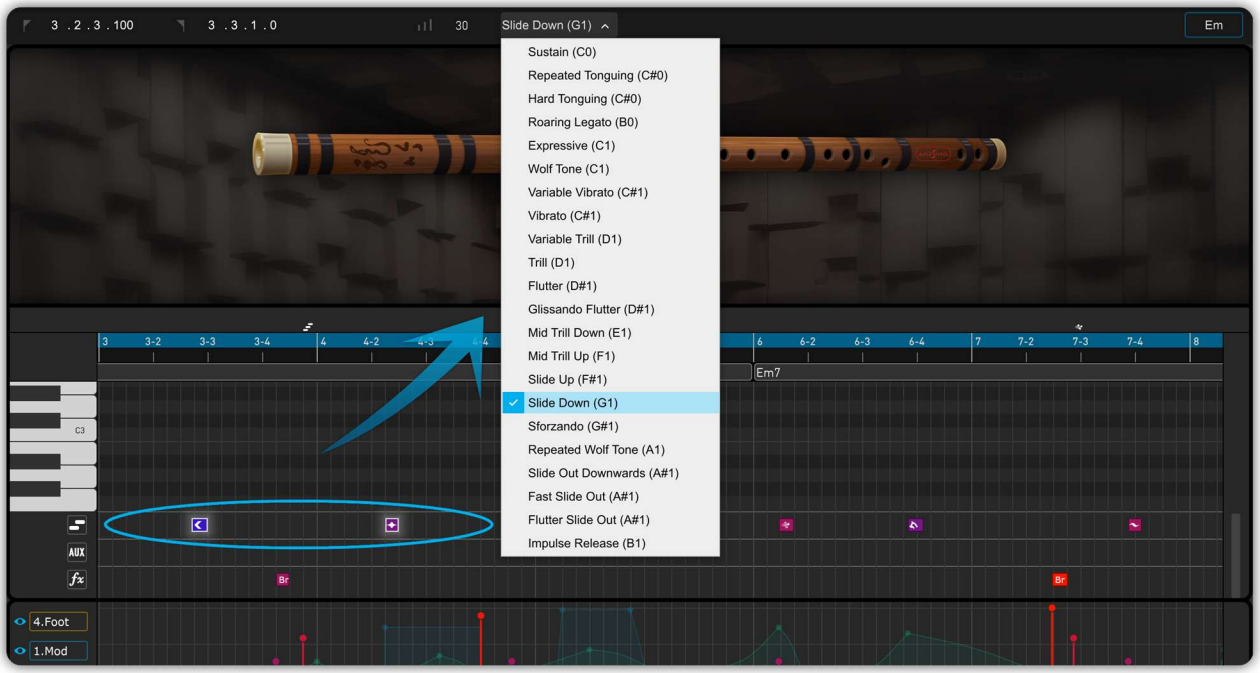
batch operations.

- Right-Click Menu Functions:
  - Select all chords identical to the current chord.
  - Copy the current chord and apply it to all selected chords.

2.4.2 Key

The key is a global property of the composition(riff). If transposition is applied, all chords and notes in the score will be transposed.

2.5 Legato Lane

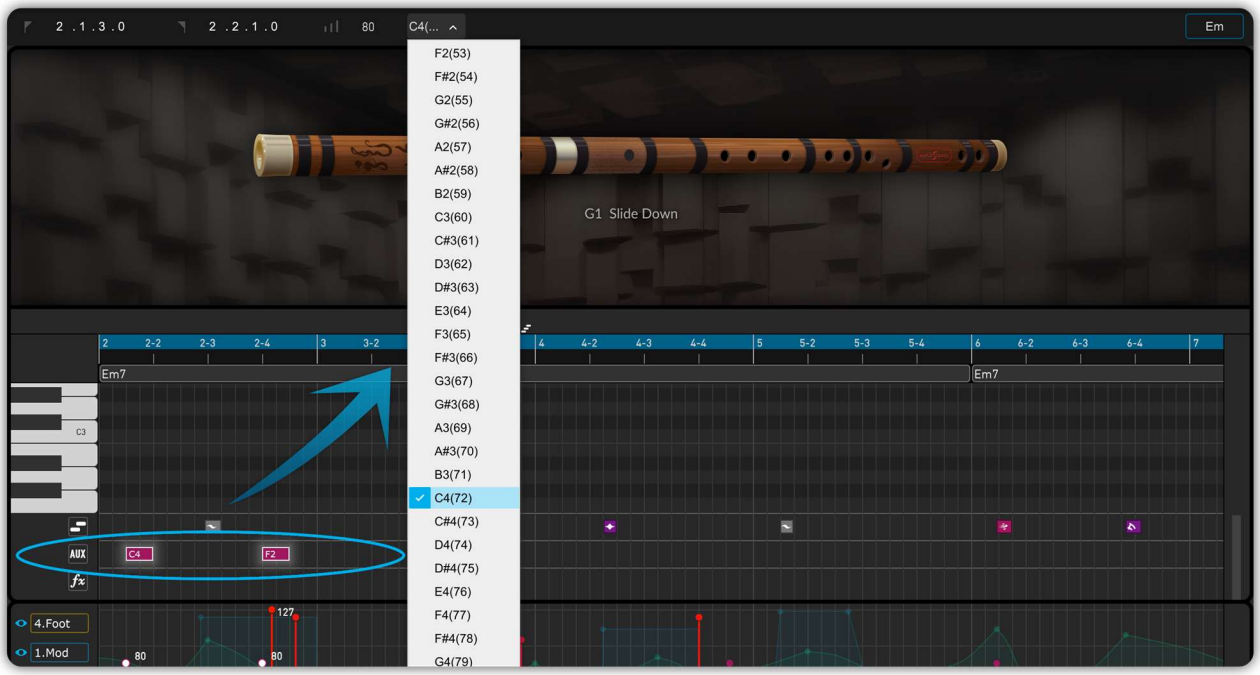


Legato notes can change the sustain portion of a note into another articulation.

