RiffBox Quick Start Guide

If you can t wait to get started, the following step-by-step process will allow you to start using RiffBox using one of several methods. See the latest users manual for more information.

General Setup

There are seven ways that RiffBox can identify the length of the loop that you want to record. The loop can be timed to when you press a footswitch, the loop can be timed to when notes or chords are played, the loop can be timed to the pitch of notes that are played or the loop can be timed to MIDI start and stop messages. The following instructions are common for all seven.

1) Connections
Connect the supplied AC adapter. Connect your instrument to the RiffBox Audio In using a standard guitar cable. Connect the Audio Out of RiffBox to the input of an amp or mixing board using a standard guitar cable.

2) Turn on the power
Turn on the power switch. The two LEDs will turn yellow while the display will remain blank. In less than 10 seconds, an audio test tone will sound and the display will cycle from 0 to 99. At this point, RiffBox is ready to use.

3) Set the record mode
Move the right slider switch to Record Mode . Turn the right control knob until only the Mono 1 display segment is on.

4) Adjust the input level
Move the left slider switch to Input Level . Play some chords on the guitar. Adjust the left control knob until the input level is high as possible without the center decimal point LED on the display blinking. The decimal point identifies input overdrive conditions.

1- Loop Length Determined by the Footswitch

You can operate RiffBox like a traditional looper. In this case, loop recording starts and stops exactly when you press the footswitch.
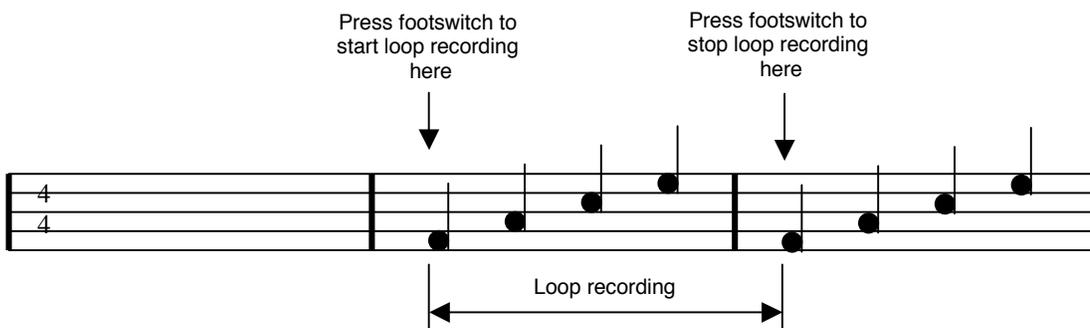
1) Set the operating mode
Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 9, which simply records and repeats a loop. (You can try other operating modes later after you have completed these instructions).

2) Set the event count
Move the right slider switch to Events / Notes . Use the right control knob to set the event count to 90. This means that RiffBox will use the footswitch to identify the loop length.

3) Record and playback a loop
You are now ready to record and playback a loop. Press the footswitch. The left LED will turn solid yellow to identify that it is recording. When you get to the point where you want to stop loop recording and start loop playback, press the footswitch again at which point the left LED will turn green. See the figure below which is an example based on four quarter notes. Press the footswitch to stop loop playback.

2- Loop Length Determined by a Note or Chord after the Footswitch

In this operation, after you press the footswitch to arm RiffBox, loop recording starts with the first note that you play. When you press a footswitch for a second time, the very next note or chord that you play identifies the end of the loop.

1) Determine the threshold

Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 0. Move the left slider switch to Threshold . Set the threshold using the left control knob to a value between 1 and 20. Set it to a higher value if you plan to play chords or to a lower value if you plan to play single notes: A) Press the footswitch and start playing how you would play to record a loop. The display should increase in value by reacting to your playing (it does not need to react perfectly to every note or chord that you play in order to create perfect loop timing, but it should react consistently to the first note of your loop). Press the footswitch again, adjust the left control knob to a different threshold and repeat from point A) above until a good threshold value is achieved.

