Ample Riffer 4 Manual



Ample Sound Technology Co.

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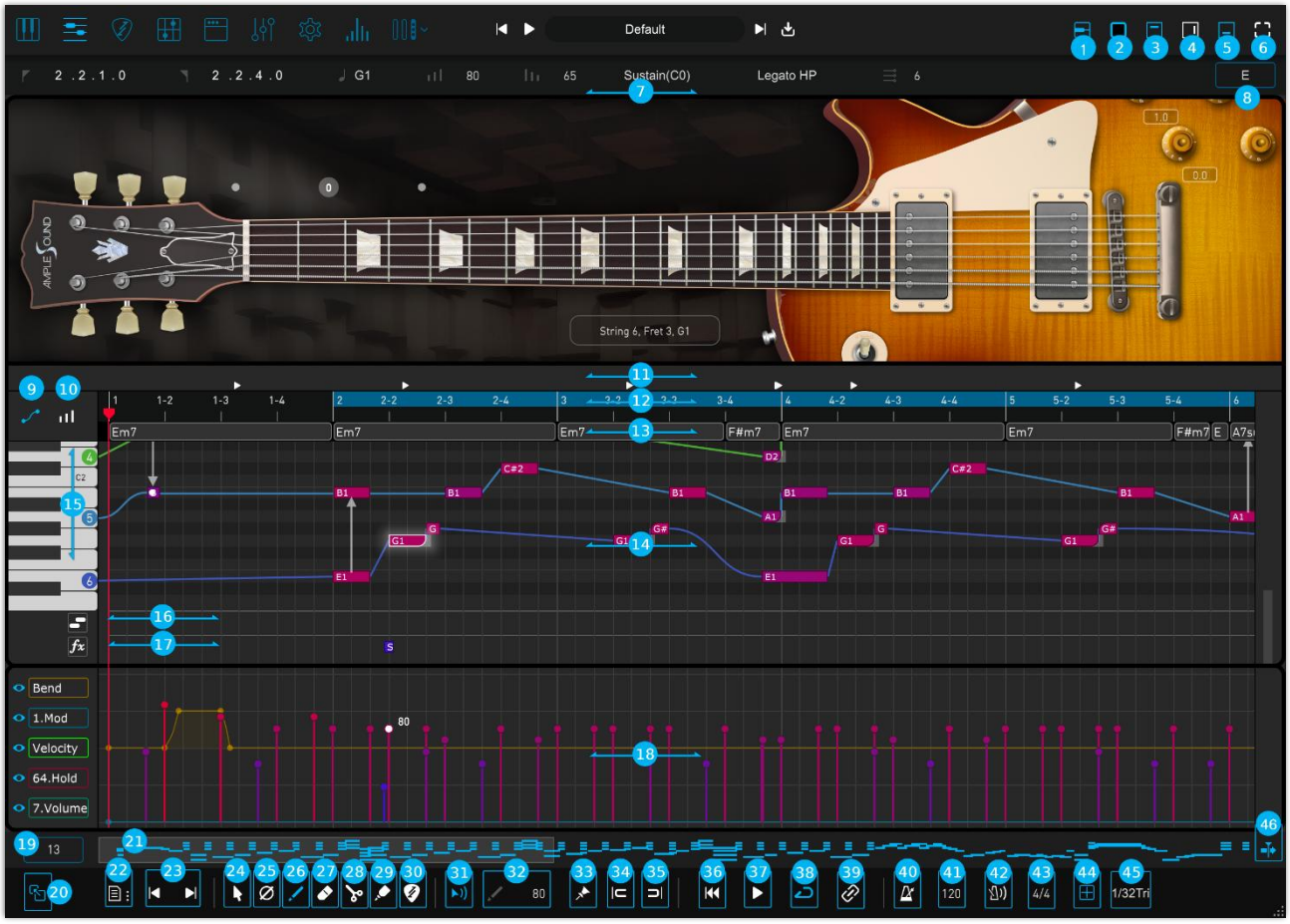
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1 Overview of Riffer

1.1 Navigation



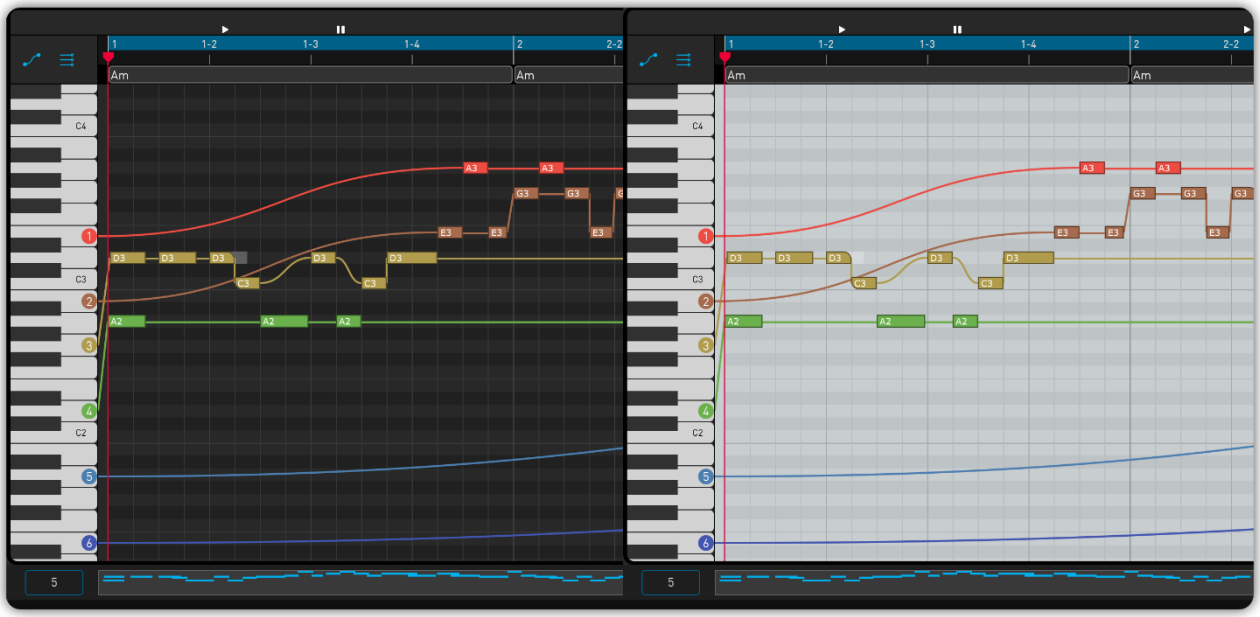
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6.	Resize Riffer Panel
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8.	Key
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39. Host Playback Sync Toggle
40. Tempo Sync Toggle
41. Riff BPM
42. Metronome Toggle
43. Time Signature
44. Snap to Grid
45. Quantize
46. Auto Scroll Toggle

1.2 Navigation Buttons

1.2.1 Piano Roll / Tablature Mode

1.2.2 Color Theme



1.2.3 Instrument Panel Toggle

1.2.4 Right Sidebar Toggle

1.2.5 CC Panel Toggle

1.2.6 Resize Riffer Panel

2 Note Editor

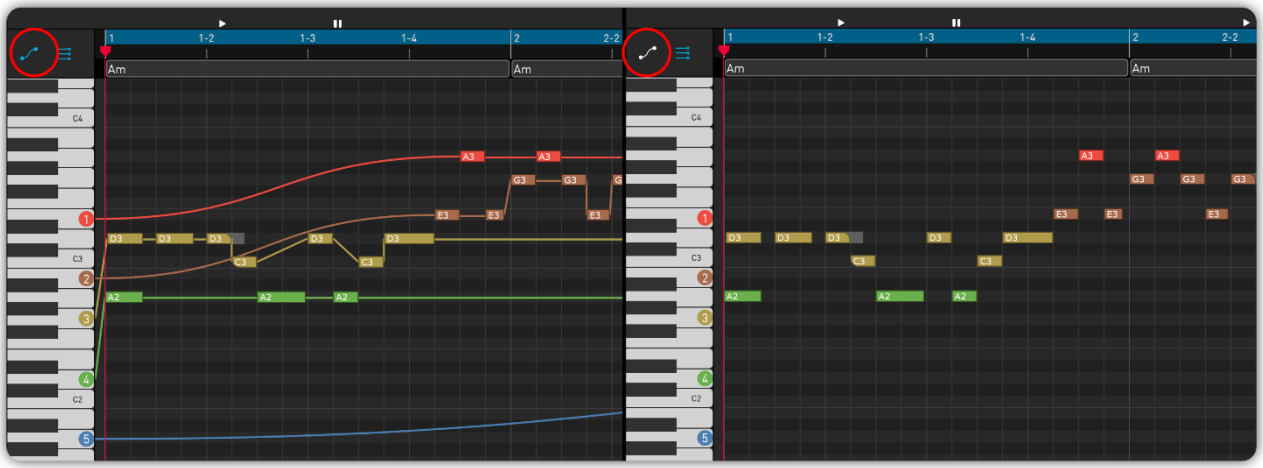
2.1 Piano Roll mode and Tablature mode

Ample Riffer 4 supports real-time switching between Piano Roll mode and Tablature mode, allowing you to review your composition from two different perspectives.