Each Legato note has four properties: Start Time, End Time, Velocity, and Legato Type.

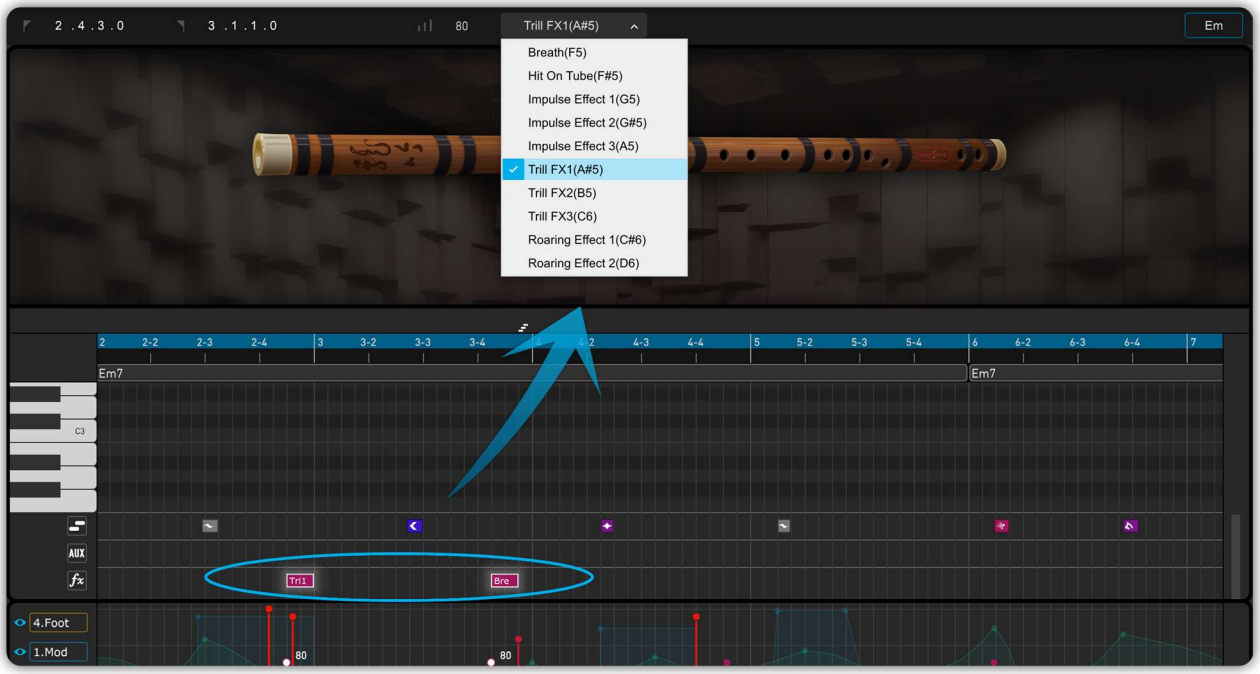
2.6 AUX Lane

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

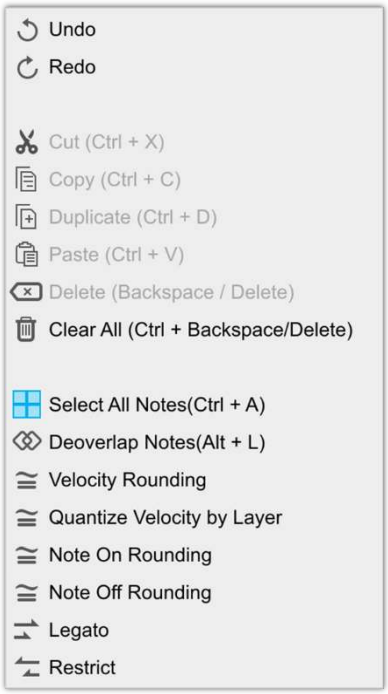


2.7 FX Lane

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



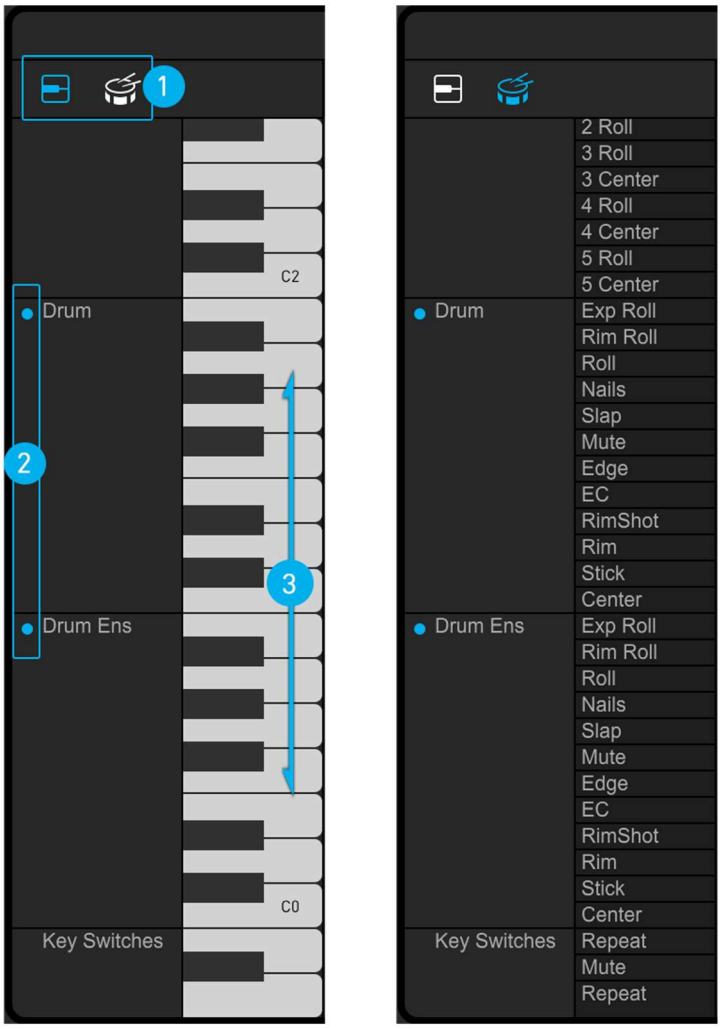
2.8 Right-click Menu



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
Velocity Layer Rounding		Round the velocity value to the standard value of its corresponding layer, such as 30, 60, 80, 100, or 127.
