

RIFFAGE: **HARD ROCK**



Riffage: Hard Rock

An Impact Soundworks Instrument
for Kontakt Player 6.7+
Instrument Version 1.0.0

Product Manual

Introduction

Let there be rock! **Riffage: Hard Rock** gets you to a tight, driving rhythm guitar track with a killer tone *crazy fast*, all while giving you incredible realism.

In creating this comprehensive collection of 299 rhythm guitar loops, we aimed squarely at a hard rock sound in the style of iconic, high-energy bands like AC/DC, Guns N' Roses, Aerosmith, ZZ Top, and others. Written and performed on a Gibson Les Paul Classic Custom by a virtuosic rock guitarist, **Riffage: Hard Rock's** range of performance loops includes driving riffs and sizzling licks, simple bread-and-butter rhythms, and a variety of phrase endings. Every loop can be played in every key and locks to nearly any tempo without artifacts, giving you maximum adaptability.

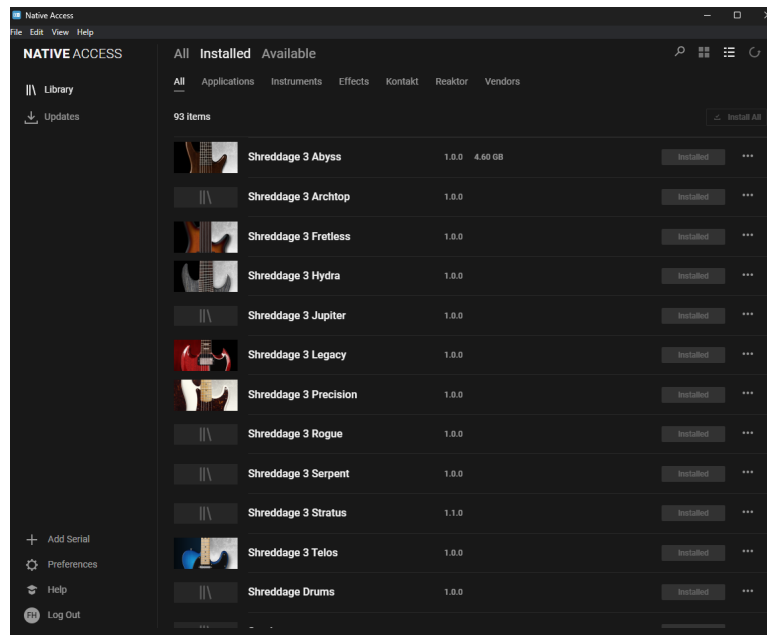
Quickly narrow down your choices with filters based on articulation, riff/lick category, style, and tempo. Audition loops right in the browser with a simple mouse click. Use the waveform display in the GUI to quickly identify loops. We've also included all loops as separate WAV files that you can easily drag and drop into your DAW for greater control.

Riffage: Hard Rock was recorded with an amped signal for a killer hard rock tone right out of the box, which you can shape quickly to your taste by tweaking the Tone dial on the main page or the balance of the DI and amped signals on the Console page. Or put together your own tone from a full array of cabinets, pedals, amps, and tones on the Console page. Alternatively, send the DI signal to an amp sim to fully customize your sound!

Riffage: Hard Rock is designed to make producing professional, authentic sounding hard rock rhythms as effortless as possible. Fit it right into an existing mix, or be inspired to write something new. Its amazing performance, realism, tone, and efficiency make it the perfect partner for any hard rock production!

Installation

1. Download and install the Native Instruments [Kontakt Player](#), which will also install an auxiliary Kontakt library management software called Native Access:



*If your Native Access looks like the above (i.e., it is in 'dark mode'), you have Native Access 2. **Please continue on with [our online installation guide](#).***

*If it does **not** (i.e., it is in 'light mode'), you have Native Access 1; continue with the installation steps below.*

2. Next, install the [Pulse Downloader](#).*
3. Once Pulse is installed, open it and enter your **Riffage: Hard Rock** product code, which is also its serial number (e.g., A1B2C-3D4E5-F6G7H-8I0J1-K2L3M). Follow the instructions to download and install the library. *(If you wish to move the library to an external drive [for example], then do this before moving on to step 4, below.)*
4. Open Native Access, click 'Add a Serial', and input that same product code to activate the library.
5. Once Native Access has activated your library, click 'View Products Not Installed'.
6. Find **Riffage: Hard Rock** in this list and click the 'Add Library' button to the right.
7. Select the folder where Pulse downloaded the library (or, if you moved it in step 3, the folder where it currently resides). *This completes the installation process!*