2.1.1 Piano Roll mode

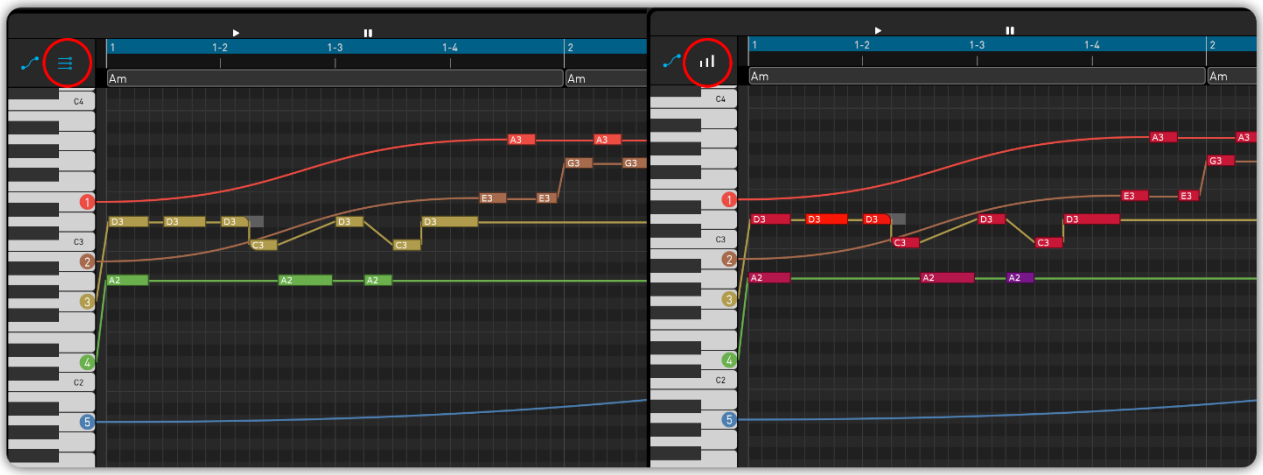


2.1.1.1 Show / Hide Strings

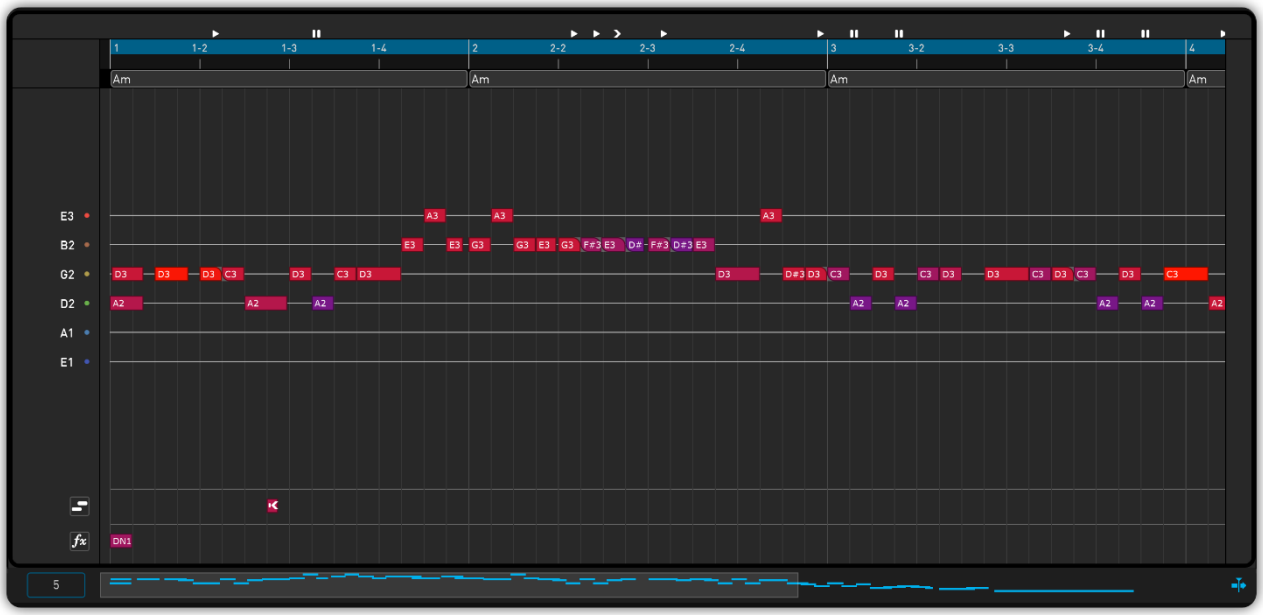


In Ample Riffer 4's Piano Roll mode, different colored curves represent different strings, with the strings passing through the notes to indicate the fingering positions for plucked string instruments.

2.1.1.2 Color Indicates String or Velocity

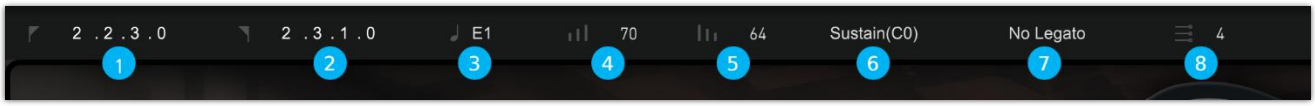


2.1.2 Tablature mode:



* In Tablature mode, clicking the colored dot icon on the left end of a string will select all the notes on that string.

2.2 Note Properties



- When a note is selected, the note properties will be shown on the title area.
- A note has 8 properties: Start Time，End Time，Pitch, Note On Velocity, Note Off Velocity, Articulation, Legato, and String.

* Click to enter a value or drag the number up and down or use the scroll wheel to modify parameters.

2.2.1 Note On

2.2.2 Note Off

2.2.3 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.
- Clicking on note on the instrument fretboard allows you to directly set the string and fret of the selected notes.

2.2.4 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.

2.2.5 Note Off Velocity

Control the volume of Release and Fingered Release.

2.2.6 Articulation

Click the dropdown list to select an articulation.

2.2.7 Legato

Click the dropdown list to select the legato type.

2.2.8 String

Click the dropdown list to choose the string on which the note is played.

2.3 Articulation List

Icons of Articulations

Icon	Articulation
	Nature Harmonic
	Artificial Harmonic
	Pinch Harmonic
	Palm Mute
	Tap
	Slide In & Slide Out
	Hammer On & Pull Off
	Legato Slide
	Accent
	Mordent
	Arpeggio
	Buzzing
	Legato Vibrato
	Slide In from Above & Slide Out Upward
	Strum
	Dead Note