Note: Remember that the control values cannot be adjusted when the unit is actively recording. Make sure one of the LEDs is red before adjusting any control value.
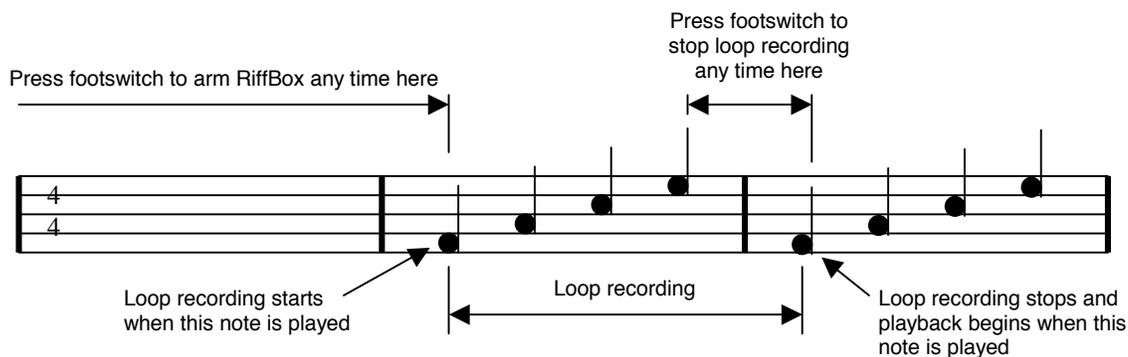
2) Set the operating mode

Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 9, which simply records and repeats a loop. (You can try other operating modes later after you have completed these instructions).

3) Set the event count

Move the right slider switch to Events / Notes . Use the right control knob to set the event count to 0. This means that RiffBox will wait for your footswitch press to help identify the loop.

4) Record and playback a loop

You are now ready to record and playback a loop. Press the footswitch. The left LED will flash yellow until you play the first note at which time it will turn solid yellow to identify that it is recording. At any time between the last note of your loop and the note where you want to start repeating the loop, press the footswitch again. This alerts RiffBox that the next note or chord you play will be the time to stop loop recording and to start loop playback at which point the left LED will also turn green. Make sure to play through to the first note of the loop again. See the figure below which is an example based on four quarter notes. Press the footswitch to stop loop playback.

3- Loop Length Determined by a Programmed Note or Chord Count

In this operation, after you press the footswitch to arm RiffBox, loop recording starts with the first note that you play. After RiffBox identifies a programmed number of notes or chords that you play, loop recording will automatically stop and loop playback will begin. This requires consistent playing and should only be used for short passages.

1) Determine the threshold

Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 0. Move the left slider switch to Threshold . Set the threshold using the left control knob to a value between 1 and 20. Set it to a higher value if you plan to play chords or to a lower value if you plan to play single notes: A) Press the footswitch and start playing how you would play to record a loop. The display should increase in value by reacting to your playing. Press the footswitch again, adjust the left control knob to a different threshold and repeat from point A) above until a good threshold value is achieved.

Note: Remember that the control values cannot be adjusted when the unit is actively recording. Make sure one of the LEDs is red before adjusting any control value.

2) Set the operating mode
Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 9, which simply records and repeats a loop. (You can try other operating modes later after you have completed these instructions).
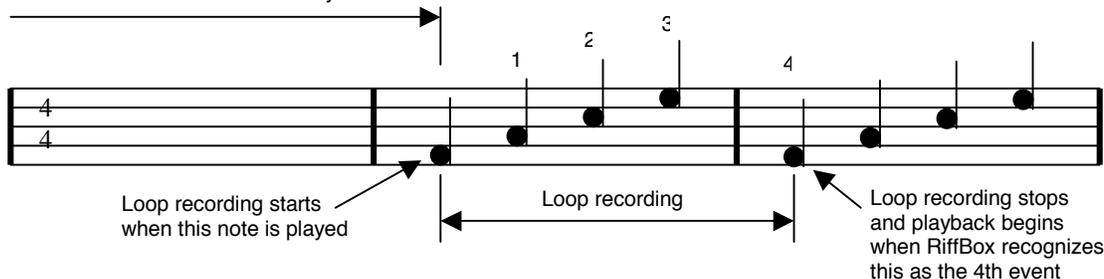
3) Set the event count
Move the right slider switch to Events / Notes . Use the right control knob to set the event count to 4. This means that RiffBox will start playback after 4 events (notes or chords) have been recognized.

