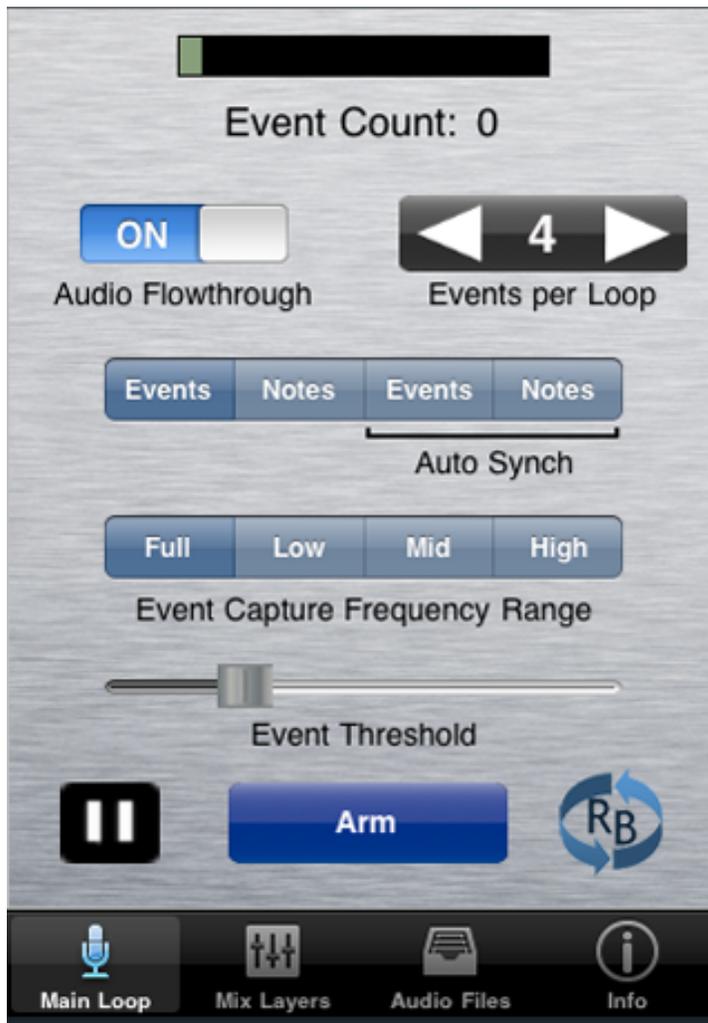


RiffBox App

Several screen shots from the RiffBox app and descriptions of how to use the various controls are shown below. More details can be found in the RiffBox users guide, which can be downloaded by clicking the link on the right. The first figure shows the "Main Loop" screen as it looks before loop recording has begun.



The input meter monitors the input signal strength and turns red when the signal is too strong. The text below the meter shows audio events or note(pitch) played.

