

RiffBox Stompbox Demo for Guitar

This document contains step-by-step instructions for using RiffBox as a stompbox effects pedal.

1) Connections

Connect the supplied AC adapter. Connect a high impedance source such as the output of a guitar with active pickups or the output of a stompbox such as a volume pedal to the RiffBox 'Audio In' using a standard guitar cable. Connect the 'Audio Out' of RiffBox to the input of a guitar amp or mixing board using a standard guitar cable.

2) Turn on 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 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 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.

5) Determine 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 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.

6) Set operating mode

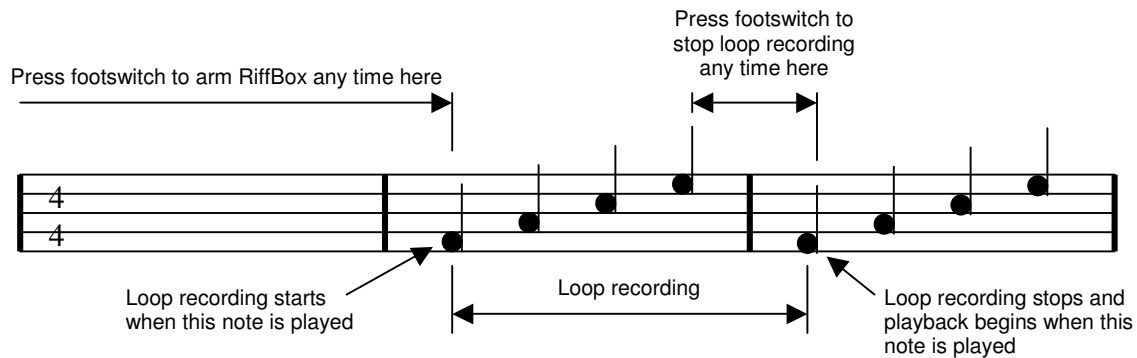
Move the left slider switch to 'Operating Mode'. Use the left control knob to set the operating mode to 9, which simply records and repeats a loop. (You can try other operating modes later after you have completed these instructions).

7) Set the event count for a manual loop

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 a loop.

8) Record an playback a manual loop

You are now ready to record and playback a manual 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. Make sure to play through to the first note of the loop again. See the figure below which is a loop based on four quarter notes. Press the footswitch to stop loop playback.

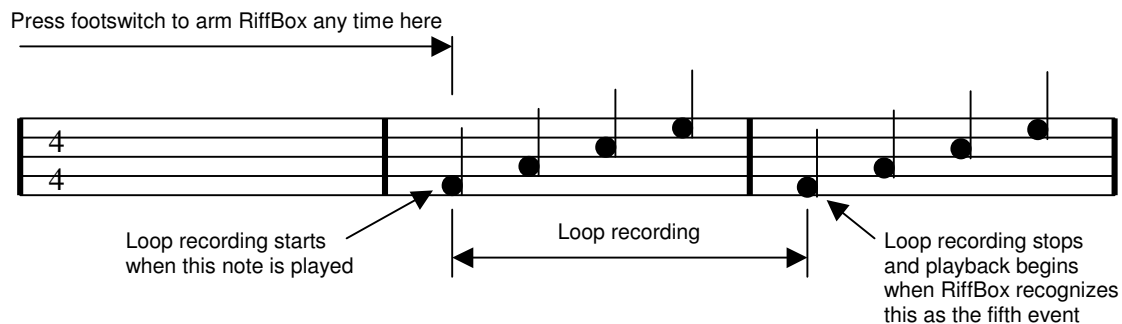


9) Set the event count for an automatic loop

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 have been recognized.

10) Record and playback an automatic loop

You are now ready to record and playback an automatic 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 5 notes or chords that RiffBox recognizes as events, recording will stop and playback will begin. See the figure below which is a loop based on four quarter notes. Press the footswitch to stop loop playback.



Automatic loop recording 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, the threshold to 5 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.