** Pulse is a cross-platform desktop app that lets you download and install your libraries with blazing speed! You'll need to create a Pulse account, but once you do, you can access your purchases from any developers using Pulse, anytime, from any computer.*

About Riffage: Hard Rock

Riffage: Hard Rock includes 299 hard rock guitar phrases in a variety of keys, tempi, and modes.

Presets & Snapshots

Riffage: Hard Rock uses Kontakt's native 'Snapshots' feature to handle presets. These Snapshots are grouped by phrase type.

Lock & Camera Icons

At the bottom of each tab's UI, you'll see two icons: a Lock (lower-left) and a Camera (lower-right):



When the **Lock** icon is *enabled* (white), the contents of that tab will not be overwritten when you load a new Snapshot.

When the **Camera** icon is *enabled* (white), the contents of that tab will be saved when you save a Snapshot.

NB: *You can save your own Snapshots. Make sure to check your **Lock & Camera** settings when saving and loading!*

View 1: Main



IMPORTANT: Virtually every control on the interface can be MIDI learned! Simply right click and then move the desired MIDI CC to create a link. Also, you can **hover** over any control to see help text at the very bottom of the Kontakt UI. (See section **Setup & Tweaking** for more details.)

Global Controls



Volume

Controls the overall volume of the instrument.

NB: *Applies only to subsequently triggered performances.*

Formant

Controls the apparent 'body size' of the instrument.

NB: *Use in conjunction with the **Fine Tune** knob to achieve the desired performance timbre. Applies only to subsequently triggered performances.*

Fine Tune

Controls the tuning of the instrument.

NB: *Use in conjunction with the **Formant** knob to achieve the desired performance timbre. Applies only to subsequently triggered performances.*

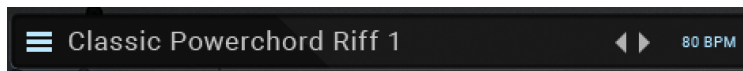
Tone

Controls a gentle pre-FX lowpass filter on the entire instrument. Maximum value is 'wide-open', while a lower value results in a darker tone.

Gain

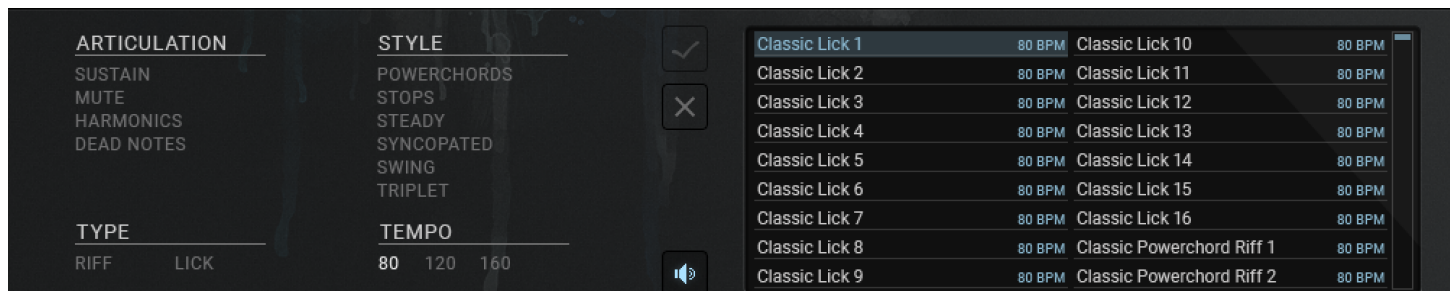
Controls the 'pre-**Console** FX' gain of the instrument.