4) Record and playback a loop
You are now ready to record and playback a loop. Press the footswitch. The left LED will flash yellow until you play a first note at which time it will turn solid yellow to identify that it is recording. After you play 4 additional notes or chords that RiffBox recognizes as events, recording will stop and playback will begin at which point the left LED will also turn green. See the figure below which is an example based on four quarter notes. Press the footswitch to stop loop playback.

Press footswitch to arm RiffBox any time here

Loop recording starts when this note is played

Loop recording

Loop recording stops and playback begins when RiffBox recognizes this as the 4th event

Automatic loop playback requires consistent playing and is best used for short loops. To see how this can be used for delay effects, repeat the two steps above, but set the event count to 1 and the operating mode to 5 or 45. This sets the delay value to the time between the first two notes that you play. At this point, you can also try all of the other operating modes available in RiffBox.

4- Loop Length Determined by a Repeated Playing Pattern

In this method, after you press the footswitch to arm RiffBox, loop recording starts with the first note that you play. RiffBox then starts to look for a repeated playing rhythm pattern to determine the loop beginning and end points. Even if you make a mistake one time through, RiffBox will ignore it since it must see a correct pattern repeated at least twice. The rhythm pattern is determined by the length of time between the notes that you play. After playing the passage several times, the loop is detected and it will start playing along with you in synch with your playing. To do this, you can press the footswitch at almost any time since RiffBox will not do anything until you start to play a repeated pattern. You never need to press a footswitch to start loop playback and the loop is always perfectly timed to your playing, unlike other loopers.

1) Determine the threshold
Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 0. Move the left slider switch to Threshold . Set the threshold using the left control knob to a value between 1 and 20. Set it to a higher value if you plan to play chords or to a lower value if you plan to play single notes: A) Press the footswitch and start playing how you would play to record a loop. The display should increase in value by reacting to your playing. Press the footswitch again, adjust the left control knob to a different threshold and repeat from point A) above until a good threshold value is achieved.

Note: Remember that the control values cannot be adjusted when the unit is actively recording. Make sure one of the LEDs is red before adjusting any control value.
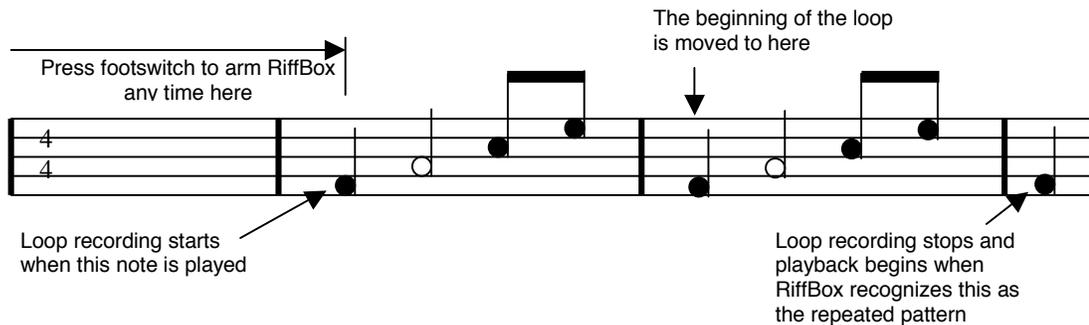
2) Set the operating mode
Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 9, which simply records and repeats a loop. (You can try other operating modes later after you have completed these instructions).

3) Set the event count

Move the right slider switch to Events / Notes . Use the right control knob to set the event count to 84. This means that RiffBox will look for a repeated pattern of timing between notes or chords that will repeat every 4 notes.

