RIFT

OWNER'S MANUAL

MINIMAL AUDIO

TABLE OF CONTENTS

SYSTEM REQUIREMENTS

Formats:

64 bit AU, VST, VST3, and AAX

Works on:

macOS 10.9 or higher
Windows 10

Activation:

Online Account Login

An internet connection is required for activation.

INSTALLATION & ACTIVATION

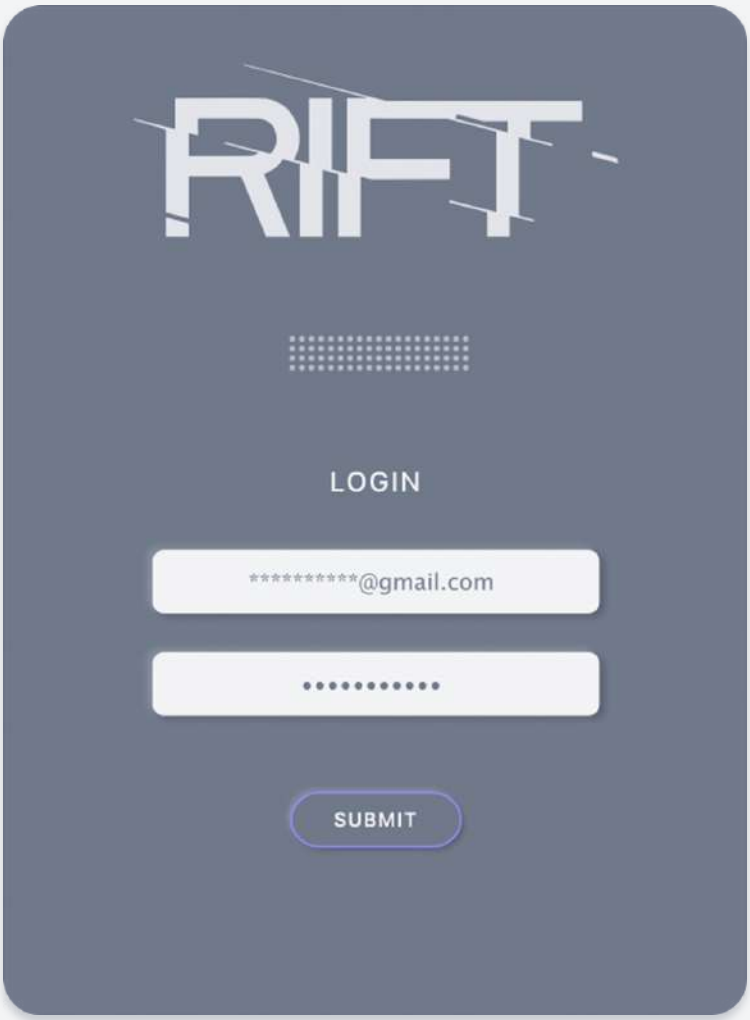
If you have not yet downloaded Rift's installer, please log in to your account at minimal.audio and navigate to "Products & Downloads."

From this page, you can access all of your products. Please select the desired installer and download it. Once the file has finished downloading, double-click on it and follow the installation instructions.

Now that Rift has been installed, start your DAW and open the plugin.

Note that in some cases, your computer may require a restart for your DAW to detect the new plugin.

When opening Rift for the first time, the plugin will ask you to log in to your minimal.audio account. Once that is done, you are ready to go!



WELCOME TO RIFT

WHAT IS RIFT?

Thank you for purchasing Rift! We hope you are as excited to use it as we were making it. This manual should answer any questions you have about using it.

At Rift's core is a unique distortion engine with 30 custom algorithms spanning both classic and never before heard processors. These effects are blended in the novel waveform engine, giving you precise control over how the two algorithms are combined and clear visual feedback over what is happening. Drive the distortion, and change the number of processing stages to create super-rich harmonics. Expand your sounds even further with a flexible feedback processor, custom morphing filters, and powerful modulation.

Rift ships with presets perfectly tuned and categorized into themed packs. If you want to create exciting sounds quickly and easily, stay in the **PLAY VIEW** with macro control over key preset parameters, or go deeper and explore the world of possibilities within Rift's **ADVANCED VIEW**.

WELCOME TO RIFT

WHY MULTIPOLAR?

Rift's distortion engine is built around a technique that we call multipolar processing. This method allows you to manipulate the positive and negative portions of a waveform separately and **BLEND** the two halves in unique ways.

In practice, multipolar processing sounds different from and often much clearer than standard parallel or serial techniques, especially when used to fuse powerful distortion effects. It also presents us with several ways of combining the two processed sides, allowing for exciting variations and movements inside the waveform.

One of the great things about Rift is that you don't need to understand what is going on under the hood to start creating extraordinary sounds. Virtually all of the presets make use of the multipolar distortion engine, and you can try combining different effects right away in the **PLAY VIEW**.

