



Creative Drumsampler



User Manual

Table of Contents

1	Welcome to Riva	3
2	Installation	4
3	Interface and Controls.....	5
4	Drum Editing	11
5	Velocity-Based Switches	13
6	Global FX	14
7	Importing Your Own Samples	16

1 Welcome to Riva

Thank you for purchasing Riva!

Riva is a creative drumsampler, that can be used to create all sorts of electronic drumsounds and glitchy, lofi and granular-type drum patterns.

It comes with 100 factory drumkits to get you started. You can create a random drumkit with the press of a single button and/or randomize all aspects of each of the five distinct drum sections individually.

Riva features 635 factory drumsounds spread across five sections (kick, snare, claps, hihat and percussion). These five sections feature four layers each, which can have completely different settings and samples and can be played back in various ways (random, cycle, velocity and „stack“).

Furthermore, Riva features two onboard reverb units and master effects, like „flair“ which creates interesting sounds by using tuned delay tables as well as master compression, drive and tape-saturation.

Last but not least, you can import your own drumsounds via drag and drop easily.

2 Installation

There is no special installation process required to run Riva.

Simply extract the downloaded **RA_RIVA.zip** archive to any location on your harddrive.

Then head over to Kontakt 6.7.1 (or higher) and uses the „Files“ tab (browser) to navigate to that location. From there, double click „RA_RIVA.nki“ to load it.

3 Interface and Controls



A) Factory Kit Menu

From here, you can choose a factory drum kit. Use the arrow buttons to switch between kits, or click on the kit number to open up a list of available kits.

To create a completely random kit, use the dice button to the right.

B) Current Kit Name

This displays the name of the currently loaded kit. You can click this area to rename a kit to your liking.

C) Options Menu

From here, you can adjust a few Riva options. These include:

Reset Current Kit:

Will reset (init) the currently selected kit/preset to a default state.

Randomize Playmodes:

Choose if randomizing sections should also randomize playmodes.

Randomize Global FX:

Choose if randomizing sections should also randomize the global effects as well.

Blinking Lights:

When this option is enabled, triggering a section will flash blinking lights. When turned off, „lights“ will be on the whole time.

Show Triggered FX Layer:

When you trigger a drumsound from a certain area, its FX layer settings (at the bottom) will be switch/selected automatically when this option is turned on.

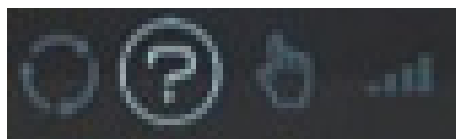
→ See Chapter „**Global FX**“ for more information about this topic.

D-H) Drum Sections (Kick, Snare, Claps, Hihat, Perc)

Here you can alter settings for each individual drum section in Riva and open up detailed editing (center of the screen).

To **select a section**, click on its name, e.g. „kick“. The center area will be updated accordingly.

For each drum section in Riva, you have four different so-called **playmodes**:



These include (from left to right):

Cycle

Random

Velocity

Stack

To simply play back all samples at any given time, click on the playmode, which is currently engaged (lit up). This will switch to the default playmode.

Playmodes explained:

Cycle

As soon as you trigger a note from this section, it will play the first layer. Then the second, then the third, then the fourth and then it will restart with layer one and so on.

Random

As soon as you trigger a note from this section, it will play a randomly chosen layer. Note that the randomizing won't repeatedly play the same layer as before - it will always play a different (random) layer.

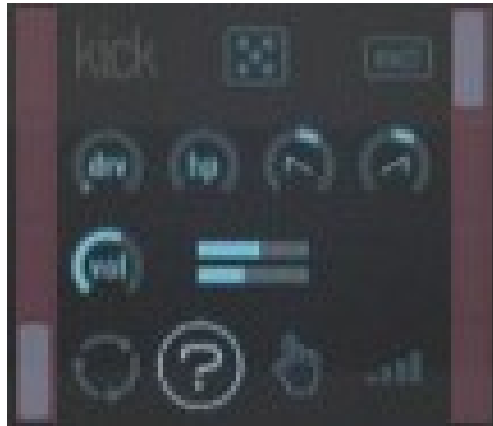
Velocity

Use the *Velocity* playmode to trigger layers based on incoming MIDI note velocity. Lower velocities mean lower layers.

Stack

This playmode is similar to *Velocity* but instead of switching layers, it will stack them up. The higher the incoming velocity is, the more layers will play at the same time.

To visually check which layers have been triggered, you have four little rectangles that change accordingly:



The left rectangles show the last triggered layer. The ones to the right do the same for the (Global) Master FX triggering / preset switching.

→ See Chapter „**Global FX**“ for more information about this topic.

To finetune a drum section, you can adjust the following parameters:

dice

excl

drv

hp

saw down

saw up

vol

Parameters explained:

dice

Use the dice button to randomize the selected section.

excl

Use this button to make the current section exclusive. That means, if this section will be playing (is triggered) it will stop all other sections, that have the exclude button turned on as well.

drv

Controls the amount of built-in overdrive (distortion).

hp

This adjusts the internal highpass filter (20Hz → 20KHz).

saw up

With this knob you can adjust the internal transient shaper that is available to each section independently.

This one does control the attack shape. It is great to make drumsounds snappier.

saw down

This one does control the sustain shape. Can be used as a compressor as well if turned all the way to the right.

vol

With this knob you can control the volume of the current section.

4 Drum Editing



In this area, you can adjust settings for each of the drum sounds and its (up to) four layers.

Don't forget to set the playmodes (D-H) to define how each layer should be triggered.

Each layer consists of the following settings:

drum sample

tuning (semituning)

delay (ms)

volume

decay time

hold time

panning

loop

room send amount (short reverb)

reverb send amount (long high quality reverb)

In between, there is a dedicated lowpass filter for each section that affects all layers. Also, a dedicated ringmod knob alters the amount of ring-modulation for a particular drum section.