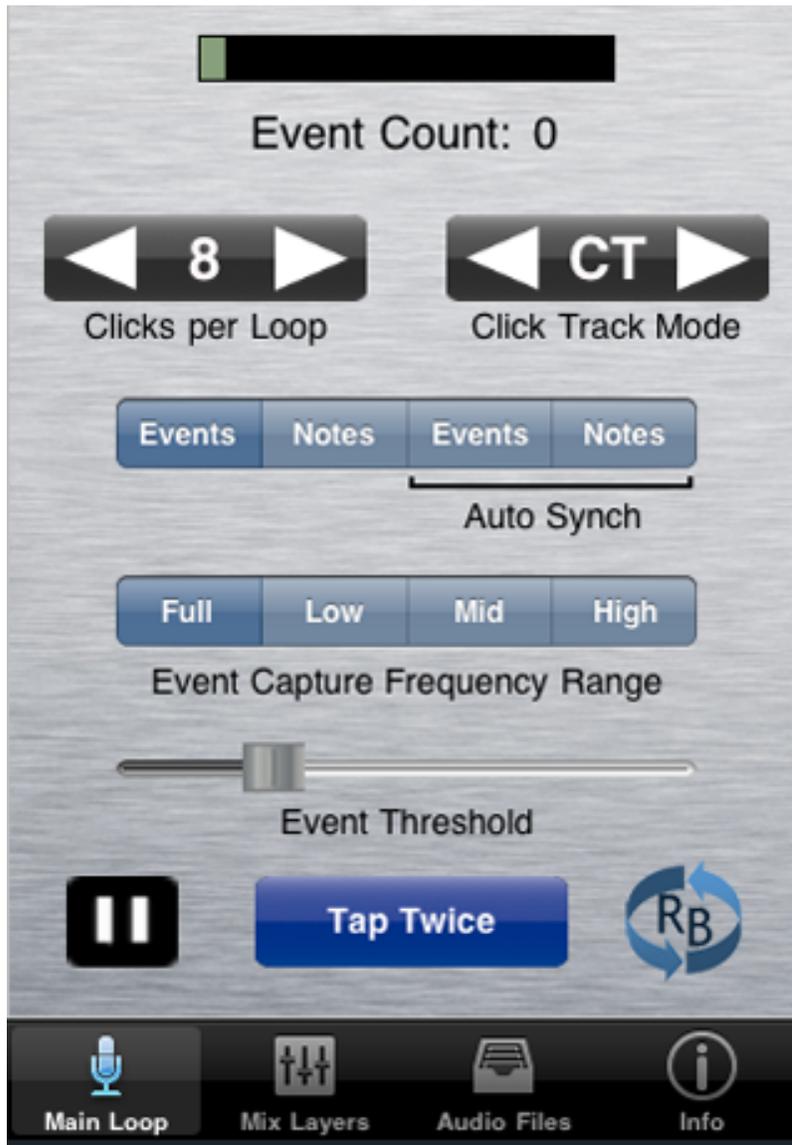
Audio Flowthrough switch disconnects the audio output from the audio input. The Events per Loop control sets the loop length based on the number of notes or chords played.

Loop recording can be controlled by events or notes (pitch) and can automatically sync to your playing. The frequency range that RiffBox listens to can also be set.

The Event Threshold slider controls the sensitivity to the notes or chords played. Set it to a higher value for stronger input signals.

Press the Arm button to start loop recording. It will turn yellow while waiting for the first event. It will turn green when recording the loop and red after recording is finished and playback has begun.

The figure below shows what the "Main Loop" screen looks when creating a click track.