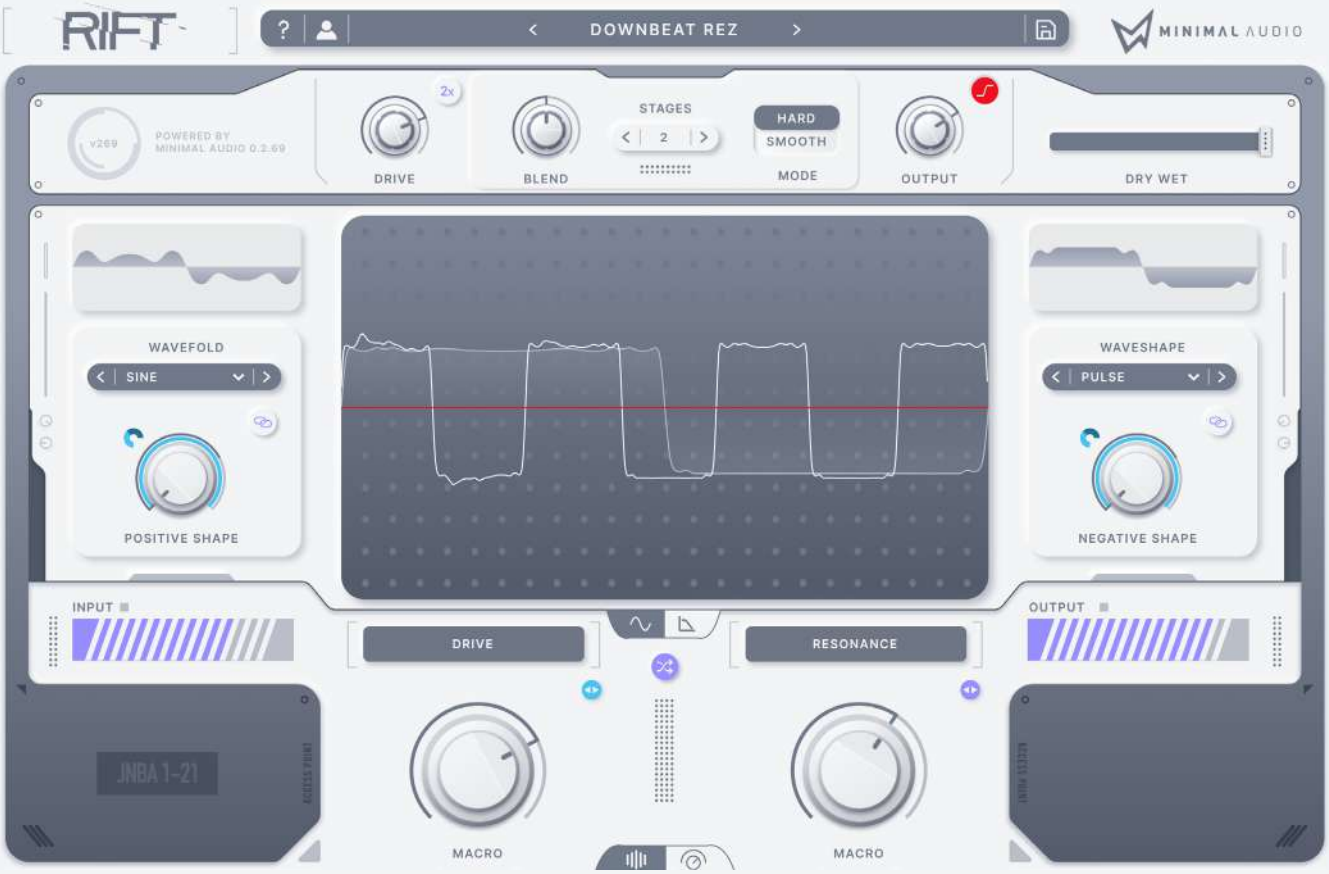
WELCOME TO RIFT

VIEWS

There are two main views in Rift: **PLAY VIEW** and **ADVANCED VIEW**. To change between them, click on the tabs at the bottom of the interface.

PLAY VIEW is the default when you first open the plugin. It provides controls that make it easy to dial in presets, use the distortion engine, and see how the input signal is affected.

ADVANCED VIEW gives you full control over all options and parameters. If you would like to create your own presets or explore Rift's vast possibilities, we encourage you to dive deeper!



WELCOME TO RIFT

DARK MODE

TOGGLE LIGHT & DARK MODE

Choose between two different UI skins in Rift - **LIGHT MODE** and **DARK MODE**.

WELCOME TO RIFT

SIGNAL FLOW

Rift's signal flow allows for some exciting and unconventional processing. This section is a short overview, and you will find more detail in each module's respective section.

DRIVE
Rift's processing begins with input gain controls. These are useful for driving the signal to produce more intense distortion or creating rhythmic effects when modulated.

DISTORTION
The distortion engine blends two parallel algorithms in Rift's unique waveform processor. Here you can create custom effect combinations with precise control over how they are mixed. Easily choose the number of stages to take Rift from subtle to extreme.