▲	Slap
▼	Pop
//	Repeat
><	Slide Tum

2.4 Loop Area

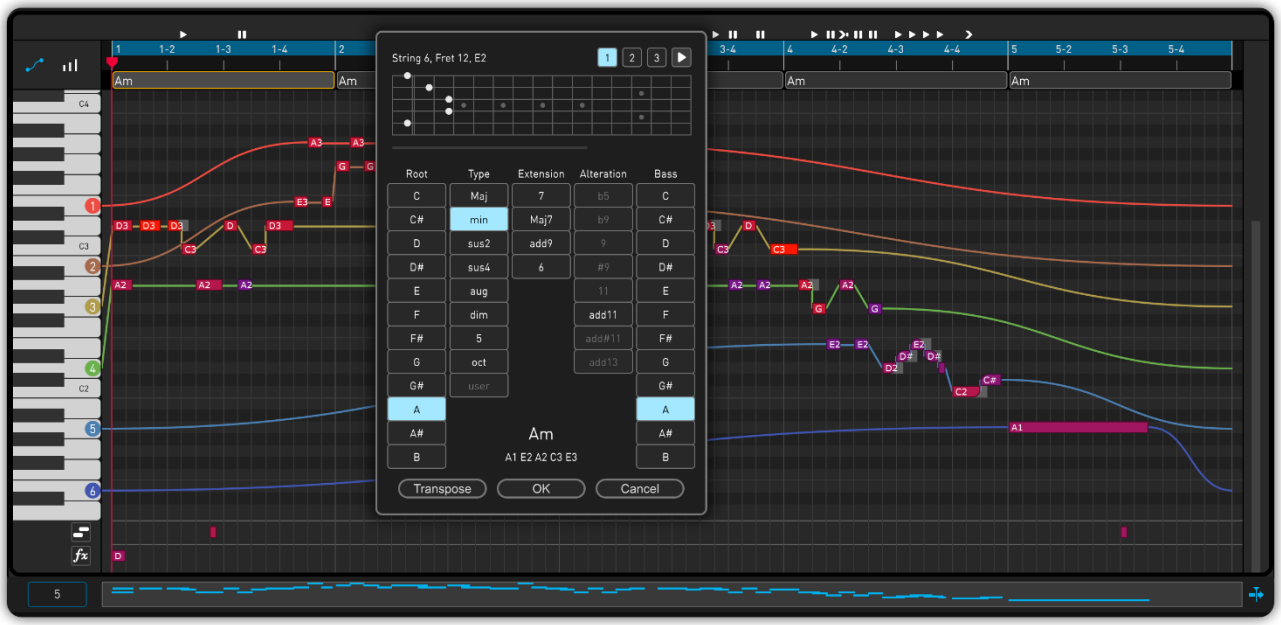
Select the area to be looped for playback.

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



2.5 Chord and Key

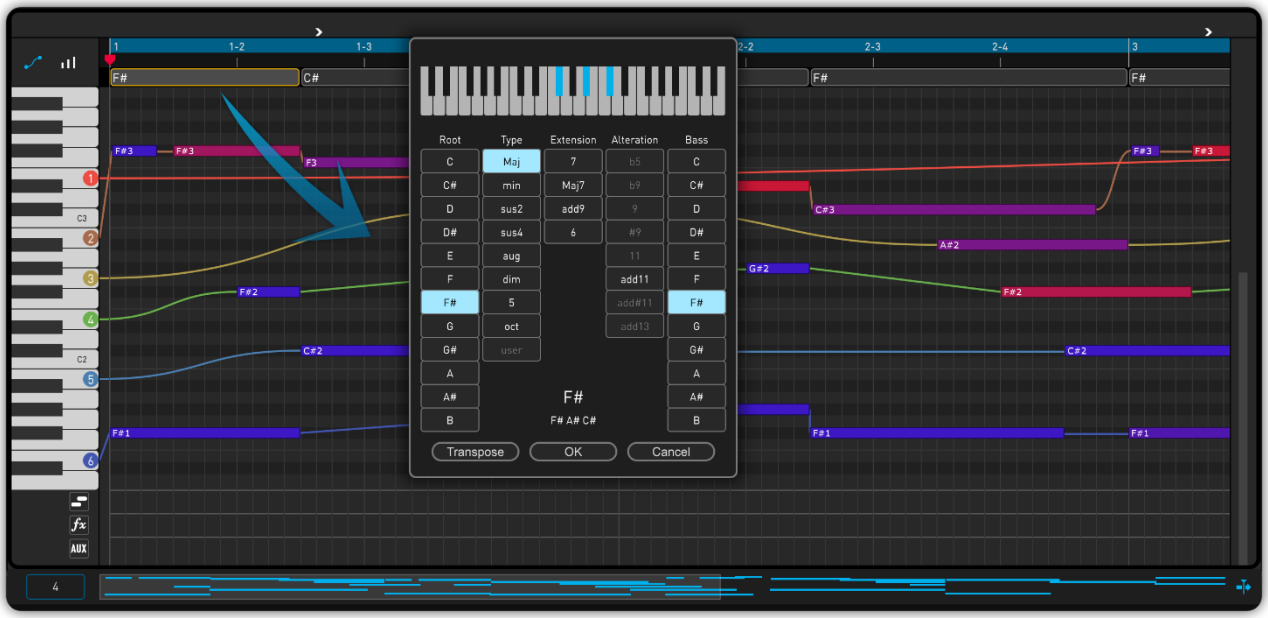
2.5.1 Chord Settings for plucked instruments



Each guitar chord fingering provided in Riffer 4 has been verified through real performance to ensure both playability and optimal sound quality.

- 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, with 3 variations available for each chord.
- Customize Chord: Click on the guitar fretboard to freely set fingerings. Riffer 4 will automatically recognize the chord based on the selected fingering.
- Preview Chord: Click the  (Preview button) to audition the selected chord.
- 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.

2.5.2 Chord Settings for Non-plucked instruments



- Custom Chord: Click the piano keyboard to freely define chords.

2.5.3 Key

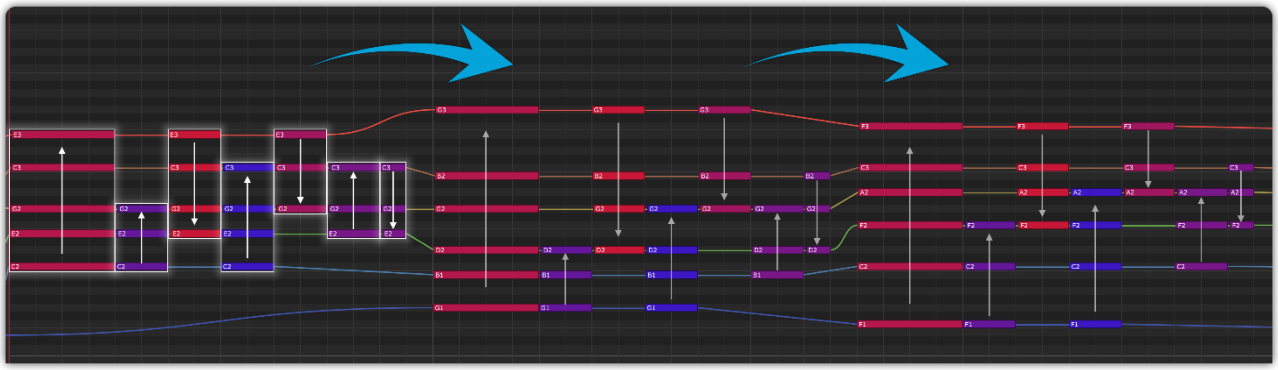
The key is a global property of the composition(riff). If transposition is applied, all chords and notes in the score will be transposed.

2.6 Strum Note

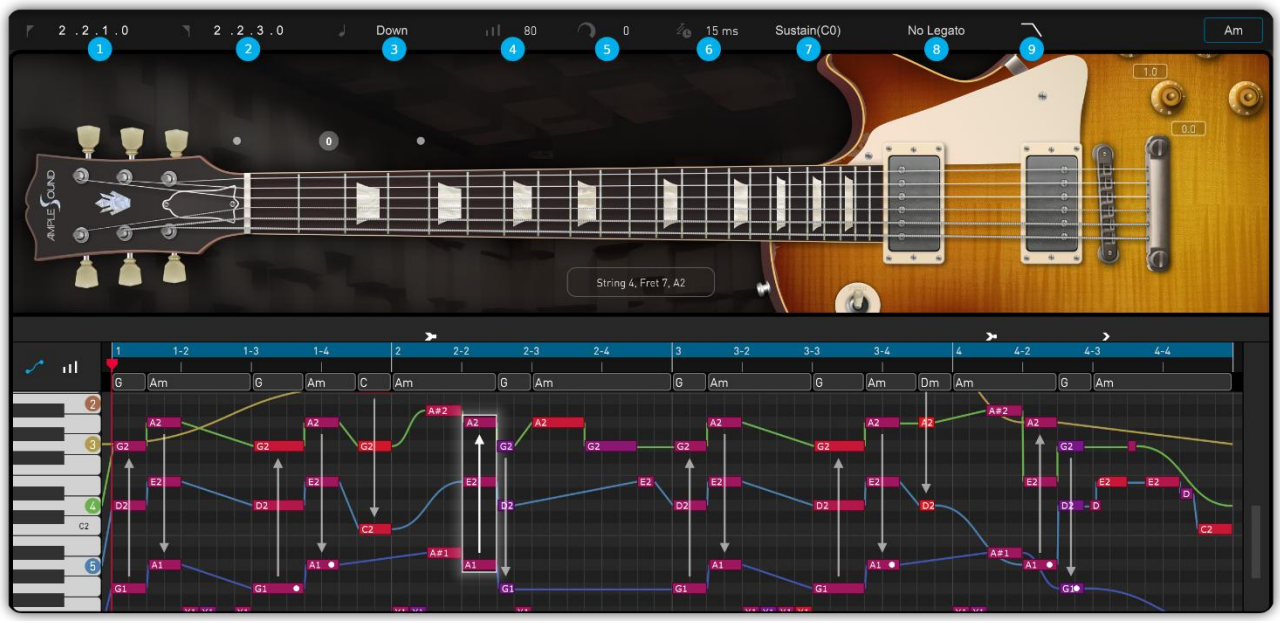
A Strum Note is a brand-new MIDI object in Riffer 4.
Each Strum Note consists of multiple sub-notes (on guitar, a chord usually contains 2–6 sub-notes). By editing a Strum Note, you can adjust parameters of its sub-notes collectively, such as strum time, velocity, or note position.