4)   Record and playback a loop

You are now ready to record and playback a loop. Press the footswitch. The left LED will flash yellow until you play a first note at which time it will turn solid yellow to identify that it is recording. Play a repeated pattern of 4 notes twice after which the pattern will be recognized and loop playback will start as shown in the figure below. In some cases, you may need to play the pattern twice for it to be recognized. Press the footswitch to stop loop playback.

The beginning of the loop is moved to here

Press footswitch to arm RiffBox any time here

Loop recording starts when this note is played

Loop recording stops and playback begins when RiffBox recognizes this as the repeated pattern

5- Loop Length Determined by a Repeated Note Pitch

In this operation, after you press the footswitch to arm RiffBox, loop recording starts with the first note that you play. RiffBox also remembers the pitch of this note so it must be a clearly identified note. In this case, only higher notes such as the upper three strings of a guitar will work consistently. Chords, low notes or distorted tones will not be recognized very well and should be avoided. After RiffBox identifies that you have played that same note pitch a programmed number of times (identified by the Event Count control), loop recording will automatically stop and loop playback will begin.

1)   Determine the threshold

Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 0. Move the left slider switch to Threshold . Set the threshold using the left control knob to a value between 21 and 40. Adjust it so that it reacts well to your playing: A) Press the footswitch and start playing single notes like you would play to record a loop. The display should show the relative pitch (frequency) of the note you are playing. The display should show a consistent value for the note that you want to start and stop loop recording on. Press the footswitch again, adjust the left control knob to a different threshold and repeat from point A) above until a good threshold value is achieved.

Note: Remember that the control values cannot be adjusted when the unit is actively recording. Make sure one of the LEDs is red before adjusting any control value.

2)   Set the operating mode

Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 9, which simply records and repeats a loop. (You can try other operating modes later after you have completed these instructions).
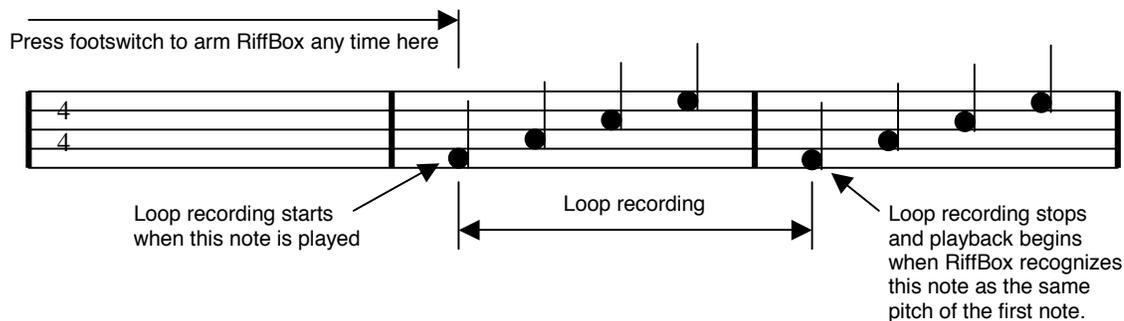
3)   Set the event count

Move the right slider switch to Events / Notes . Use the right control knob to set the event count to 1. This means that RiffBox will start playback after the first pitch that was recorded is repeated for the first time.

4)   Record and playback a loop

You are now ready to record and playback a loop. Press the footswitch. The left LED will flash yellow until you play a first note at which time it will turn solid yellow to identify that it is recording. Now play as many notes as you like as long as they do not match the first note pitch of the loop. When you play a note pitch that matches the first one in the loop, recording will stop and playback will begin at which point the left LED will also turn green. See the figure below which is an example based on four quarter notes. Press the footswitch to stop loop playback. This method requires consistent playing of the first and last note of the loop.

Press footswitch to arm RiffBox any time here

Loop recording starts when this note is played

Loop recording

Loop recording stops and playback begins when RiffBox recognizes this note as the same pitch of the first note.