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).

2.9 Percussion version



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

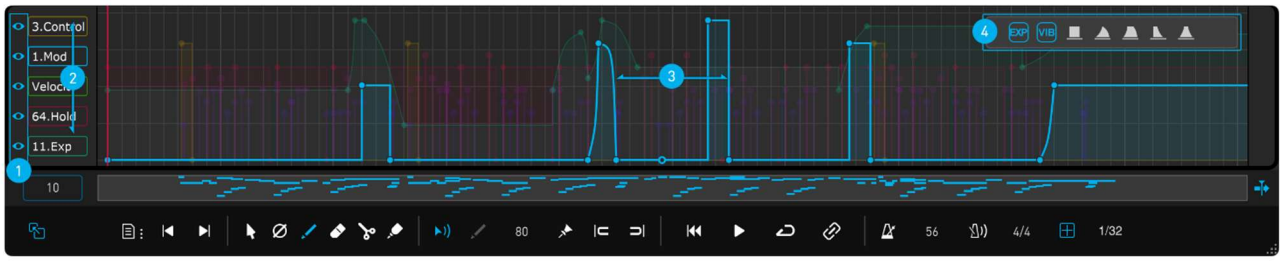
2.9.1 Keyboard Display Mode

The Piano Roll virtual keyboard can be switched between Piano Mode and Percussion Mode.

2.10 Solo/Mute

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

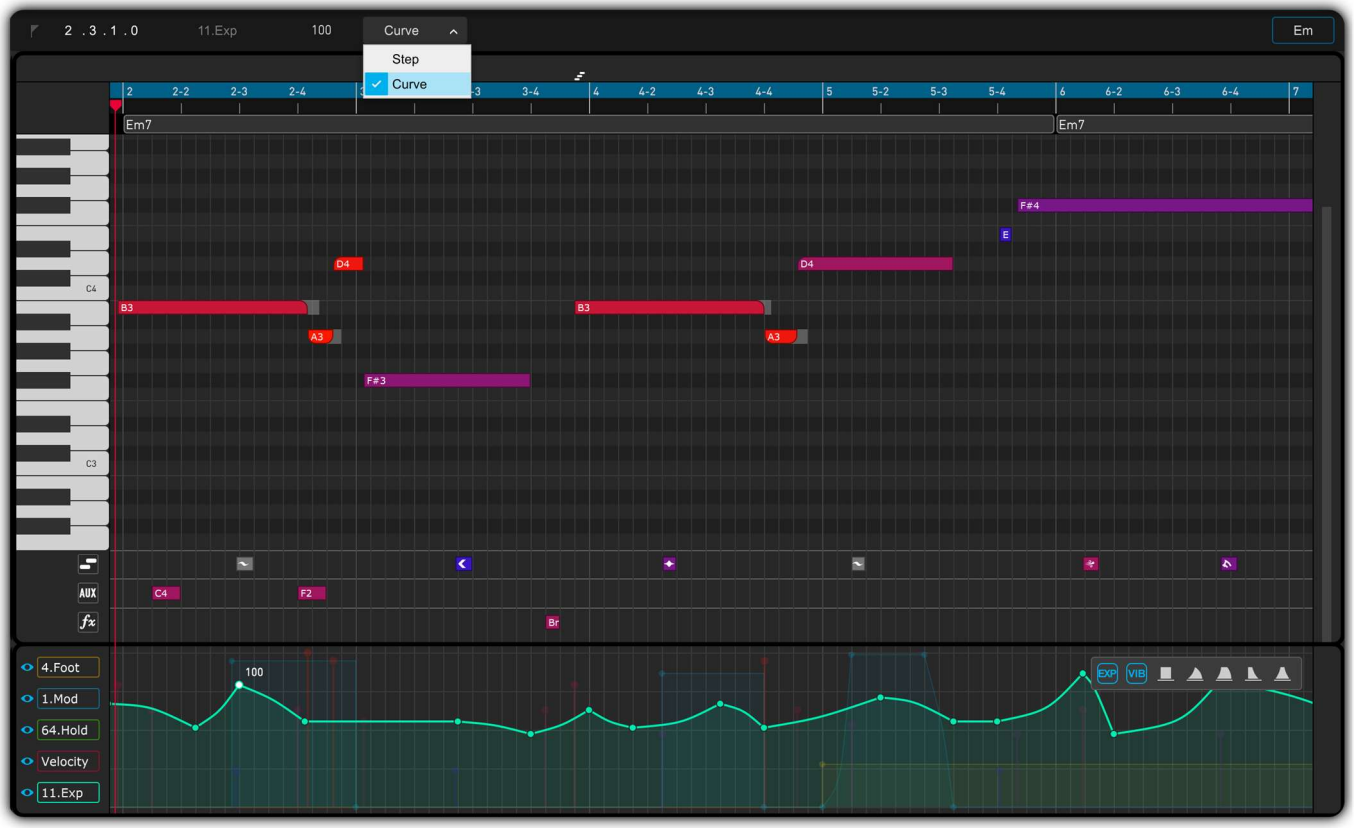
3 CC Editor



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.