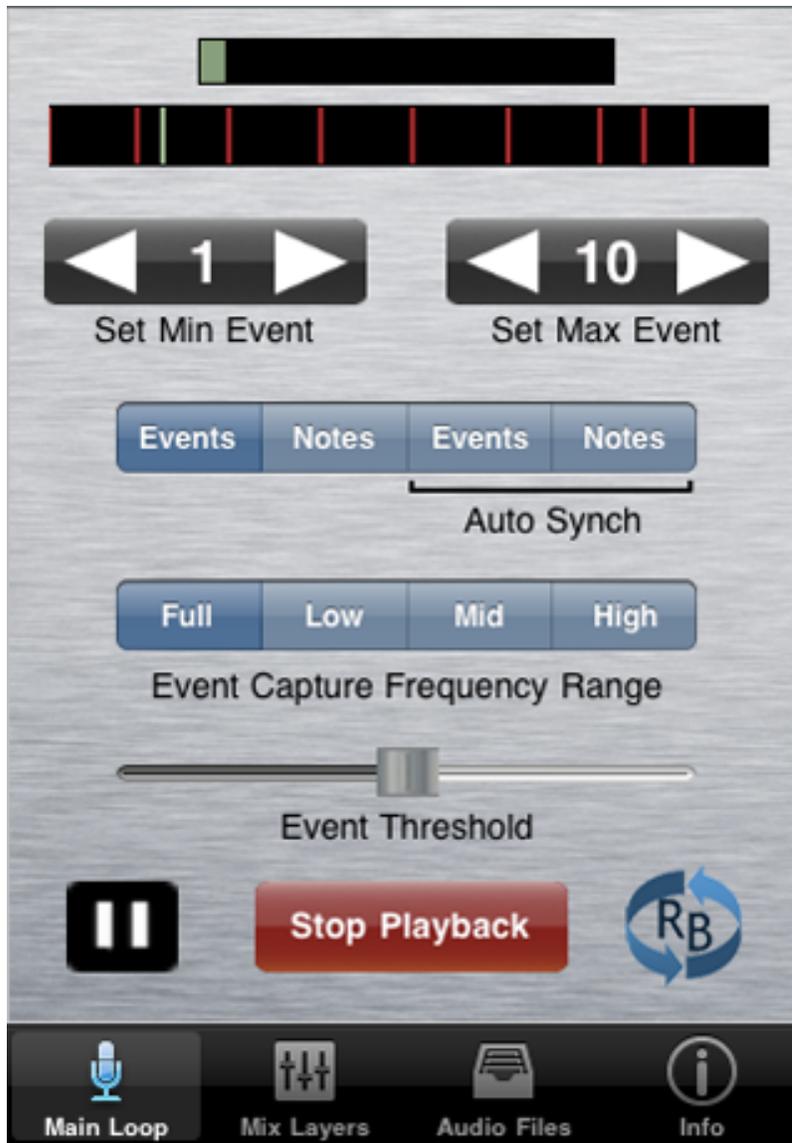


Enter this mode by reducing the value of the Events per Loop control until it reads Click Track Mode.

The Clicks per Loop control can be used to set the total number of click events per playback loop.

The Tap Twice control is used to set the click track timing. The playback speed of the click track depends on how fast you double-tap this button.

The figure below shows what the "Main Loop" screen looks like after loop playback has begun.



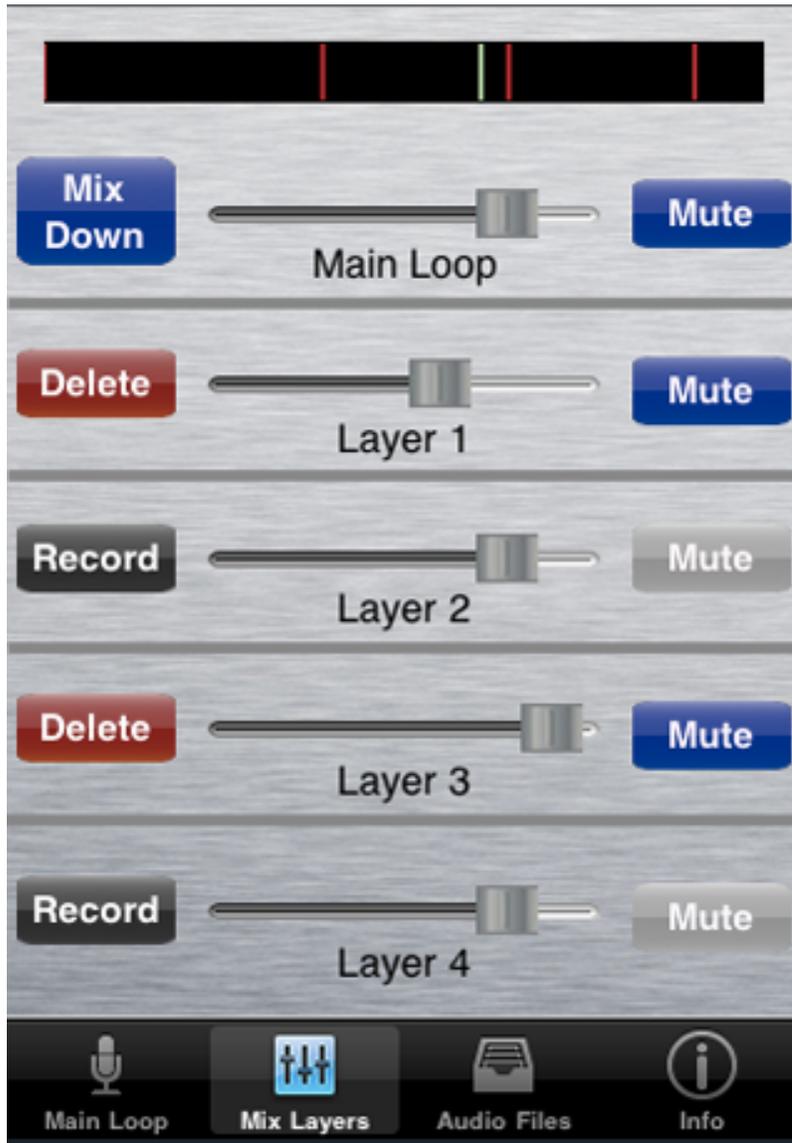
A loop progress bar is displayed that shows the position of all the events in the loop as well as the current playback position.

The minimum and maximum event positions can be set using controls that act like thumbwheels. These can be used to reduce the loop length timed to the events. Slide your finger across them to change the value faster.

The pause button to the left can be used to pause and resume loop playback.