2.6.1 Basic Operations

- Use the Strum Tool to create a Strum Note: Drag the mouse from bottom to top to create a down strum; Drag the mouse from top to bottom to create an up strum.
- Drag the left or right edge of a Strum Note to change its start time or note length.
- Drag the top or bottom edge of a Strum Note to change the number of sub-notes it contains (minimum 2). After adjusting the number of sub-notes, the strum time can remain unchanged.
- When a Strum Note is copied or moved from one chord to another, its chord type will automatically update. The number of sub-notes remains relatively unchanged.



2.6.2 Strum Note Properties



- When a Strum Note is selected, its properties are displayed in the header area.
- Each Strum Note has the following properties: start time, end time, strum type, velocity, velocity gradient, strum time, articulation, legato, release type.

* You can enter values directly, or adjust them by dragging the mouse up/down or using the scroll wheel.

2.6.3 Note On

2.6.4 Note Off

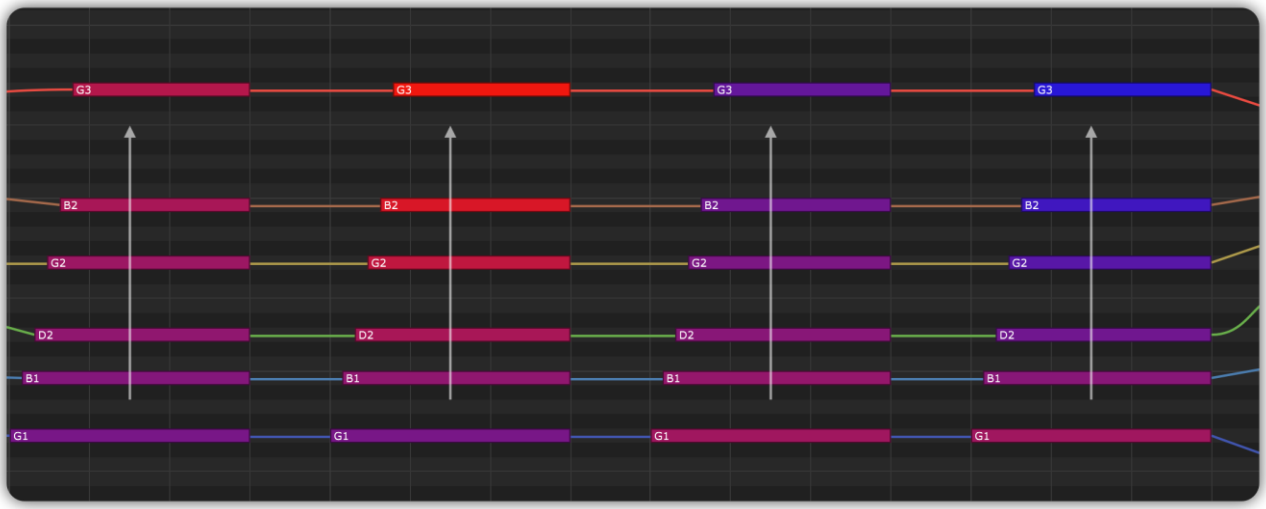
2.6.5 Strum Type

- Down Strum: Strum from the lowest string to the highest string.
- Up Strum: Strum from the highest string to the lowest string.
- Mute 2: Stops the release and triggers a muted noise.
- Mute 1: Stops the release and triggers a strum noise.

2.6.6 Velocity

2.6.7 Velocity Gradient

- Positive values: velocity increases gradually from low string to high string.
- Negative values: velocity decreases gradually from low string to high string.



2.6.8 Strum Time

A shorter Strum Time produces a strum, while a longer Strum Time produces an arpeggio.
For example, if set to 50 ms, the total time from the first sub-note to the last sub-note is 50 ms.
When batch editing, all selected Strum Notes will adopt the same Strum Time value.

2.6.9 Articulation

Click the drop-down menu to select an articulation.

2.6.10 Strum Legato

- Strum Notes in Riffer can form legato with normal notes or with other Strum Notes.
- To achieve legato, extend a Strum Note so that it partially overlaps the following note, then set it to Hammer/Pull Legato or Slide Legato.

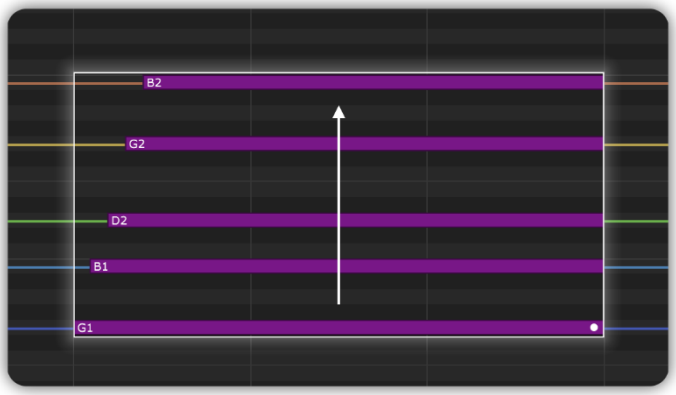
- To create legato between two Strum Notes, try to keep their chord types as consistent as possible.

2.6.11 Release Type

The release of a strum determines whether the sound continues after being triggered, and for how long.

Riffer 4 provides two release types:

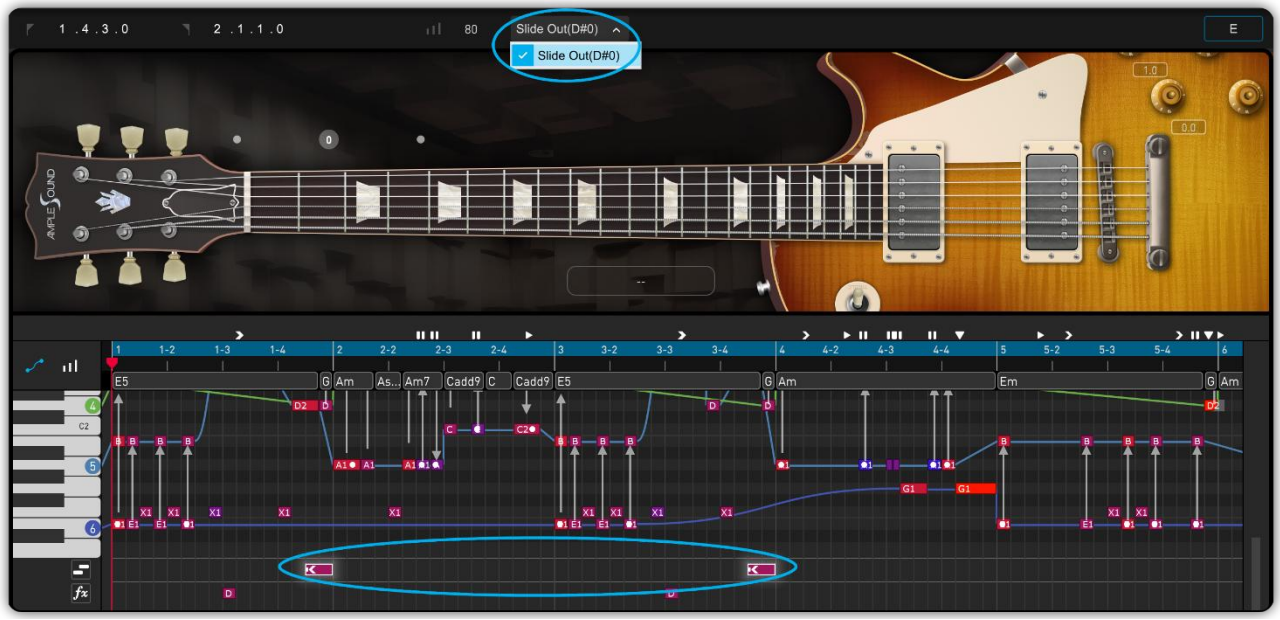
-  The strum release will sustain (following the release time set in Strummer) until muted, damped, or replaced by the next chord’ s Strum Note.
- The strum release lasts only for the duration of the Strum Note itself. Strum Notes of this type display a small marker at the lower-right corner.