6- Loop Length Determined by a Repeated Note Pattern

In this method, after you press the footswitch to arm RiffBox, loop recording starts with the first note that you play. RiffBox then starts to look for a repeated note pattern to determine the loop beginning and end points. Even if you make a mistake one time through, RiffBox will ignore it since it must see a correct pattern repeated at least twice. After playing the passage several times, the loop is detected and it will start playing along with you in synch with your playing. To do this, you can press the footswitch at almost any time since RiffBox will not do anything until you start to play a repeated pattern. You never need to press a footswitch to start loop playback and the loop is always perfectly timed to your playing, unlike other loopers. This will not work well with chords, low frequency notes or distorted tones.

1) Determine the threshold

Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 0. Move the left slider switch to Threshold . Set the threshold using the left control knob to a value between 21 and 40. Adjust it so that it reacts well to your playing: A) Press the footswitch and start playing single notes like you would play to record a loop. The display should show the relative pitch (frequency) of the note you are playing. The display should show a consistent value for the note that you want to start and stop loop recording on. Press the footswitch again, adjust the left control knob to a different threshold and repeat from point A) above until a good threshold value is achieved.

Note: Remember that the control values cannot be adjusted when the unit is actively recording. Make sure one of the LEDs is red before adjusting any control value.
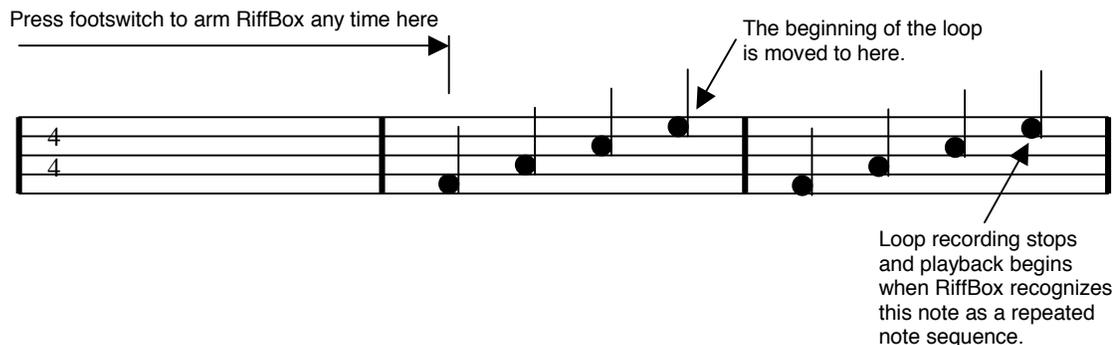
2) Set the operating mode

Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 9, which simply records and repeats a loop. (You can try other operating modes later after you have completed these instructions).

3) Set the event count

Move the right slider switch to Events / Notes . Use the right control knob to set the event count to 82. This means that RiffBox will start playback after it detects a repeated note pattern.

4) Record and playback a loop

You are now ready to record and playback a loop. Press the footswitch. The left LED will flash yellow until you play a first note at which time it will turn solid yellow to identify that it is recording. Now play a repeated sequence of notes. After the second time that you play the sequence, loop playback will start automatically as shown in the figure below. In some cases you may need to play the sequence a third time before RiffBox will recognize it.

Press footswitch to arm RiffBox any time here

The beginning of the loop is moved to here.

Loop recording stops and playback begins when RiffBox recognizes this note as a repeated note sequence.

7- Loop Length Determined by MIDI Start and Stop Messages

When a MIDI start message (CC=27, value=1) is received, recording will start immediately and will not be timed to the next audio event. When a MIDI stop message (CC=27, value=0) is received, recording will stop immediately and loop playback will begin without being timed to the next audio event.

1) Set the operating mode

Move the left slider switch to Operating Mode . Use the left control knob to set the operating mode to 9, which simply records and repeats a loop. (You can try other operating modes later after you have completed these instructions).

2) Record and playback a MIDI loop

You are now ready to record and playback a manual loop. Send a MIDI start message at which time the left LED will turn solid yellow to identify that it is recording. When you get to the point where you want to stop loop recording and start loop playback, send a MIDI stop message at which point the left LED will turn green.