FEEDBACK
After the distortion, the signal is sent through a flexible feedback processor. The feedback's frequency range can be set to notes, comb filtering, or longer delay times.

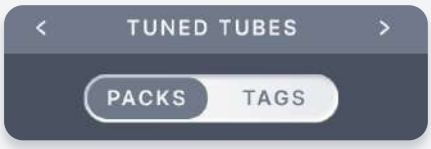
FILTER
Rift's filter can be routed pre distortion or post feedback. Choose from 24 custom filter types ranging from morphing, formant, notch, harmonic, and more.

OUTPUT
Here you can adjust the output gain, select an output limiter, and control the global dry wet mix.

MODULATION
In the center of Rift's advanced view, you will find an envelope follower, a morphing LFO, two powerful Curve modulators, and two macro knobs. These can modulate any parameter, but they do not produce sound on their own.

PRESETS
PACK BROWSER

Rift's vast preset library has two views: **PACKS** and **TAGS**. Each view provides a different way of exploring presets. The **PACK** view shows themed packs that explore different effect styles and instrument types, while the **TAGS** view offers a way to sort all presets with a list of useful tags.

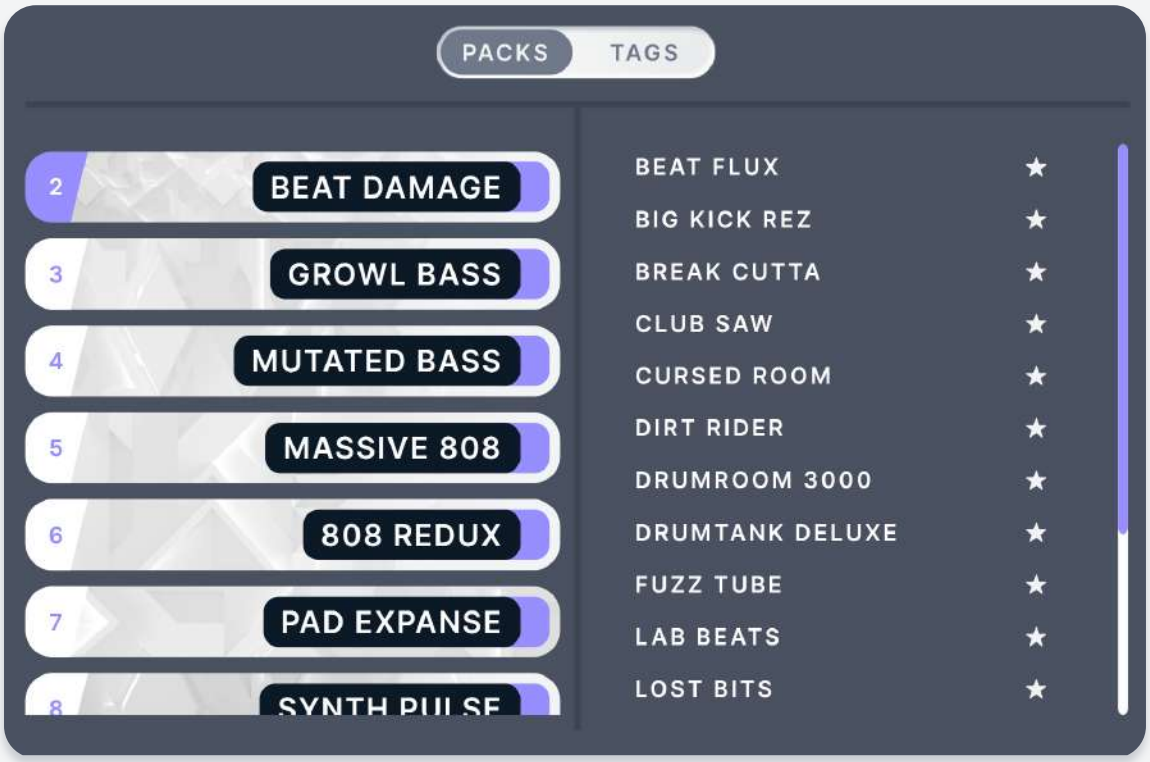


OPEN THE PACK BROWSER:

Click on the **PRESET NAME** in the center of the top bar, then select **TAGS**.

SELECTING PACKS:

Scroll down to view Rift's entire collection of themed **PACKS**. When you see one that you're interested in, click on its name, and the right side of the browser will show all the presets inside of it. If you would like to save a preset for later, you can add it to your favorites by clicking on the star icon next to the preset's name. Once a preset has been favorited, it will appear in the **Favorites Pack** as well as the **Favorites Tag**.



PRESETS
PACK BROWSER

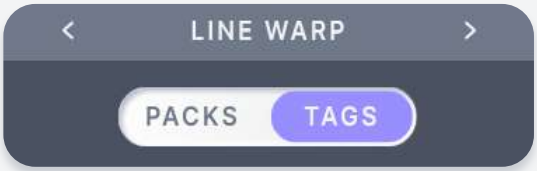
RANDOM PRESET

Randomly select a preset from the entire preset library.