Performance Controls



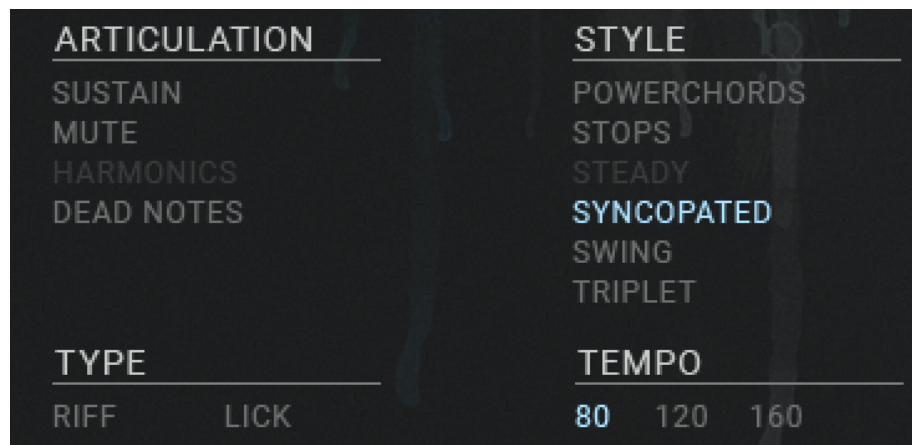
Performance Name

This drop-down menu selects from the various riffs and licks of **Riffage: Hard Rock**. Clicking on the active performance name toggles a new popover, a browser, on the UI's bottom third:



The left half of this browser contains tags by which the options on the right half may be narrowed down. Clicking on a non-active tag selects it, while clicking on an active tag deselects it.

NB: The selection system is intelligent and will disable unavailable tags when certain other options are selected. For example, with Syncopated selected, Steady and Harmonics become unavailable:



Articulation

Choose between performances that feature Sustains, Mutes, Harmonics, and/or Dead Notes.

Type

Choose between Riffs (which usually take the place of, or enhance, the underlying harmonic function) and Licks (which usually connect or lead into/out of different formal sections of a track).

Style

Choose between performances that incorporate Power Chords, are performed with stop-time (Stops), and/or feature Steady, Syncopated, Swing, and Triplet feels.

Tempo

Choose between performances originally performed at 80 beats per minute (slow), 120 beats per minute (medium), or 160 beats per minute (fast).

NB: Even when 'locking to host' [covered below], these tempos will still be valuable in determining the 'feel' or 'vibe' of the performance. It is also usually more naturalistic to shift tempo as little as possible, though YMMV; you may enjoy greatly speeding up a slow performance or drastically slowing down a fast one!



Checkmark

Loads the selected sound. Double-click also closes the browser.

Cross

Closes the browser without loading the selected sound.

Speaker (Auto-Preview):

When enabled, sound is previewed on single-click, and double-click loads the sound and closes the browser. When disabled, selected sound is loaded on single-click, while **Ctrl/Cmd+click** previews the sound. In addition, holding **Alt/Opt** will route the preview through the **Console** effects rack. Enabled by default.



Waveform View

Returning now to the rest of the Performance Controls proper, this view shows the waveform shape of the currently-selected performance. A **green Start** bar selects the starting sample of the performance; default is the very beginning.

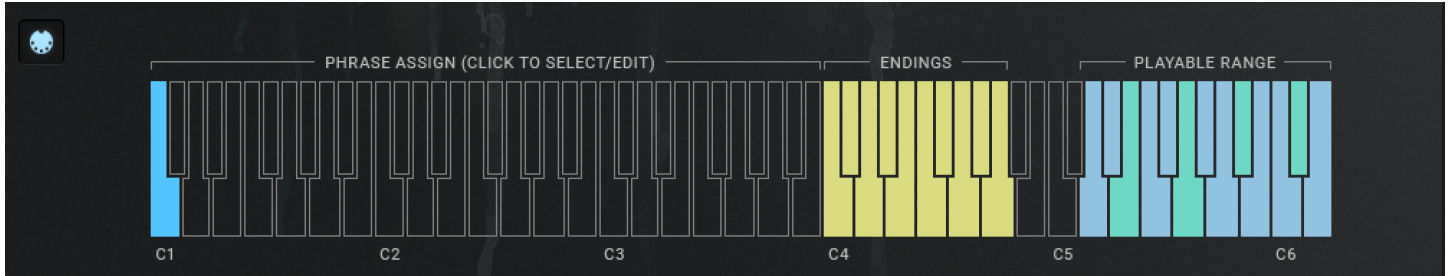
Lock To Host

Toggles performance playback tempo between 'free-form' or set to the DAW's. Disabled by default.