2.6.12 Release Termination

- Muted strums are always short release type and will terminate the release of the previous strum.
- Both mute types can forcibly terminate the release of the previous strum.
- When switching between different chords, whether the previous strum’ s release is stopped depends on the fingering relationship:
  - Same string, different sub-notes: release is stopped.
  - Same string, same note, or no note on the same string: release continues.

2.7 Expression Lane

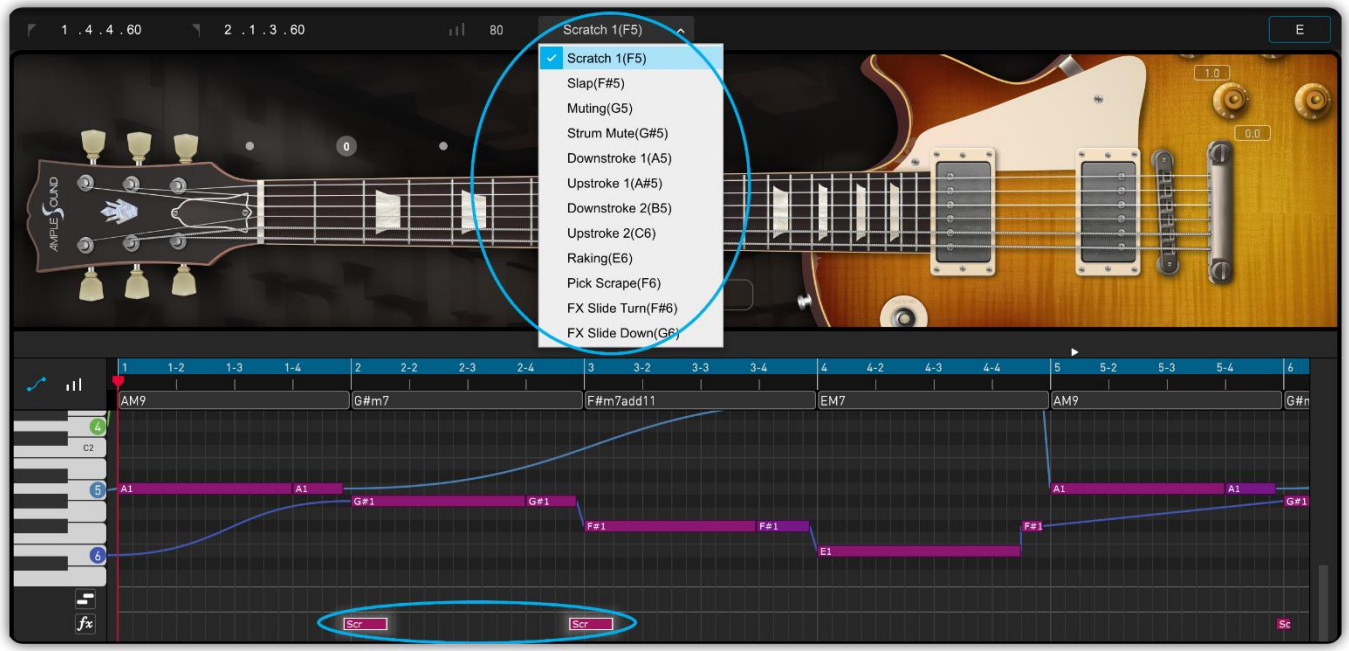


Expression notes allow the sustained portion of one note to transition into another articulation.

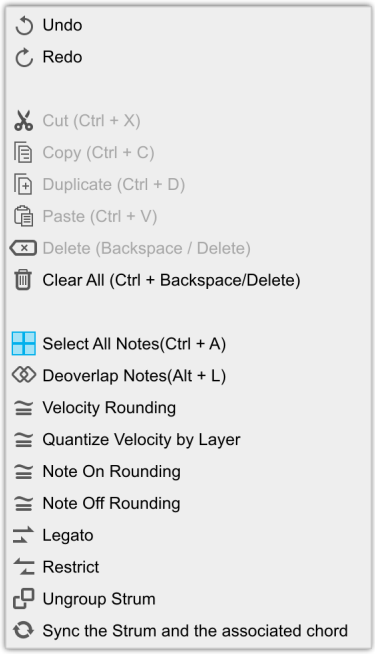
Expression note has four properties: Start time, End time, Velocity and Legato type.

2.8 FX Lane

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



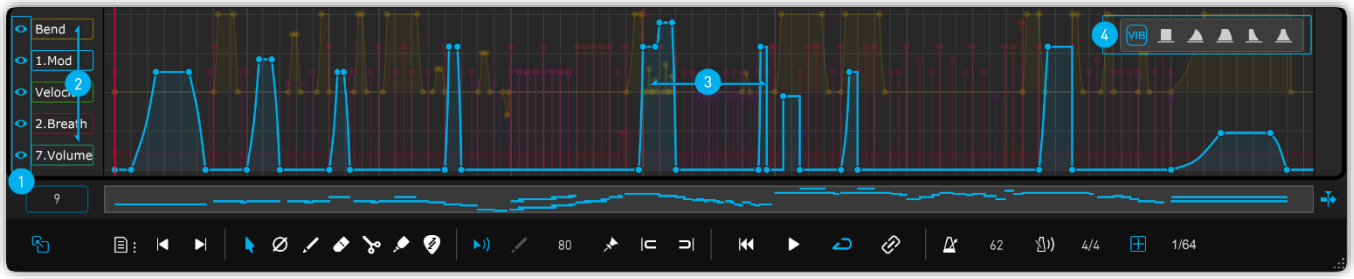
2.9 Right-click Menu



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		Round note off to the nearest 5 or 10

Rounding		
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).
Ungroup Strum		Convert a Strum Note back into multiple regular notes by ungrouping it.
Fix Number of Sub-notes in Strum		Ensures compatibility with strums from older Riffs, keeping their original number of sub-notes even when applied to new chords.