Note that most of the settings also feature an independent dice

button for randomizing just that particular setting.

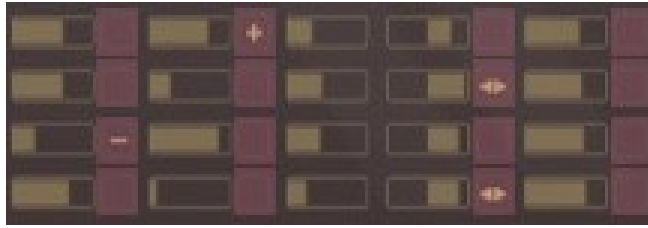
All layer-individual settings (except delay and pan) also come with a dedicated horizontal slider to adjust **all** layers in that section at once.

Note: To reset a knob or slider to its default value, press and hold <CMD/CONTROL> while adjusting it.

Note: Whenever you adjust a control / knob in any preset in Riva, those settings will be remembered for the currently selected preset within the instrument itself until you close Riva.

Whenever you want to save your own presets, you can simply save the NKI instrument file in Kontakt itself under a different name, e.g. „userkit.nki“. As an alternative, you can also save so-called Kontakt snapshots as well. Refer to your Kontakt documentation for more information regarding this topic.

5 Velocity-Based Switches



In the centered editing area, there are a few buttons that offer velocity-based control of the corresponding parameters.

Clicking on any of these will show up little „-“ (minus), „+“ (plus) or ← → arrow symbols (in case of panning).

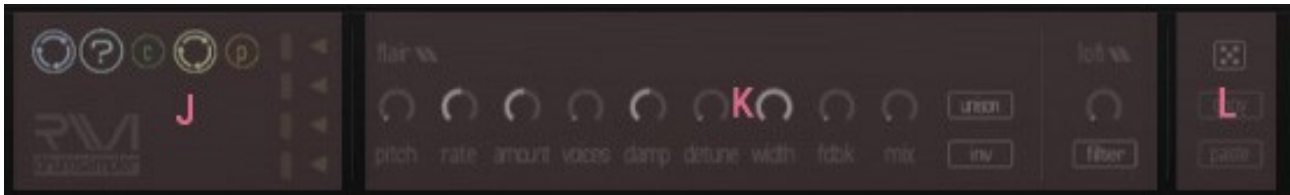
A positive (+) symbol will indicate positive velocity modulation for that particular control.

For example: When a + modulation is selected, incoming MIDI notes with a higher velocity will result in higher values.

The ← → switches in the **panning** area will work a bit different:

Any incoming MIDI note will flip (invert) the panning value in the selected layer, thus generating kind of a left/right ping-pong effect.

6 Global FX



Riva comes with global „Lofi“ and „Flair“ effects as well as master compression, saturation and drive.

The „Lofi“ and „Flair“ effect settings can be adjusted globally or can be switched via triggering individual drum sections (and layers) if needed.

Note: The master compression, tape-saturation and drive settings cannot be altered that way. These are preset-based.

To trigger different effect settings via MIDI notes, set up the way effects should be switched using the buttons in the „J“ area.

Here, you can have individual playmodes for effect preset switching, just like for the normal sample playback sections:

Off

Cycle

Random

Velocity

To edit a certain effect layer preset, click on the left-pointing arrows (←) in the „J“ area. The arrow will light up.

Note: If you don't want to have different settings for different drum sections, you can simply set all the effect playmodes to *Off*.

In case you have a settings you like, you can also use the *copy* and *paste* buttons to copy and paste settings between different layers and across different sections.

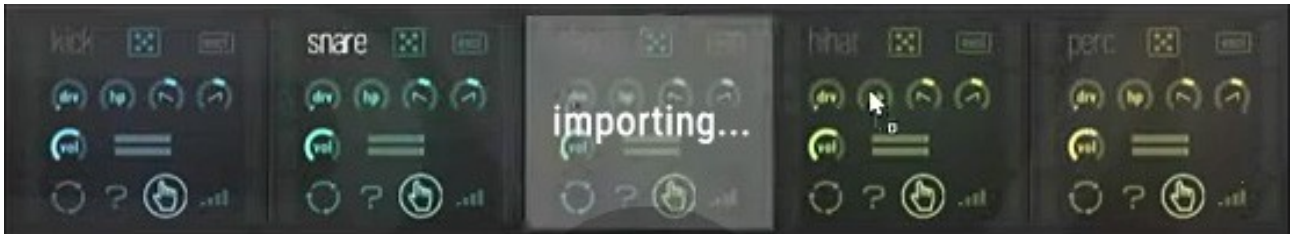
Simply click *copy* to copy the current settings and then choose the target section and / or layer and click *paste*.

Note: Due to the nature of this kind of effects switching, sometimes clicks and pops can occur. Try adjusting the *Mix* knob of the flair effect to prevent that.

(Once the *Flair Mix* knob is bigger than zero, the Flair effect will be turned on).

7 Importing Your Own Samples

Riva lets you import your own audio files from anywhere using drag and drop:



Importing audio files into a section.



Importing audio files into a specific layer.

When you drag and drop audio files onto a section, the first four items from the files you've dragged will be imported into the layers 1-4 of the chosen section. When you drag files onto a specific layer, only the first item will be imported.

Note: The sample selection menu will show „USER“ to indicate that a user sample will be played back. This will be then valid through all the presets in Riva as long as it open. Once you close Riva without saving, the user samples will be gone.

This is great to e.g. create a user drumkit and then browse through all the built in factory presets to have it played back differently / have interesting variations for the same set of sounds.

If you like a particular kit / setup, you can always save the NKI instance under a new name for later use.