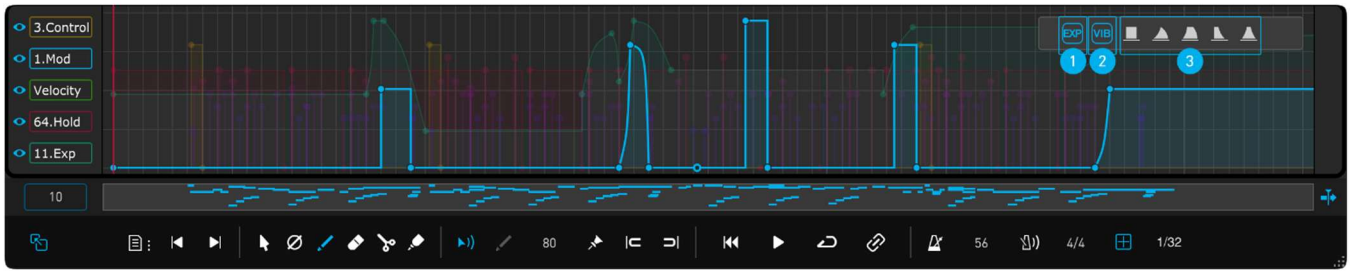
3.3 Controller Selection

- 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.



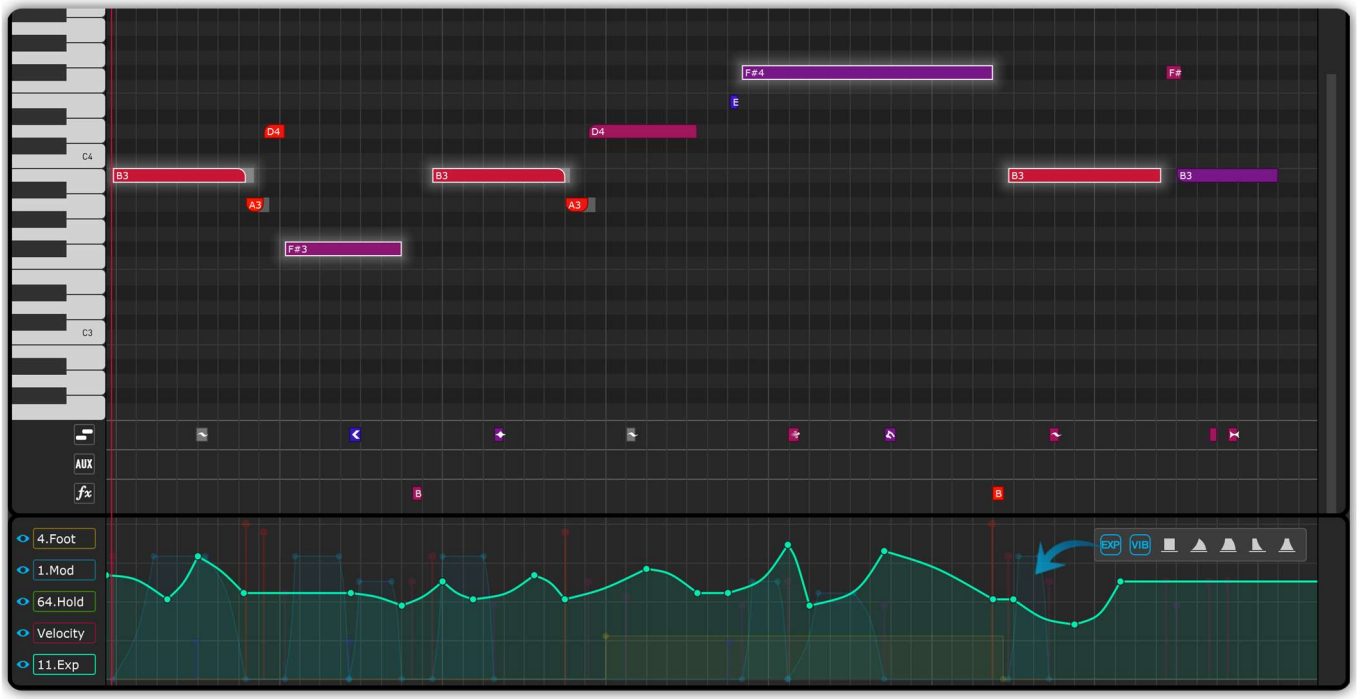
Velocity	31.Control	64.Hold	97.DataDecr
✓ Bend	32.BankSel LSB	65.Porta On/Off	98.NRPN LSB
0.BankSel MSB	33.Modulation LSB	66.Sostenuto	99.NRPN MSB
1.Mod	34.Breath LSB	67.Soft Pedal	100.RPN LSB
2.Breath	35.Control	68.Legato FS	101.RPN MSB
3.Control	36.Foot LSB	69.Hold 2	102.Control
4.Foot	37.Porta LSB	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	