Be sure to save your current preset before randomizing.

PRESETS
TAG BROWSER

Rift's **TAG BROWSER** provides a way to filter presets using tags based on instrument, style, character, and effect type. This is a great way to look for something specific and search all of Rift's presets at once.



OPEN THE TAG BROWSER:

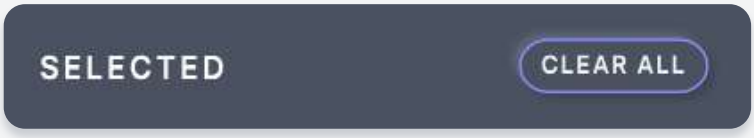
Click on the **PRESET NAME** in the center of the top bar, then select **TAGS**.

SELECTING TAGS:

Click on a tag to add it to the selection. The right side of the browser will show all matching presets. To delete a selected tag, click on it in the **SELECTED** tags section.

CLEAR TAGS:

To clear all selected **TAGS**, choose **CLEAR ALL**.



PRESETS

SAVING PRESETS

To save your current settings as a preset:

- Click on the save icon on the topbar's right.

- Choose which existing tags you would like to include, or enter new ones in the text box.

- Choose a name for the preset, and save it. Once you have done this, you can find the preset under the **USER** category.

If you would like to delete or organize your presets, you can find them by navigating to:

Mac OS: Mac HD/Library/Application Support/Minimal/Rift/Presets/User

Windows: C:/ProgramData/Minimal/Rift/Presets/User

To locate ProgramData folder on **Windows**:

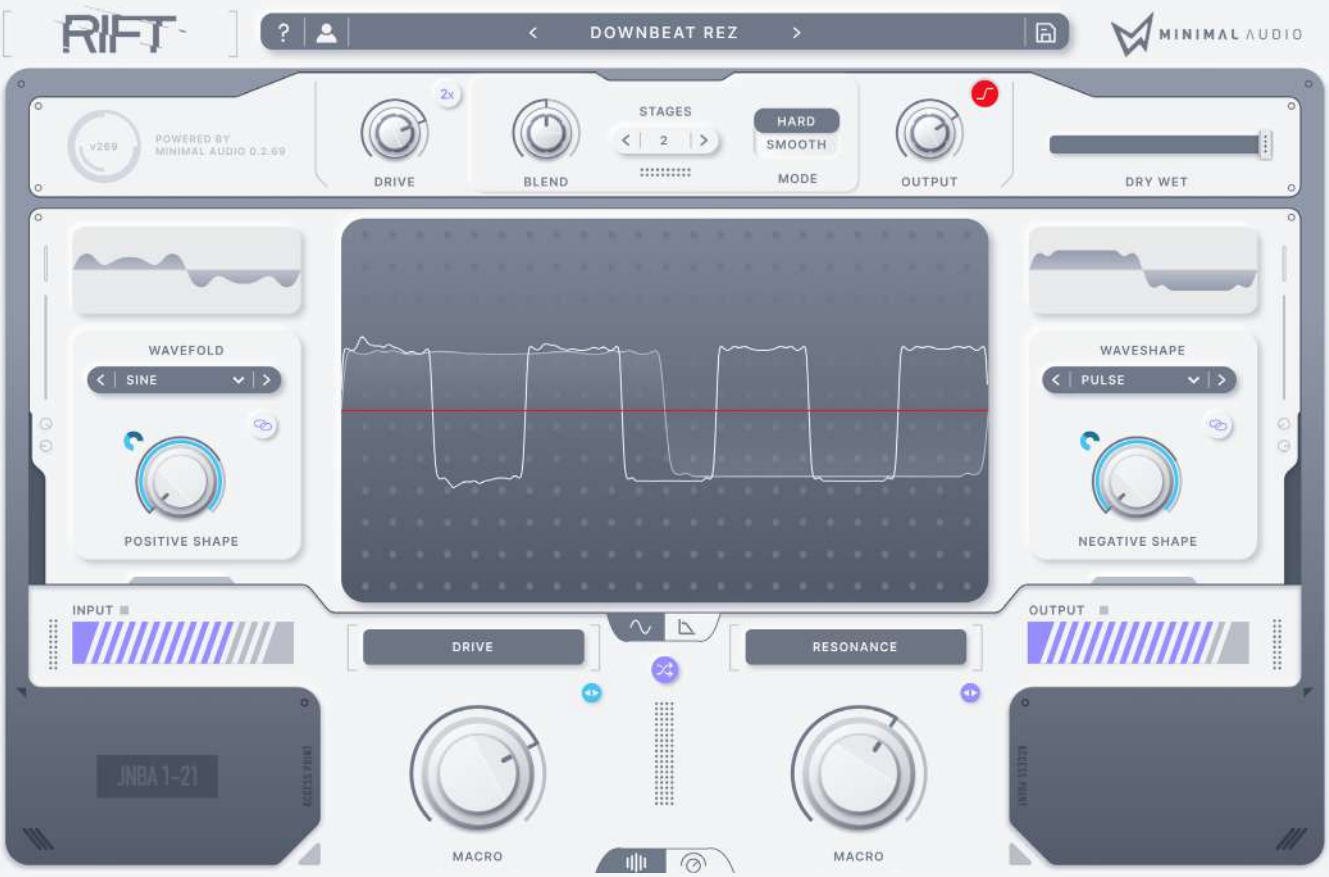
1. Open File Explorer options from Control Panel.

