

# RiffBox Firmware Upgrade History

## Fixes in version 2.0:

- 1) RiffBox version 1 firmware has some difficulty recognizing events from low amplitude input signals. This has been improved in version 2.
- 2) In version 2, the left LED will blink yellow when RiffBox is armed for recording, but the first event has not been played yet. When the first event is played, the left LED will turn solid yellow.

## Fixes in version 3.0:

- 1) You can set the event count value to 90 and RiffBox will act like a traditional looper where the footswitch starts and stops the loop exactly when you press it.
- 2) You can set the event count to 91-99 to delay the number of events after you press the footswitch until loop recording starts and stops. The number of events delayed is the event parameter minus 90. For example, set to 93 and the recording will start and stop three events delayed from when you press the footswitch.
- 3) You can now turn on or off the built-in noise gate. In the headphone volume position, press down on the right control knob and the right LED will blink. This allows you to turn on or off the built-in noise gate function. Set to 1 for on or 0 for off. Press the right control knob again to set the headphone volume.
- 4) You can now use MIDI CC message 29 value=1 to resume loop playback after you have stopped.

## Fixes in version 3.1:

- 1) All fixes in firmware versions 2 and 3.
- 2) You can change the input level for all presets on a global basis using the control that formerly adjusted the display brightness.
- 3) The noise gate has been improved.
- 4) Mode 75 can be used to mute the loop playback and then MIDI CC messages can be used to play the loop back later during a song.

## Fixes in version 4.1:

- 1) All fixes in firmware versions 2, 3 and 3.1.
- 2) A new looping method has been added where RiffBox can identify a loop based on the pitch of the note that you are playing.
- 3) A new way to recognize loops based on identifying repeated rhythm patterns has been added.
- 4) A new way to recognize loops based on identifying repeated note sequences has been added.

## Fixes in version 4.2:

- 1) When loop recording starts with the first note that you play, false triggering could happen with string noises etc. This update makes RiffBox less sensitive to string noises as you increase the threshold value.

- 2) When RiffBox is determining the loop length based on a repeated rhythm or note pattern, the loop playback now matches your playing much more closely.

#### Fixes in version 5.0:

- 1) By setting the record mode to stereo with the swap indicator lit, you can abort a layer recording before it is complete. This record mode is actually mono where the right channel is used to temporarily store the new layer as it is recorded. In operating modes 10-40 and 71, you can press the footswitch at any time when the right LED is yellow to abort a layer recording. In operating modes 61-70, you can do this only after the first layer is recorded.
- 2) An event count value of 89 is now used to allow loop recording to start automatically with the first note that you play, while loop recording is stopped immediately when the footswitch is pressed. Event count 90 has not changed and allows you to start and stop loop recording at the exact time that you press the footswitch.
- 3) A new operating mode 77 has been added which is like operating mode 6, but the loop playback stops instead of fading out when the new layer is recorded. If the footswitch is pressed during playback, loop recording is enabled during the next loop, at which time the right LED will turn yellow to indicate that layer recording has begun. Before the new layer is recorded, the previous loop playback will stop. Once the new layer has been recorded, the right LED will turn green and only the newly recorded layer will play. This process can be repeated indefinitely.
- 4) MIDI 'note on' messages can now be used to time the loop length. If you want to use a MIDI setup, RiffBox can use these messages instead of recognizing the notes or chords that you play. This gives you the option to time your loop recording to a MIDI track instead of your playing.
- 5) The last layer recorded can now be erased using MIDI CC=30. This only works if the record mode is set to Stereo and the Swap LED is lit. You can only erase a layer after it is successfully recorded. If you abort a layer recording before it is finished using the footswitch, the last recorded layer playing back cannot be erased.

#### Fixes in version 5.1:

- 1) There was a small delay before recording started in manual mode (event count = 90). This has been fixed in version 5.1.