3.4 Curve Preset



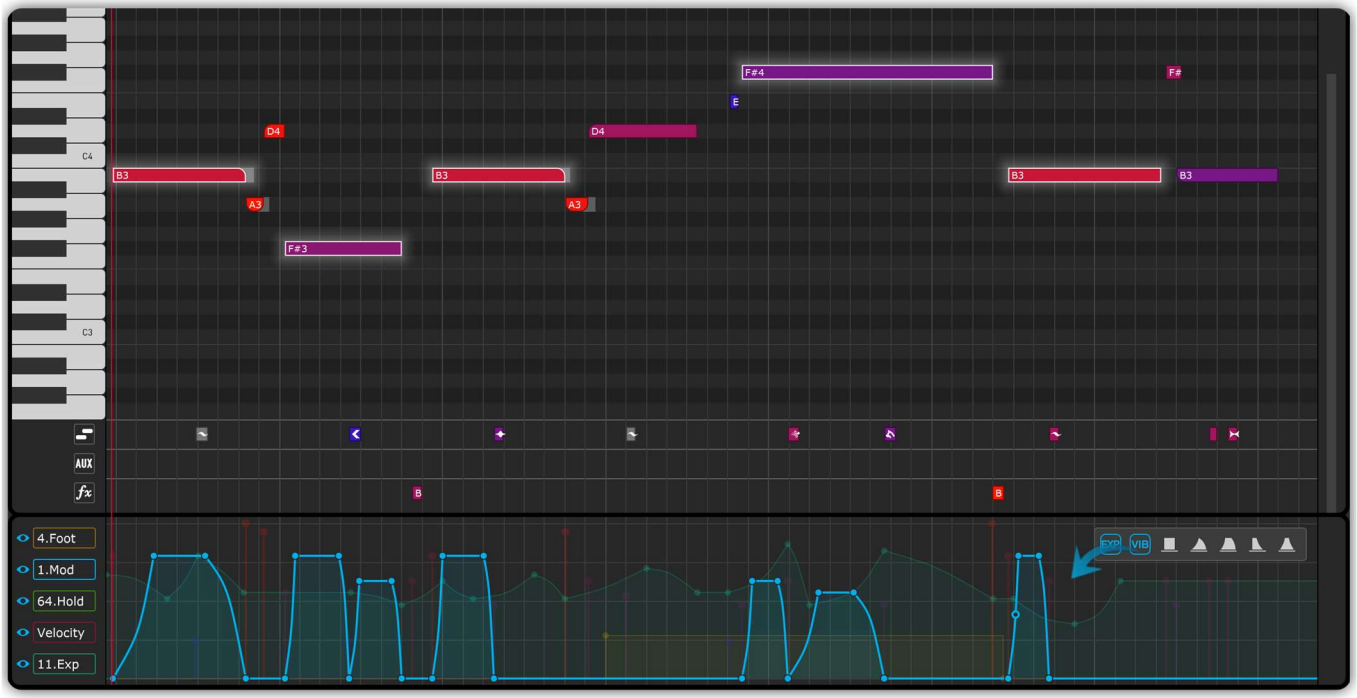
1.	Auto Expression Button
2.	Auto Vibrato Button
3.	Curve Preset

3.4.1 Auto Expression Button



- Click this button to automatically add expression to all notes.
- If notes are selected, expression will be applied only to the selected notes.

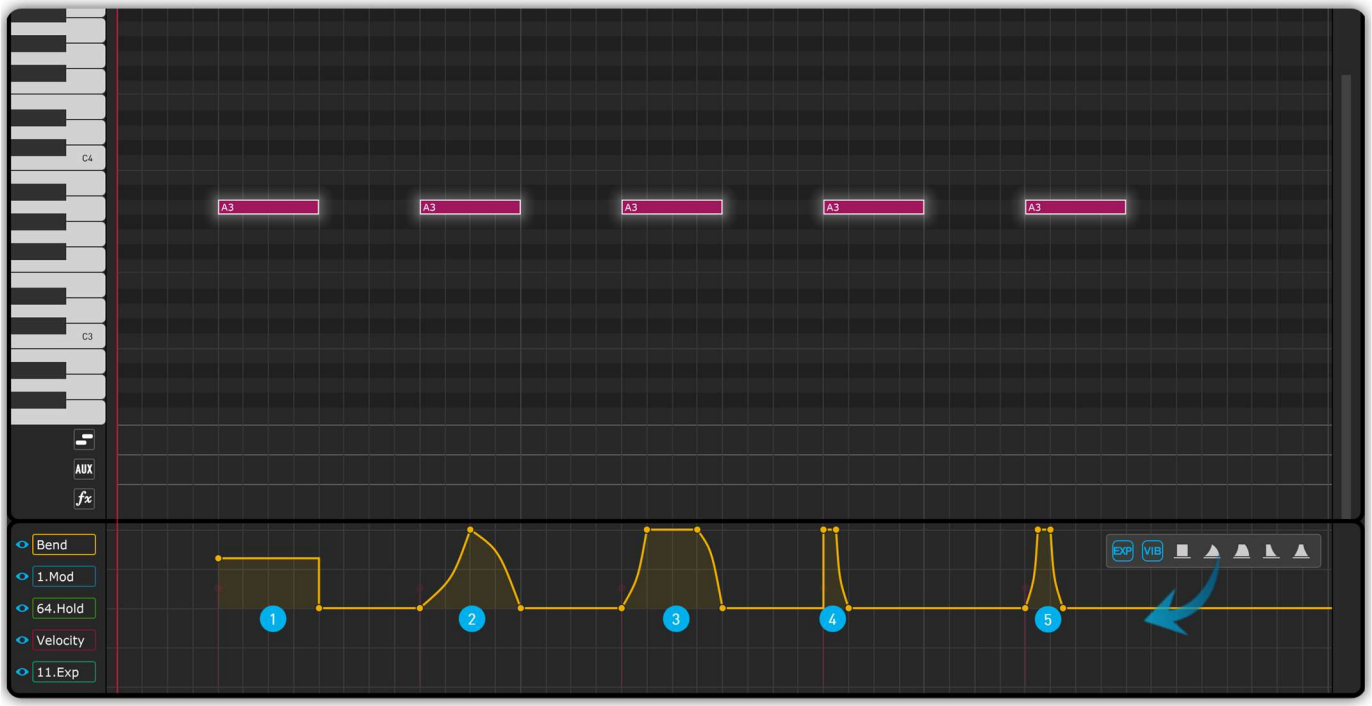
3.4.2 Auto Vibrato Button



- Click this button to automatically add vibrato to all notes.
- If notes are selected, vibrato will be applied only to the selected notes.