2. Click View Tab.

3. Uncheck "Hide protected Operating system files" and click on "Show hidden files and folders"

PLAY VIEW

Rift's **PLAY VIEW** provides immediate control over presets with two macro knobs and other key parameters. The scope in the center of the UI shows how the algorithms are blended and what the waveform of Rift's output looks like.



PLAY VIEW
BASICS

The topbar has controls for loading and saving presets, showing your account info, and enabling the tooltip mode.

DRIVE

Adjust the input gain. Higher levels create more intense distortion effects.

DRIVE BOOST

Double the range of **DRIVE** for more intense distortion effects. Very high **DRIVE** amounts have a tendency to make distortion settings sound the same. When **DRIVE BOOST** is on, **DRIVE**'s range is doubled.

OUTPUT

Adjust the pre-limiter output gain. This can be used to compensate for gain added by **DRIVE**, or pushing the output signal into the limiter.

OUTPUT LIMITER

Enable a soft-clipping "glue" limiter that prevents output levels above 0 dB.

OFF: The limiter is disabled.

PURPLE: Gentle limiting and saturation. This style is useful for preventing overs while maintaining a smoother sound.

RED: Punchy soft clipping. This style is great for more aggressive sounds.

PLAY VIEW
BASICS

DRY/WET

Mix Rift's processed wet signal with the dry input signal.

METERS

On either side of the interface are **INPUT** and **OUTPUT** meters.

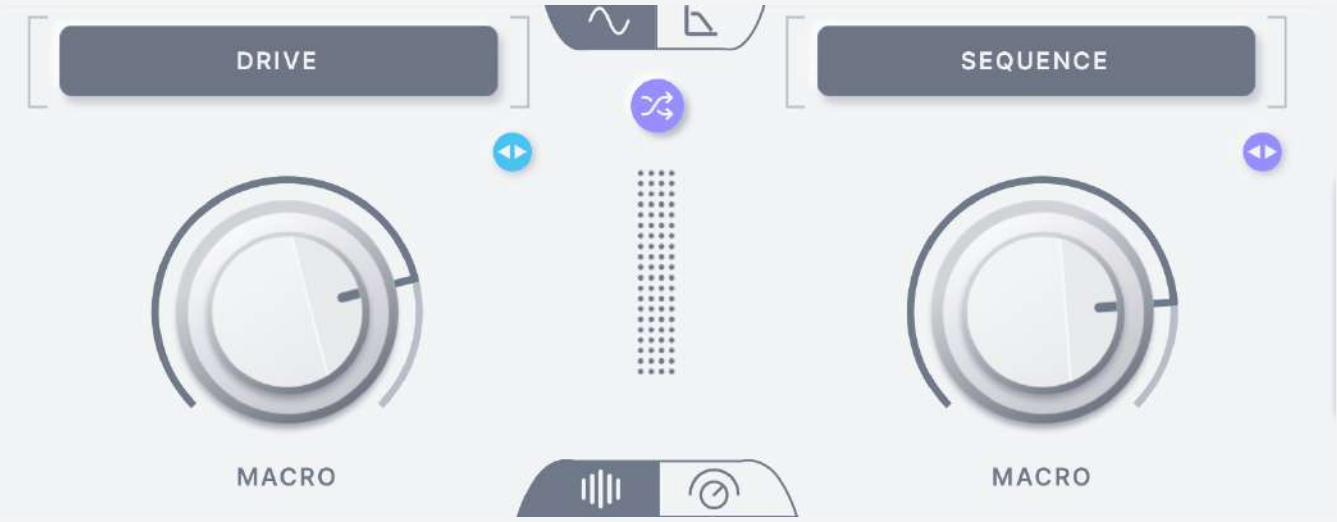
INPUT show the incoming audio's level before any processing occurs.

OUTPUT shows the level of the audio after all of Rift's processing.

PLAY VIEW

MACROS

The two **MACRO** knobs provide powerful control over Rift's presets. They can be used to manipulate multiple parameters at once and to create inspiring changes to the sound. Try loading some presets and playing with them. A huge amount of variation is possible!



PLAY VIEW
DISTORTION

Rift's **PLAY VIEW** includes controls for the most important parts of the distortion engine. Here you can choose from 30 custom algorithms and choose what part of the input signal is processed be each of them.

DISTORTION TYPES

POSTIVE DISTORTION TYPE
Select which effect will be applied to the top part of the waveform.