When loop playback has begun, you can add and mix in new audio layers by selecting the "Mix Layers" screen shown in the figure below.

The loop progress bar is displayed as described in the figure above.



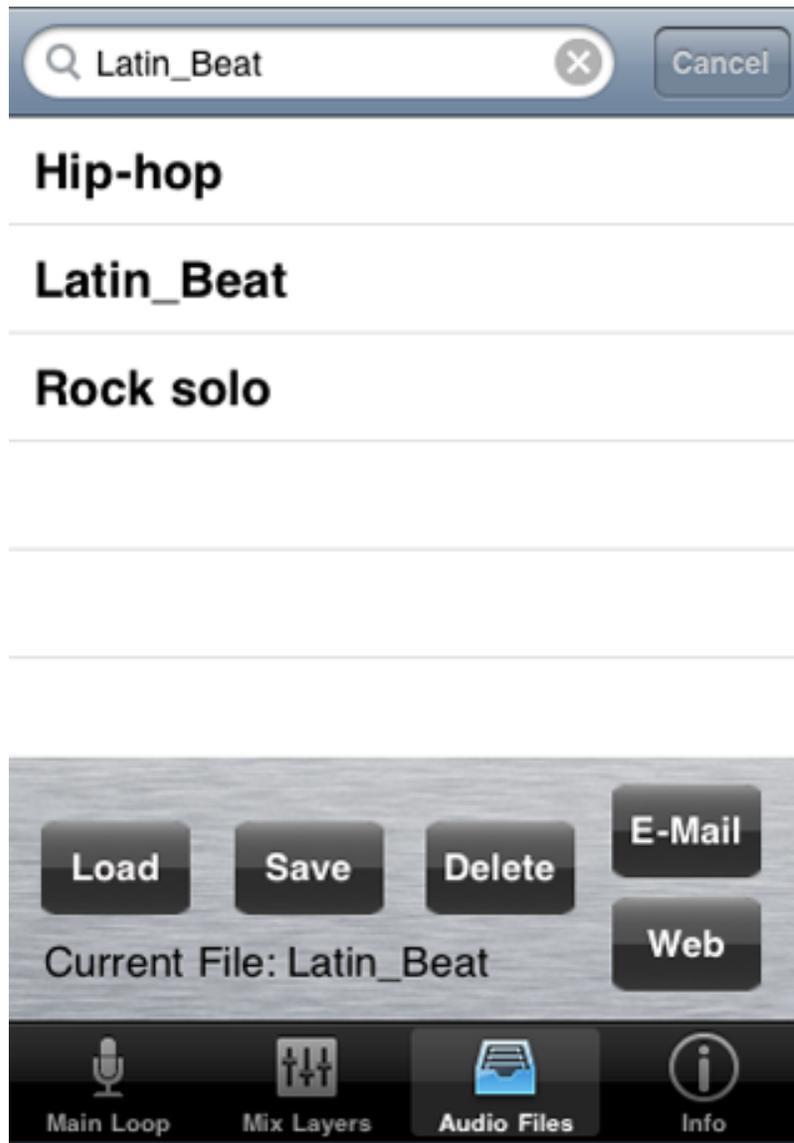
Press the Record button to record a new layer. The button will turn yellow until the progress bar reaches the beginning of the main loop. At that point it will turn green while recording the new layer. After recording is finished, it will turn red. Note: if you are not using a headset or microphone, to avoid audio feedback, the output will be muted during recording.

Press the Delete button to erase a layer that has been recorded.

Use the volume slider to change the loop volume or press the Mute button to set its volume to zero.

The Mix Down button can be used to combine layers into the main loop so that more layers can be added. Any active layer that is muted will not be combined and will remain as a separate layer.

You can maintain a loop library, download loops from the web or e-mail loops to a friend using the "Audio Files" screen shown in the figure below.



All of your current loops are shown in a list format. To open any of these, touch the loop name and then press Load.

After creating a new loop (even after playback has stopped) you can save it by pressing the Save button and then giving it a name.

You can delete loops by selecting them and then pressing the Delete button.

You can e-mail loops as WAV files by selecting one and then pressing the E-Mail button. You can send just the main loop or the main loop along with all of the layer files. Note that some e-mail servers block WAV file attachments.

Backline Engineering maintains a special web-site containing a catalog of base loops that you can download. Press the Web button to access this web site.