3.4.3 Curve Preset

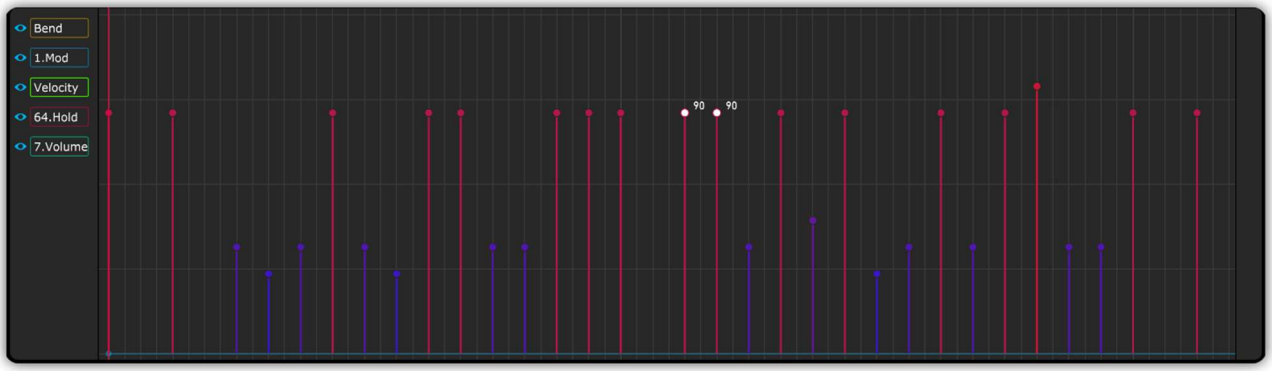
- While one or more notes are selected, click the controller preset button to add a curve.
- If the selected notes are overlapped, a single long curve is created, otherwise multiple curves will be created.



3.5 Quick Edit

Action	Details
Double click	Create new controller point
Drag controller points	Change Time / Value(Mouse scroll wheel can be used to fine tune the 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

3.6 Velocity Lane

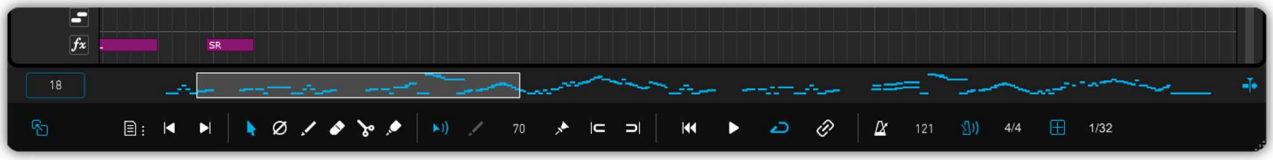


- Drag the mouse to adjust the velocity of one or multiple selected notes.
- Hold Shift while dragging to adjust velocity in steps of 10.
- Use the mouse scroll wheel to fine-tune the velocity of selected notes.
- The Draw Tool can be used to continuously adjust the velocity of multiple notes.
- Press Ctrl (Win) / Cmd (Mac) + Up/Down Arrow to adjust velocity by 1.
- Press Ctrl (Win) / Cmd (Mac) + Shift + Up/Down Arrow to adjust velocity by 10.

4 Control Area

4.1 Measures

4.2 Thumbnail and Horizontal Scroll bar



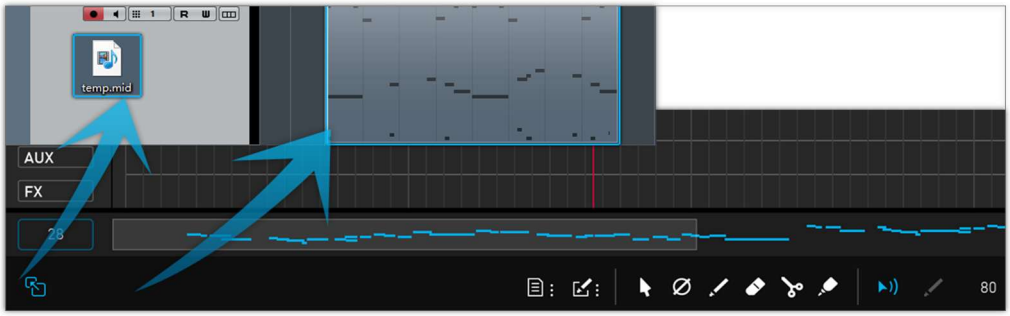
- Drag the thumbnail or scroll the mouse wheel to change the display region of the editing window.
- Dragging the scroll bar's border allows you to change the zoom ratio.
- Double-clicking the thumbnail restores the initial scaling ratio.