NEGATIVE DISTORTION TYPE
Select which effect will be applied to the bottom part of the waveform.

- **WAVESHAPE**: Soft clipping and similar distortions that result in a saturated or overdriven sound.
- **WAVEFOLD**: Wave folding distortions that result in a harmonically complex signal.
- **NOISE:** Distortions that dynamically generate noise and saturate the signal.
- **BIT DEPTH:** Distortions that reduce the signal's dynamic resolution, resulting in bright harmonics and amplitude effects.
- **SAMPLE RATE:** Distortions that reduce the signal's frequency resolution, resulting in aliasing and inharmonic effects.

PLAY VIEW
DISTORTION

POSITIVE & NEGATIVE SHAPE

Adjust the depth and style of distortion for the positive or negative **DISTORTION TYPE**. This has a different result depending on which algorithm is selected, but higher **SHAPE** settings always make the effect more intense.

QUICKTIP

For heavier distortion, add more gain with **DRIVE**, and try adding more **STAGES**

SHAPE LINK

Link **POSITIVE SHAPE** and **NEGATIVE SHAPE** so that they can be easily manipulated together. This does not include modulation.

STAGES

Select the number of distortion stages. More stages create a stronger effect but require a higher CPU load.

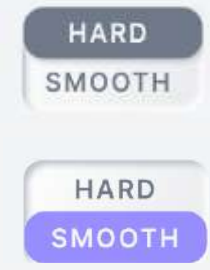
PLAY VIEW
DISTORTION

BLEND

Control at what point in the waveform one distortion ends, and the other begins. Turning **BLEND** to the left will mix in more of the **POSITIVE TYPE** while turning it to the right will mix in more of the **NEGATIVE TYPE**. This is represented by a horizontal red line on the **SCOPE**.

BLEND MODE

Choose between two methods for combining the positive and negative distortions:



HARD: Add the positive and negative waveforms together with an immediate cut between the two halves. This usually sounds brighter, with greater definition between the two algorithms.

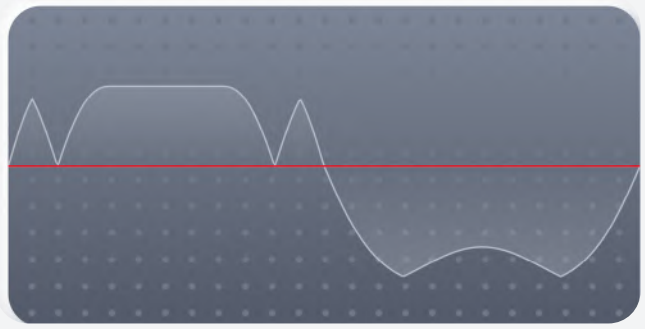
SMOOTH: Smoothly interpolate between the positive and negative waveforms. This usually sounds warmer with less definition between the two algorithms.

PLAY VIEW
SCOPE

The **SCOPE** shows the real-time waveform coming out of Rift, which is known as an **OSCILLOSCOPE**, and a visual representation of how the positive and negative effects are combined, which we call the **DISTORTION SCOPE**. Together, these visualizations provide insight into what the different algorithms are doing and how the various distortion and drive parameters change the waveform.

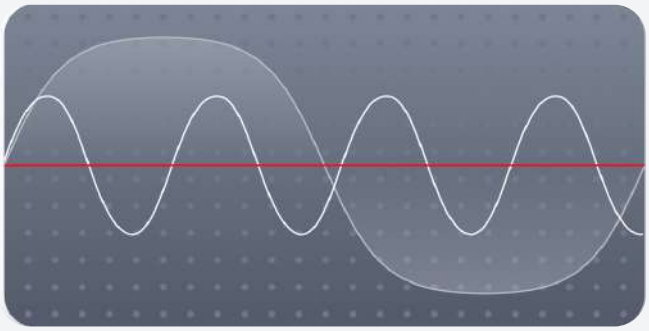
For both **SCOPES**, the waveform above the horizontal red **BLEND** line is the **POSITIVE TYPE**, and below it is the **NEGATIVE TYPE**. The combined waveforms will look different depending on which **BLEND MODE** is currently selected.

DISTORTION SCOPE



The **DISTORTION SCOPE** shows what the current distortion and drive settings will do to a 0 dB sine wave. It is unaffected by the feedback, filter, and output modules. This is useful for showing how the waveforms are blended since the **OSCILLOSCOPE** is often more complex, especially when the feedback and filter are active.

OSCILLOSCOPE

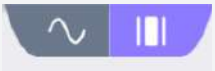


The **OSCILLOSCOPE** shows Rift's final output. This is useful for seeing how the signal is being manipulated and making informed decisions when changing parameters.

PLAY VIEW
MULTI-BAND

Send any combination of distortion, feedback, and filtering through the **MULTI-BAND** crossover to keep the effect exactly where you want. Per-band gain, refiltering, and solo make dialing it in easy and effective.