Speed

When **Lock To Host** is disabled, determines the playback speed of the 'free-form' performance. Enabled by default.

Keyboard Controls



Phrase Assign

Select a given key (C1 to B3, inclusive) to edit. **Alt/Opt+click** unloads the loaded performance soundsource from the key. Double-click opens the performance browser on an already-mapped key. A **blue** key has a performance mapped to it; an **empty** key does not.

Endings

Select a given **yellow** key (C4 to A4, inclusive) to play a single note. When holding one of these keys, playing in the light blue playable range will play single notes of a certain articulation instead of phrases.

- C4** Slow Slide
- C#4** Medium Slide
- D4** Power Chord Slow Slide
- D#4** Power Chord Fast Slide
- E4** Power Chord Sustain
- F4** Power Chord Chug (Palm Mute)
- F#4** Sustain
- G4** Vibrato Sustain
- G#4** Chug (Palm Mute)
- A4** Pinch Harmonic

NB: You can also hold a phrase in the playable range, then tap an ending note to end the phrase with an articulation.

Playable Range

Select a given **pelham blue** or **robin's egg blue** key to change the root pitch of the performance. **Robin's egg blue** keys represent the originally-recorded pitch centers of the performances; **pelham blue** keys represent pitch-shifted performances.



Five-Pin DIN

When Enabled, allows you to select performance via MIDI input (such as from a MIDI keyboard). Enabled by default.

View 2: Console



For more about the Console view, please see our standalone [Console Manual](#).

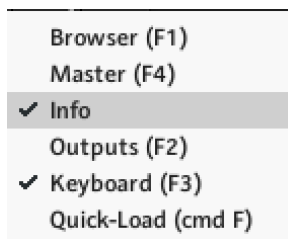
Setup & Tweaking

Tips for Getting the Most out of the User Interface

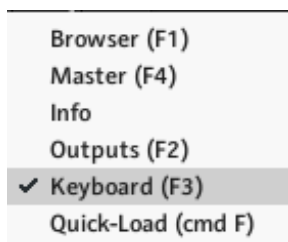
- Almost all controls can be MIDI-learned by (1) right-clicking the UI and (2) selecting 'MIDI Learn'. You will then need to move the control of your choice (*i.e.*, fader, knob, *et al.*) on your MIDI control surface or in your DAW to establish the link.

Pro tip: Once you MIDI-learn something, you should save your modified version of that NKI so you won't have to do it again!

- You can view Help Text by hovering over controls in the **Riffage: Hard Rock** UI. The Help Text will appear at the bottom-left of the Kontakt UI plug-in window. You can go to the Panels drop-down menu by clicking the (Panels)  icon at the top-right of the plug-in window and ensure 'Info' is checked:



- The colorful Kontakt virtual keyboard, seen in our videos, is a Kontakt feature and not specific to **Riffage: Hard Rock**. To enable the virtual keyboard, simply press **F3** on your computer (*not* MIDI!) keyboard. Alternatively, you can go to the Panels drop-down menu by clicking the  (Panels) icon at the top-right of the plug-in window and ensure 'Keyboard' is checked:



- **Riffage: Hard Rock** is fully NKS Compatible and features quite a few existing host-automatable controls. If you have a Complete Kontrol keyboard or use the Complete Kontrol application, you will be able to benefit from this functionality!

Tips for CPU & Memory Optimization

If you experience high CPU and memory usage with **Riffage: Hard Rock**, there are a number of things you can do to mitigate the issue.

Save CPU and memory by quitting unnecessary applications

For experienced users, this may seem obvious, but it's easy to lose track of how much computing power is being used by seemingly-innocuous applications. For example, it's not uncommon to have a Chrome browser, Discord, Slack, Skype, Zoom, and Dropbox all running at the same time. All of these not only take up RAM, but can also interfere with real-time audio playback by causing pops & crackles.

So, anytime you work on a very intensive DAW project, it's a good idea to close all applications and services you don't need - even if they just run in the background.