- 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

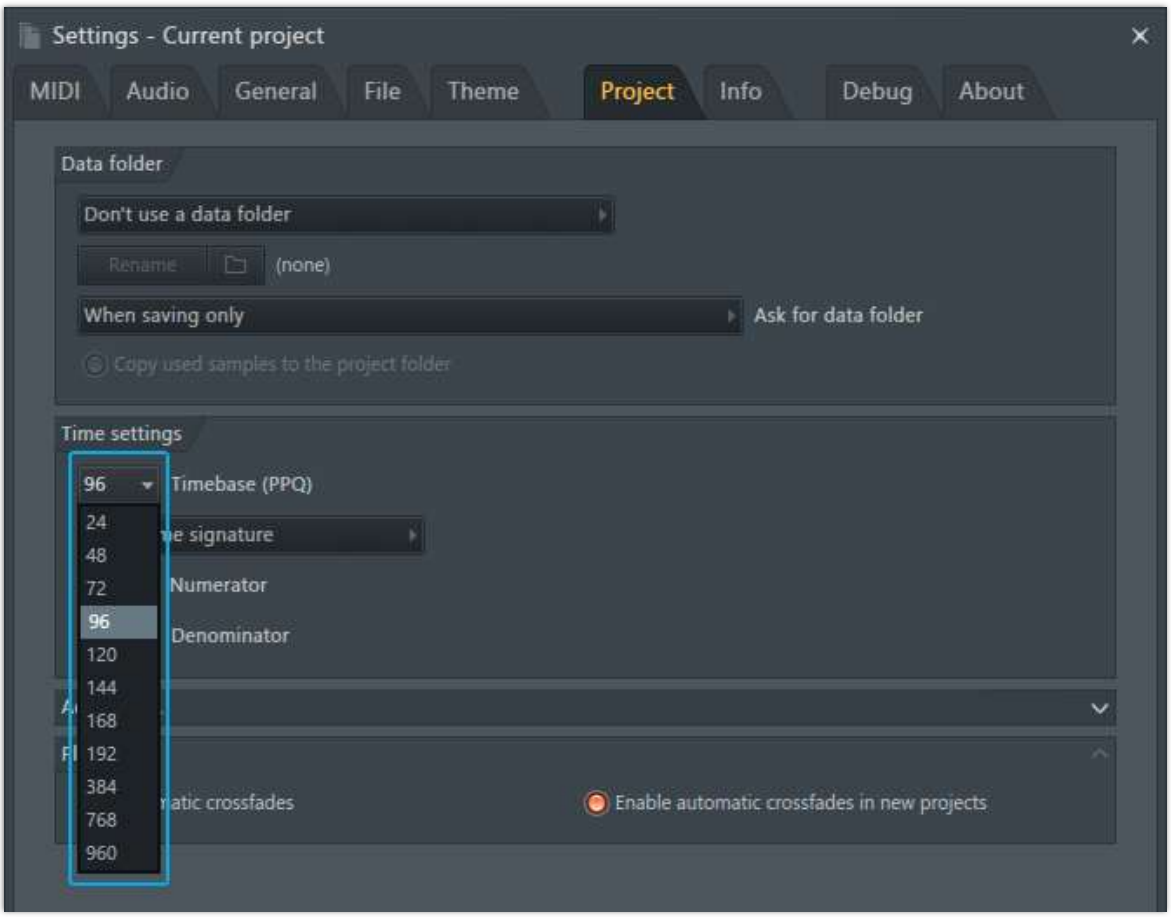


Drag the riff to MIDI track, or generate a MIDI file.

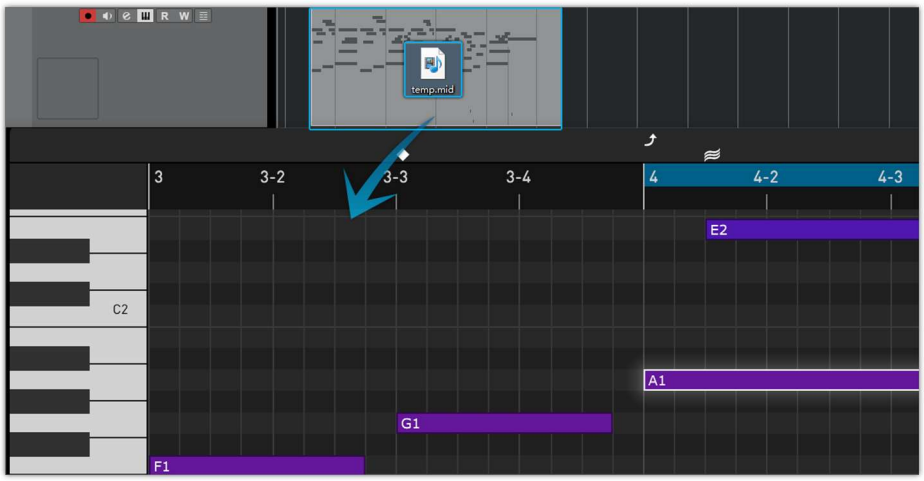
4.4.2 Export MIDI from Riffer in FL Studio

- 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



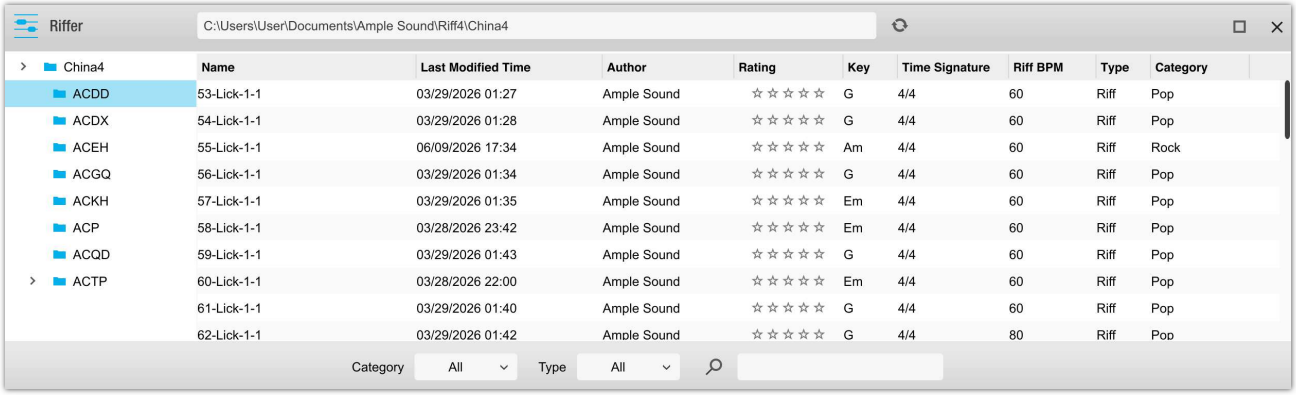
- The MIDI file can be imported to Riffer. The MIDI format must be MIDI 0 or MIDI 1, and make sure that there is only one track in the MIDI file.