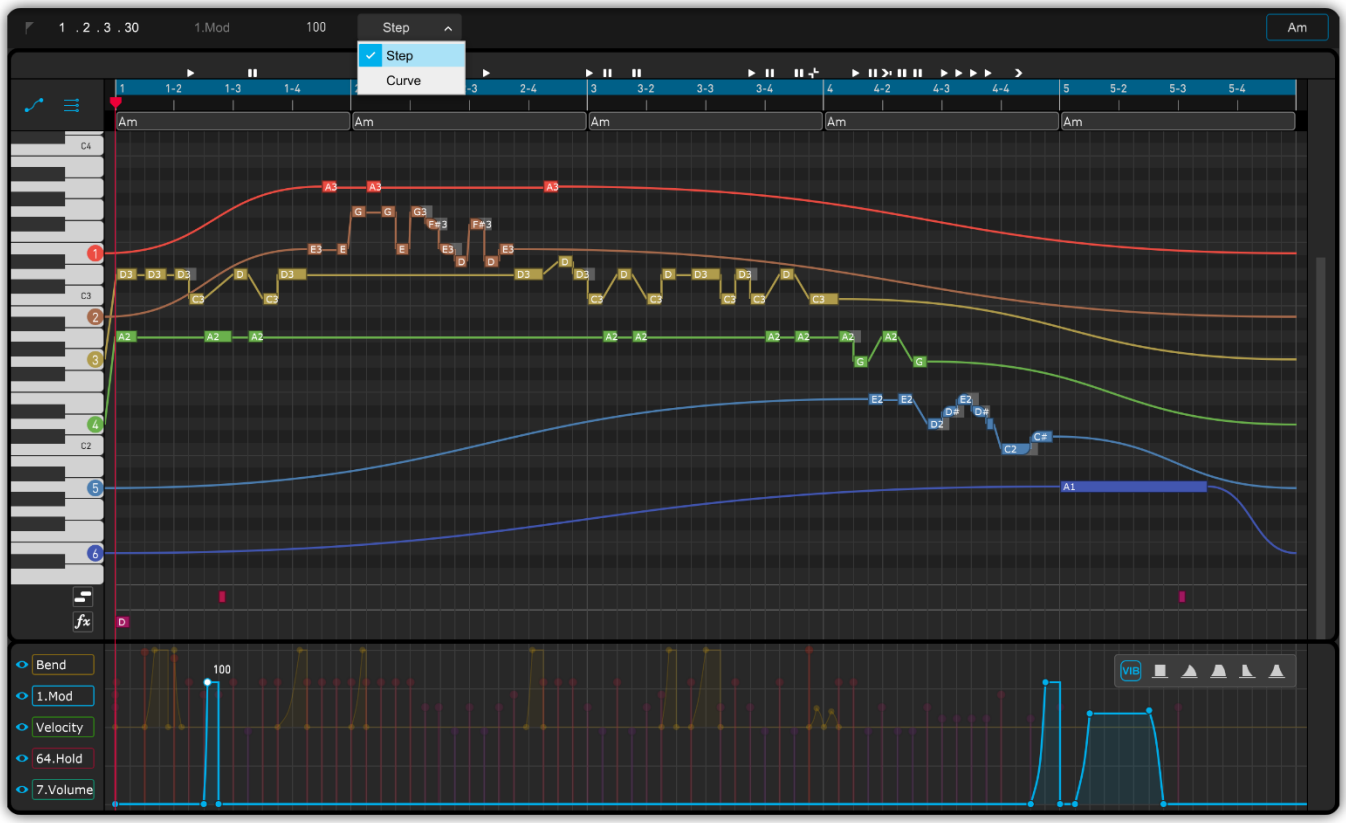
3 CC Editor



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

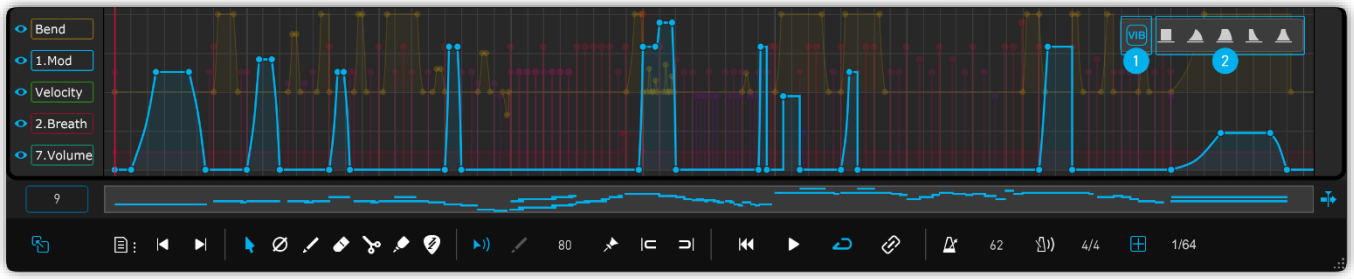
* Click the eye icon to show or hide current controller.

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.

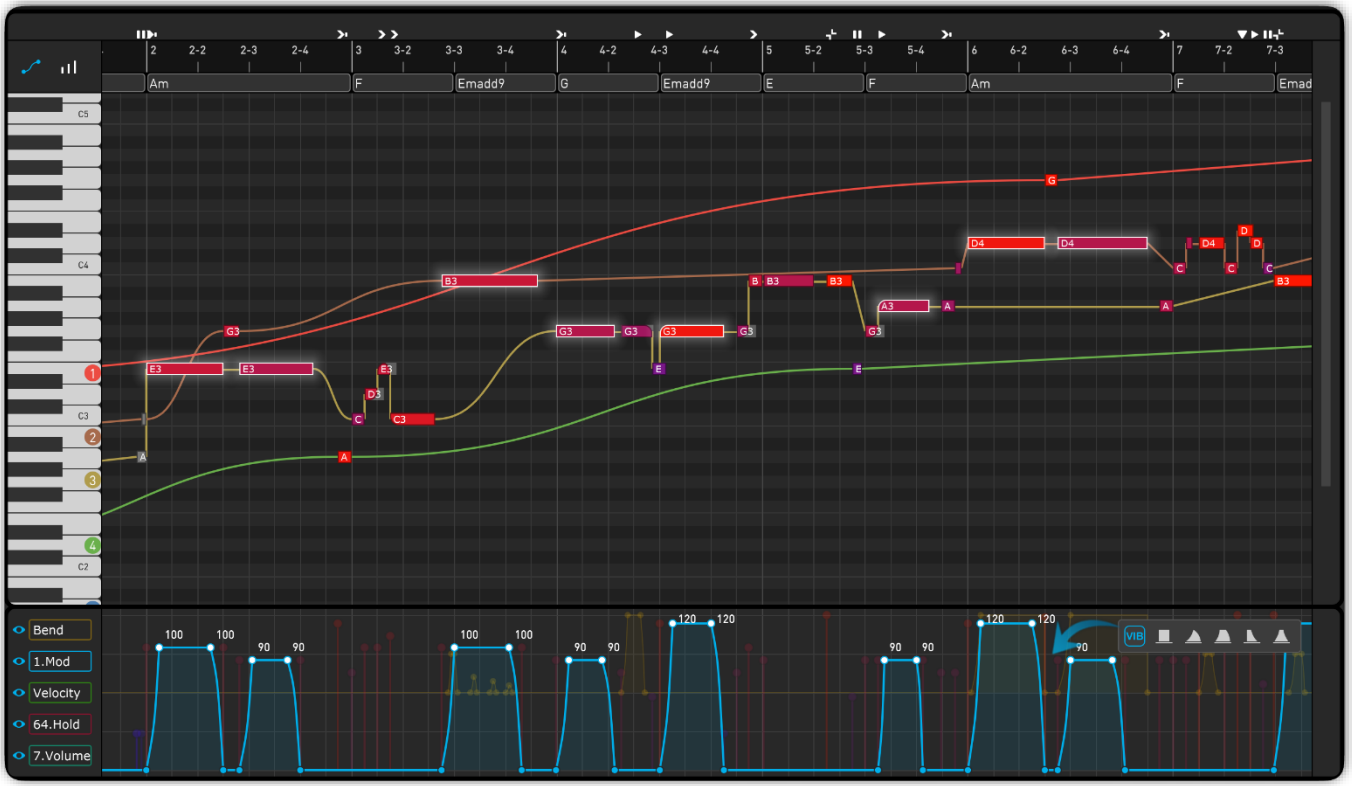
Velocity	31.Control	64.Hold	97.DataDecr
✓ Bend	32.BankSel LSB	65.Porta On/Off	98.NRPN LSB
0.BankSel MSB	33.Modulation LSB	66.Sostenuto	99.NRPN MSB
1.Mod	34.Breath LSB	67.Soft Pedal	100.RPN LSB
2.Breath	35.Control	68.Legato FS	101.RPN MSB
3.Control	36.Foot LSB	69.Hold 2	102.Control
4.Foot	37.Porta LSB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