Avoid pops and crackles with a higher buffer size

This applies to your DAW settings in general. Typically, every DAW's audio settings allow you to change the 'buffer size' of the playback drivers. Sometimes, this may only be changeable in a separate application, such as with some RME products.

The buffer size (measured in milliseconds or samples, like **8ms / 512 samples**) determines the amount of latency in DAW output and input, inversely correlated to CPU usage. In other words, lower buffer sizes are much more demanding on your CPU than higher ones.

Though it feels great to perform and record MIDI at very low buffer sizes, this is also most taxing on your CPU. Consider increasing your buffer size once you're out of the MIDI recording phase, and on to editing, mixing, and mastering.

Credits & Acknowledgements

Executive Producer: Andrew Aversa

Assistant Producer: Shane Roberts

Instrument Concept & Design: Andrew Aversa, Dickie Chapin

Phrase Writing, Performance, & Recording: Patrick Windsor

Sample Editing: Jared Le Doux

Programming: Mario Krušelj

User Interface & Graphic Design: Paulo Nunes

Marketing: Lauren Liebowitz, Charlotte McMillan

User Manual: Kent Kercher

Quality Assurance: Fredrik Häthén

...And a big thanks to our beta team!

Troubleshooting

Having trouble with **Riffage: Hard Rock**? Use it in a project you want to tell us about? Drop us a line via our [Support Center](#) contact form (but be sure to read the FAQ first!)

Copyright & License Agreement

License Agreement

The following license is granted non-exclusively to all purchasers of our products. This version (updated 20 December 2022) supersedes any prior printed or digital versions of our license.

Overview

All sound recordings, performances, scripting and/or code contained in this product is the intellectual property of Impact Soundworks LLC ('ISW') unless otherwise noted, and remains the property of ISW after the product is purchased. When purchasing an ISW product, you are purchasing a non-exclusive license to use, edit, perform, or otherwise utilize the contained recordings, performances, scripting and/or code for commercial and non-commercial purposes as defined below.

Authorized Users

Depending on the type of customer and usage scenario, authorized users of this license will vary.

ALL purchases fall into category A or B:

A. Individual Purchase

This license is extended to customers who are purchasing as the primary user of the product, OR are purchasing on the behalf of another primary user (i.e. as a gift). The licensee (primary user) MAY install the product on as many computer systems as they have access to. However, ONLY the licensee may use the product. **No other users are authorized.**

B. Corporate/Academic/Institutional Purchase

This license is extended to customers who are purchasing for a multi-user setting, such as a shared studio, networked workstation, computer lab, etc. In this case, the licensee is the institution and not any one user. In contrast with individual purchases, an institutional license applies to ONE computer / workstation. All users of that workstation who belong to the purchasing institution (licensee) shall be considered 'authorized users'. However, at no point may multiple authorized users access one license simultaneously. Multiple licenses must be purchased if the product is to be used by multiple users simultaneously.

Scope of License (Virtual Instruments, Sample Libraries)

The licensee is entitled to the use and unlimited editing of the Product within the scope of music production, performance, recording, and composition. This includes both non-commercial and commercial usage of all types, including, but not limited to, film scores, television scores, music libraries, video game soundtracks, digital and physical music releases, albums, compilations, etc.

The licensee is entitled to distribute, sub-license, sell, stream, edit, monetize, or otherwise utilize **any music** created with the Product.

Exceptions to this scope are listed below.

The licensee **MAY NOT** use the Product in the production of any other sample library or virtual instrument products.

The licensee **MAY NOT sell** *individual sounds* from the Product in any audio marketplace (e.g. stock audio websites, sound effect libraries, etc.)

For clarity: The licensee **MAY** use sounds from the Product to create individual sound effects (SFX) for use in film, TV, advertising, and video games. The limitation is strictly on **selling** *individual sounds* in a marketplace, SFX library, or similar.

Ownership, Resale and Transfer

Redistributing, reselling, electronically transmitting, uploading, sharing, or renting the Product in any way, shape, or form is prohibited by law. The licensee may create a physical backup copy of any digitally purchased and downloaded Product. This backup copy is subject to the same limitations as the original copy of the Product, and may not be transferred to any other individual for any reason.

Copyright © 2024 Impact Soundworks, LLC. All Rights Reserved.