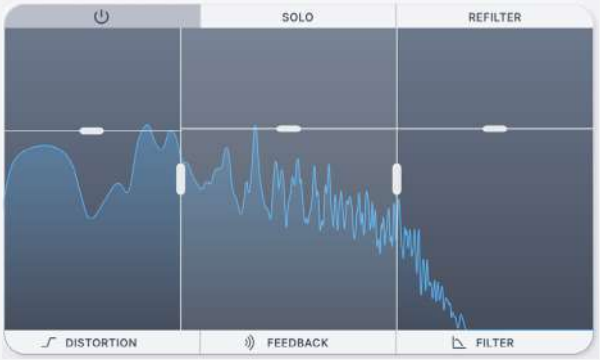
MULTI-BAND VIEW



Navigate between **SCOPE** view and **MULTI-BAND** view.

PLAY VIEW
MULTI-BAND

MULTI-BAND ACTIVE



Turn the multi-band processing on or off globally.

MULTI-BAND DISTORTION

DISTORTION

Turn the multi-band processing on or off for the distortion section.

MULTI-BAND FEEDBACK

FEEDBACK

Turn the multi-band processing on or off for the feedback section.

MULTI-BAND FILTER

FILTER

Turn the multi-band processing on or off for the filter section.

REFILTER

REFILTER

When active, the effect band will be filtered to produce a warmer sound.

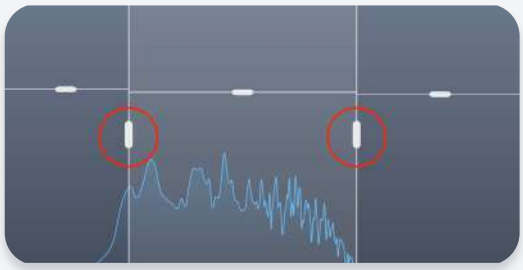
SOLO BAND

SOLO

When active, the effect band will be soloed. This is useful for hearing the multi-band effect by itself.

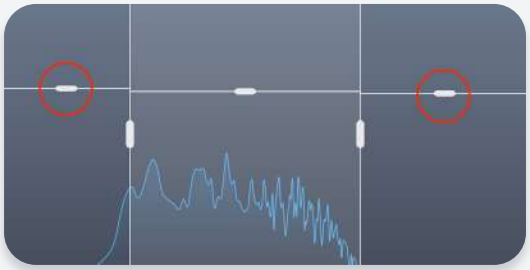
PLAY VIEW
MULTI-BAND

LOW & HIGH CROSSOVER



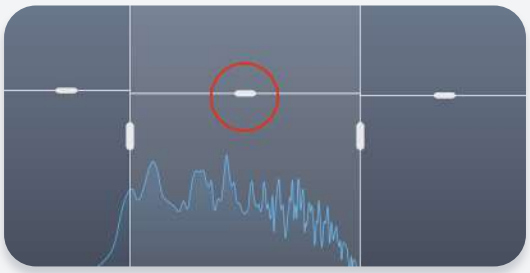
Adjust what frequency the low and high crossover are set to.

LOW & HIGH-BAND GAIN



Adjust the gain of the low and high-bands.

EFFECT-BAND GAIN



Adjust the gain of the effect-band. This can be useful for compensating for any gain added by the effect processing.

ADVANCED VIEW

Rift's **ADVANCED VIEW** gives you complete control over the plugin's processing power while keeping things clear and easy to navigate. We encourage you to dive deeper into the plugin whenever you are ready!

ADVANCED VIEW

BASICS

Click on the knob icon in the tab at the bottom of the UI to view the advanced page.

The top bar allows for loading and saving presets, showing your account/registration info, and opening this user manual.

DRIVE

Adjust the input gain. Higher levels create more intense distortion effects.

DRIVE BOOST

Double the range of **DRIVE** for more intense distortion effects. Very high **DRIVE** amounts have a tendency to make distortion settings sound the same. When **DRIVE BOOST** is on, **DRIVE**'s range is doubled.

TRIM

Adjust the input gain and compensate with negative output gain. This is useful for driving the distortion engine while keeping the output level from becoming noticeably louder.

ADVANCED VIEW
BASICS

OUTPUT

Adjust the pre-limiter output gain. This can be used to compensate for gain added by **DRIVE**, or pushing the output signal into the limiter.

OUTPUT LIMITER

Enable a soft-clipping “glue” limiter that prevents output levels above 0 dB:

OFF: The limiter is disabled.

PURPLE: Gentle limiting and saturation. This style is useful for preventing overs while maintaining a smoother sound.

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ADVANCED VIEW
BASICS

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Mix Rift's processed wet signal with the dry input signal.

METERS

On either side of the interface are **INPUT** and **OUTPUT** meters.

INPUT show the incoming audio's level before any processing occurs.

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ADVANCED VIEW
DISTORTION

At Rift's core is the distortion engine. Choose from 30 unique algorithms for each of the two distortion slots.