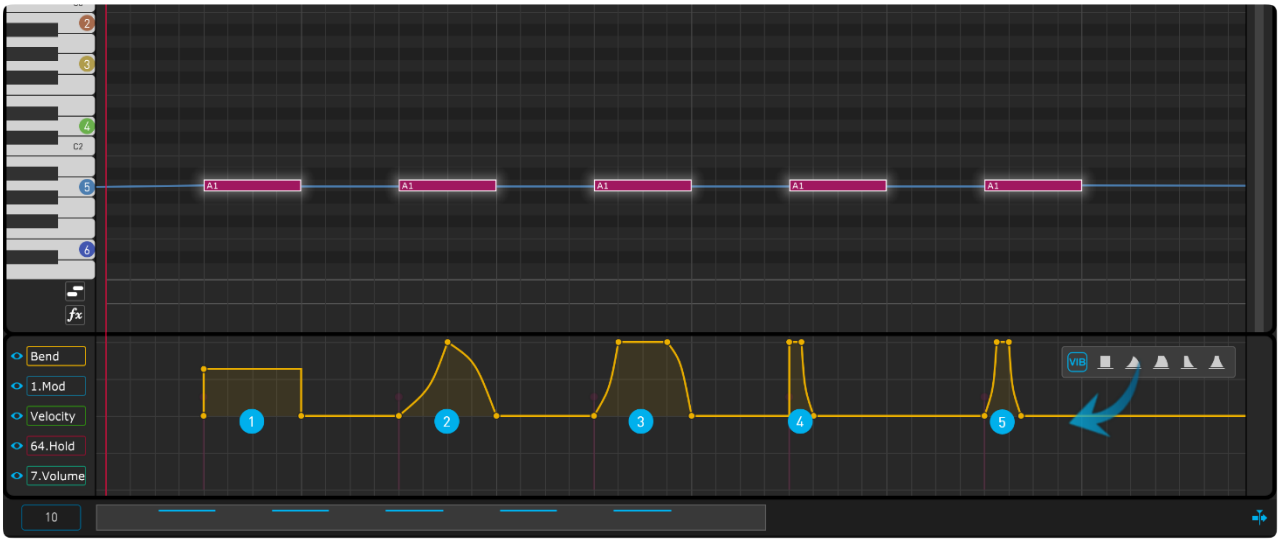
3.4.1 Auto Vibrato Button



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

3.4.2 Curve Preset

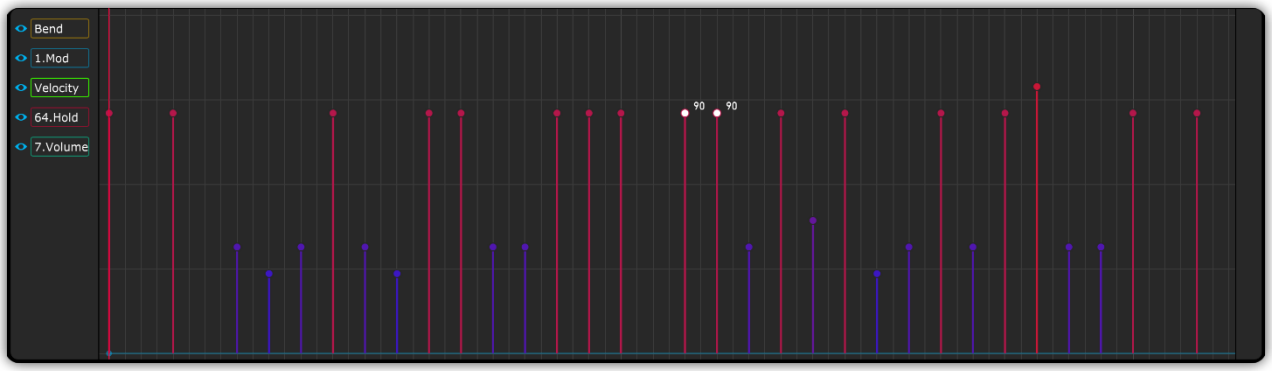
- While one or more notes are selected, click the controller preset button to add a curve.
- If the selected notes are overlapped, a single long curve is created, otherwise multiple curves will be created.



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

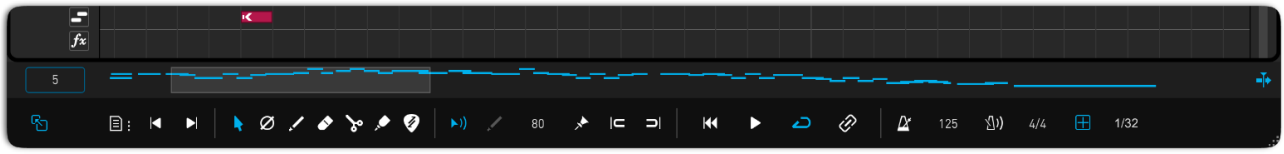


- Drag the mouse to adjust the velocity of one or multiple selected notes.
- Hold Shift while dragging to adjust velocity in steps of 10.
- Use the mouse scroll wheel to fine-tune the velocity of selected notes.
- The Draw Tool can be used to continuously adjust the velocity of multiple notes.
- Press 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



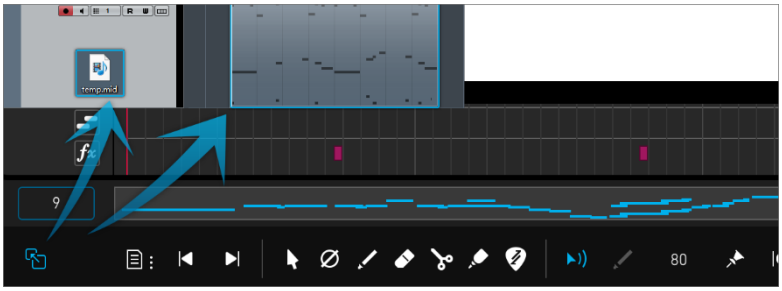
- Drag the thumbnail or scroll the mouse wheel to change the display region of the editing window.
- Dragging the scroll bar's border allows you to change the zoom ratio.
- Double-clicking the thumbnail restores the initial scaling ratio.

- 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

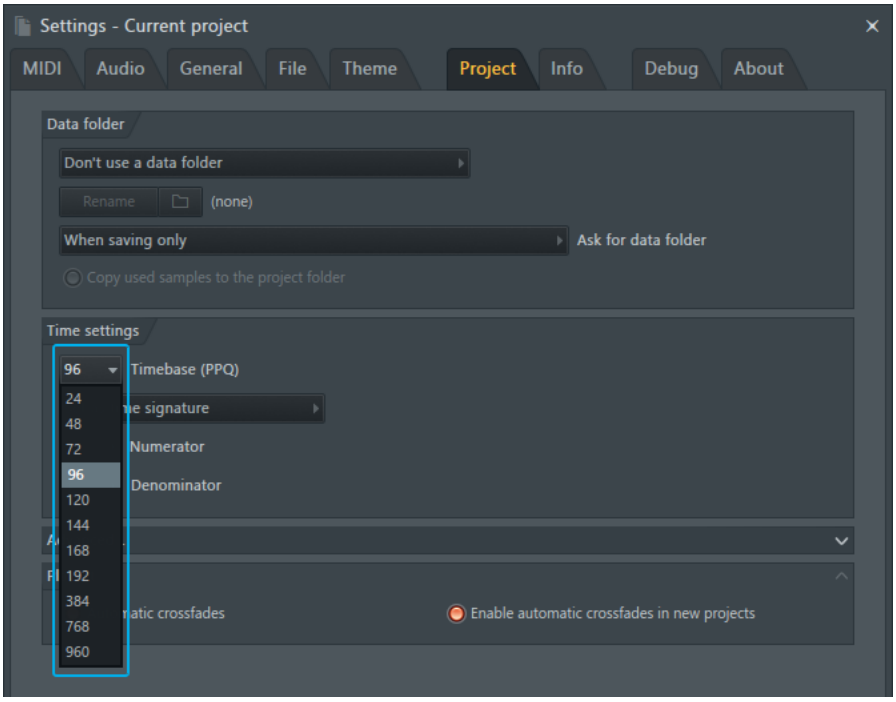


Drag the riff to MIDI track, or generate a MIDI file.

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）.



- Due to the limitations of FL Studio, CC controller data cannot be fully imported at once when loading MIDI.

  If multiple CC controllers are required, please add them manually after import. To maintain strum sustain, CC118 must be imported manually, or the missing controllers can be remapped via the MIDI Out plugin.