* 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	-

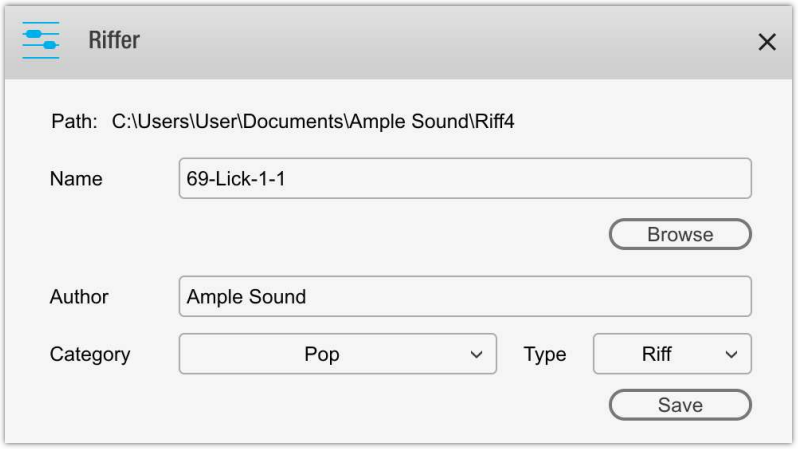
4.5.1 Preset Window



- 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



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 First Bar

4.8.2 Play

4.8.3 Loop

4.8.4 SYNC

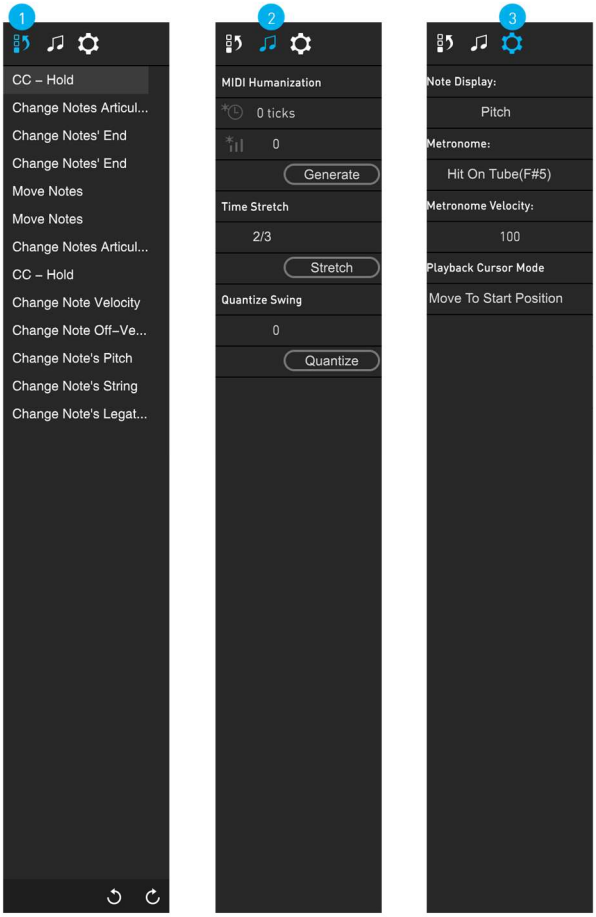
Sync Riffer with host playback.

4.8.5 Metronome and Tempo

4.8.6 Time Signature

4.8.7 Quantize

5 Right Sidebar

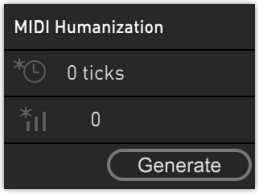


5.1 History

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

5.2 MIDI Features

5.2.1 MIDI Humanization



- Timing Humanization
- Velocity Humanization

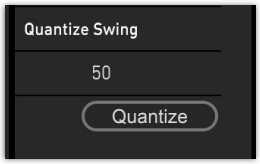
* Select the notes you want to modify, then click the "Generate" button to apply humanization.

5.2.2 Time Stretch



Stretches the entire score proportionally. For example, setting it to 2x will double the duration of all notes, controllers, and other elements in the score.

5.2.3 Quantize Swing



* Select the notes, set the swing amount (0–100), then click the "Quantize" button to apply.

5.3 Settings

NAME	Details
Note Display	Select what information to be shown on top of notes: Fret Pitch Pitch & Fret Velocity Off Velocity Tick None
Metronome	Change the sound of Metronome
Metronome Velocity	Change the volume of Metronome
Playback Cursor Mode	When playback stops, the playhead returns to the playback start position. When playback stops, the playhead remains at the current position.

6 Other Quick Edits

6.1 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 + Left/Right Arrow Keys	Transpose by octave
Ctrl + Shift + Up/Down Arrow Keys	Adjust velocity by step of 10.
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
Shift + Mouse drag	Change the note string
P	After selecting notes or chord blocks, press P to redefine the loop region based on current selection

6.2 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.

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