4.4.3 Import MIDI to Riffer



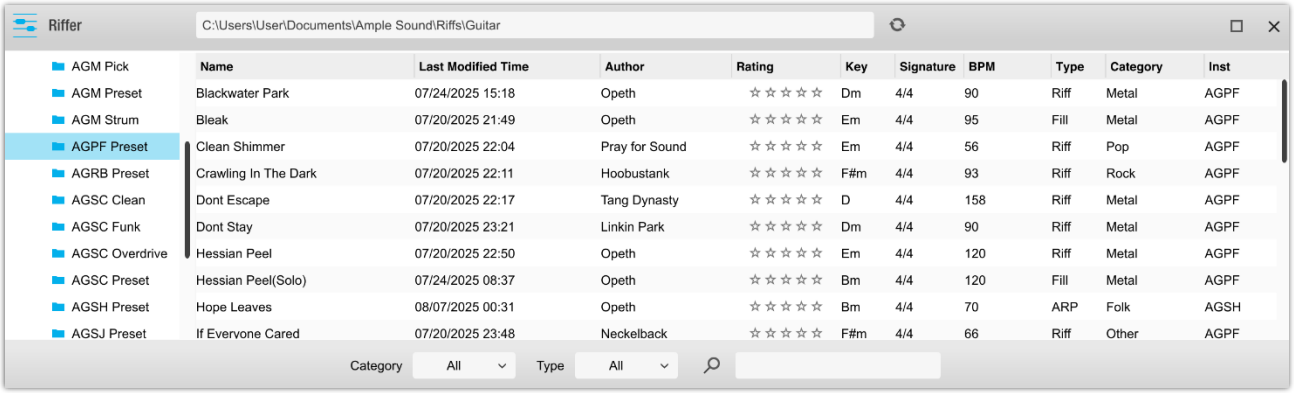
- The MIDI file can be imported to Riffer. The MIDI format must be MIDI 0 or MIDI 1, and make sure that there is only one track in the MIDI file.

* 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	

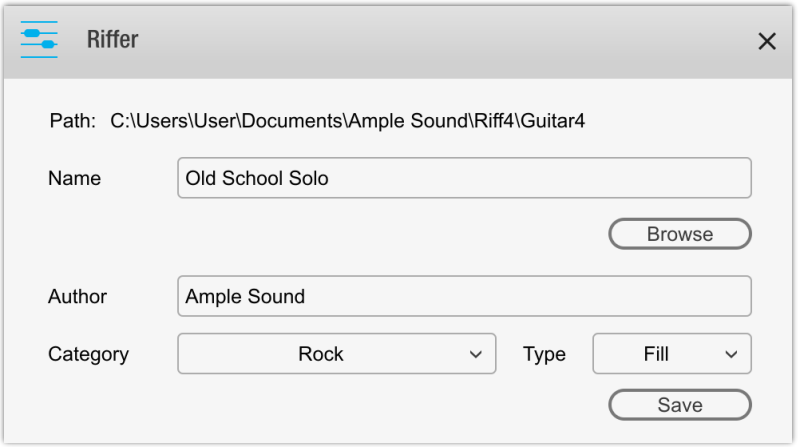
4.5.1 Preset Window



- In this window you can display all the attributes:
  1. Category
  2. Time Signature
  3. Key
  4. BPM
  5. Type
  6. Author
  7. Instrument
- 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	
Strum	2	

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 the first bar

4.8.2 Play

4.8.3 Loop

4.8.4 SYNC

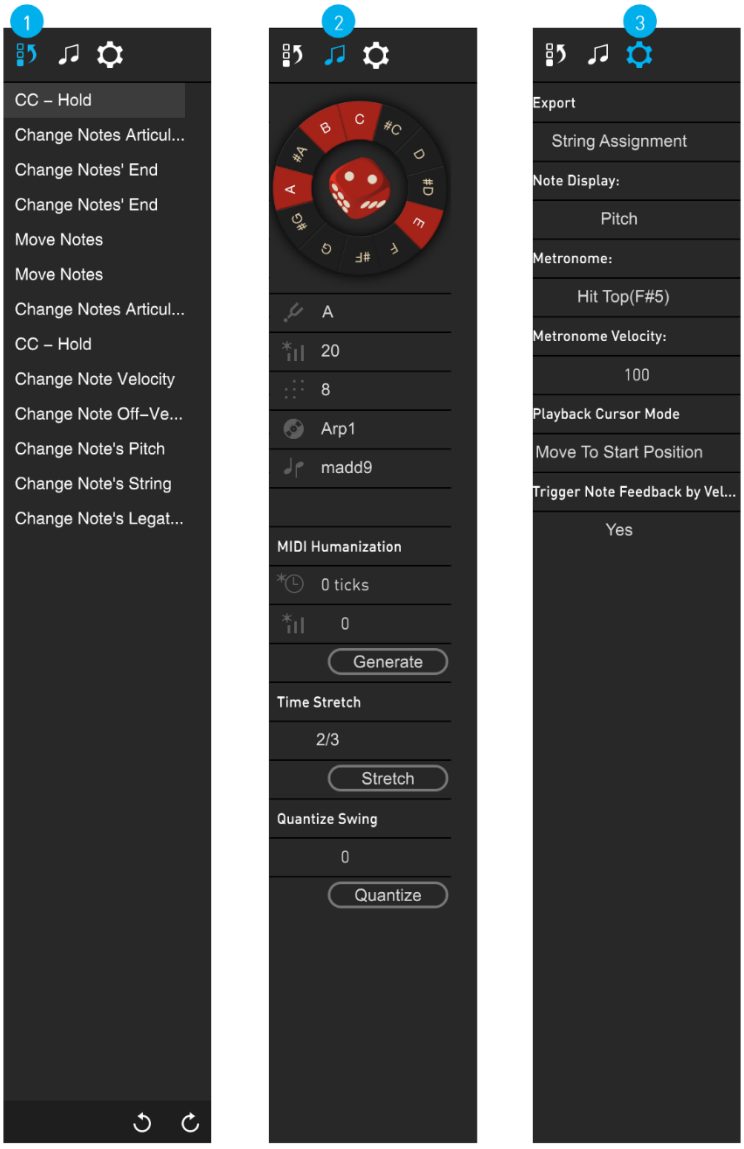
Sync Riffer with host playback.

4.8.5 Metronome and Tempo

4.8.6 Time Signature

4.8.7 Quantize

5 Right Sidebar

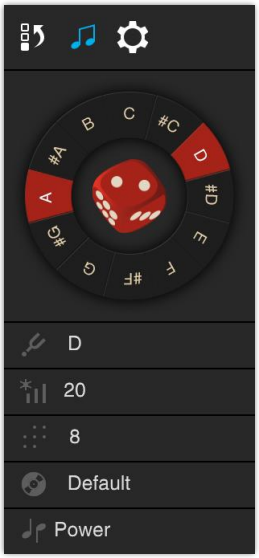


5.1 History

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

5.2 MIDI Features

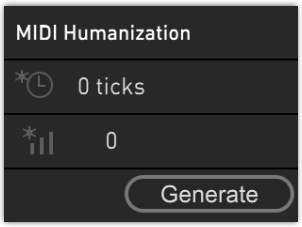
5.2.1 Dice (Motif Composer)



Dice (Motif Composer) can randomly generate new notes for the current bar where the playback cursor is located, based on the following rules:

NAME	Details
Key	The root note of the chord/scale to be generated. Will automatically use the chord root if playback cursor is inside a chord block.
Vel+/-	Random Velocity Range
Density	Number of notes to generate in time signature 4/4. In other time signatures, the number of notes might change but the density of notes will be kept the same.
Style	Notes and Groove style
Scale	Select a chord template

5.2.2 MIDI Humanization



- Timing Humanization
- Velocity Humanization

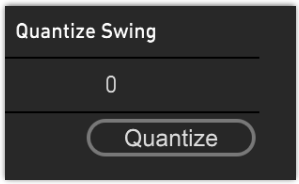
* Select the notes you want to modify, then click the "Generate" button to apply humanization.

5.2.3 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.

5.2.4 Quantize Swing



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

5.3 Settings

NAME	Details
String Assignment	Whether the exported MIDI will include string assignment keyswitches.
Note Display	Select what information to be shown on top of notes: Fret Pitch Pitch & Fret Velocity Off Velocity
Metronome	Change the sound of Metronome
Metronome Velocity	Change the volume of Metronome
Playhead Mode	When playback stops, the playhead returns to the playback start position. When playback stops, the playhead remains at the current position.
Monitoring Settings	Changing velocity does not trigger monitoring. Changing velocity triggers monitoring.

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
Select Strum Note + Up/Down Arrow Keys	Change the strum type.

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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