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ADVANCED VIEW
DISTORTION

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ADVANCED VIEW
DISTORTION

BLEND

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BLEND MODE

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SMOOTH: Smoothly interpolate between the positive and negative waveforms. This usually sounds warmer with less definition between the two algorithms.

STEREO MODE

Choose how the stereo signal is processed by the distortion engine:

STEREO: Normal stereo operation.

WIDE: Creates mono-compatible stereo width by inverting the multipolar processing on the right channel.

MID SIDE: Processes both the mid and side signals independently.

MID: Processes the mid signal and bypasses the side.

SIDES: Processes the stereo sides and bypasses the mid.

ADVANCED VIEW
FEEDBACK

Rift's feedback processor is incredibly flexible and can create a wide array of sounds, especially when combined with the distortion engine. It is capable of producing tuned melodies, complex stereo delays, distorted feedback, chorus-like modulation effects, and more.

FEEDBACK BYPASS

Turn the **FEEDBACK** module on or off. This is useful for A-B'ing the effect or reducing Rift's CPU load when the module is not needed.

FEEDBACK MODE

Toggle between two different channel modes:

STEREO: Standard stereo mode.

PING PONG: **FEEDBACK** patterns that bounce back and forth from left to right.

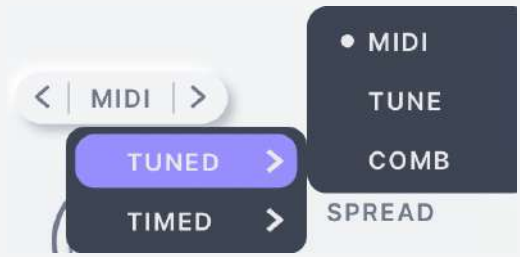
ADVANCED VIEW
FEEDBACK

FREQUENCY

The **FREQUENCY** parameter controls at what rate the signal feeds back into itself. This can be set in notes, Hz, milliseconds, or synced BPM divisions, depending on which **FREQUENCY RANGE** is selected.

FREQUENCY RANGE

Select how the feedback **FREQUENCY** is mapped:

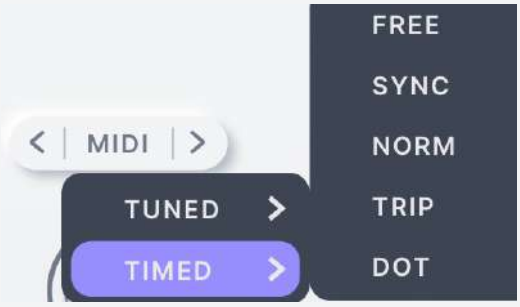


MIDI: The **FEEDBACK** tracks MIDI notes sent to Rift **FREQUENCY** transposes these notes by semitones.

TUNE: Set **FREQUENCY** to specific notes.

COMB: Set **FREQUENCY** in Hz for comb filter effects.

FREE: Set **FREQUENCY** in milliseconds, covering standard delay ranges.



SYNC: Set **FREQUENCY** to all types of BPM synced values.

NORM: Set **FREQUENCY** to ”standard” BPM synced values.

TRIP: Set **FREQUENCY** to triplet BPM synced values.

DOT: Set **FREQUENCY** to dotted BPM synced values.

In general, **TUNED** ranges are for resonator, flanger, and chorus effects, while **TIMED** ranges are for delay and echo effects.

ADVANCED VIEW
FEEDBACK

FEEDBACK AMOUNT

Adjust how much of the signal is fed back into itself. Negative values invert the feedback signal, which is most noticeable with **TUNED** feedback frequencies.

FEEDBACK DISTORT

When active, the **FEEDBACK** is sent through the distortion engine. This will result in a variety of effects depending on which algorithms are selected.

Enabling **FEEDBACK DISTORT** can cause the feedback to blow up more easily. Try assigning **FOLLOW** modulation to **FEEDBACK** to keep extreme settings under control.

FEEDBACK SPREAD

Adjust the relative **FREQUENCY** of the left and right feedback channels to create wide stereo effects. This can be used for detuning in **TUNED** modes and creating interesting delay patterns in **TIMED** modes. Positive values gradually make the right feedback lower/longer and the left delay higher/shorter. The inverse is true for negative values.

QUICKTIP

Try setting **SPREAD** slightly above or below zero to create a wide stereo image without changing the **FEEDBACK FREQUENCY**. Alternately, higher **SPREAD** settings can be used to create chord effects with a **TUNED FREQUENCY RANGE** or interesting stereo patterns with a **TIMED FREQUENCY RANGE**.

ADVANCED VIEW

FEEDBACK

HIGHPASS

Adjust the **FEEDBACK HIGHPASS** filter. Higher settings help prevent low-frequency build-up.

LOWPASS

Adjust the **FEEDBACK LOWPASS** filter. Lower settings create warmer effects, while higher values retain more high frequencies.

FEEDBACK MIX

Control the **MIX** between the distorted signal entering the **FEEDBACK** module and the feedback's output.

ADVANCED VIEW
FEEDBACK

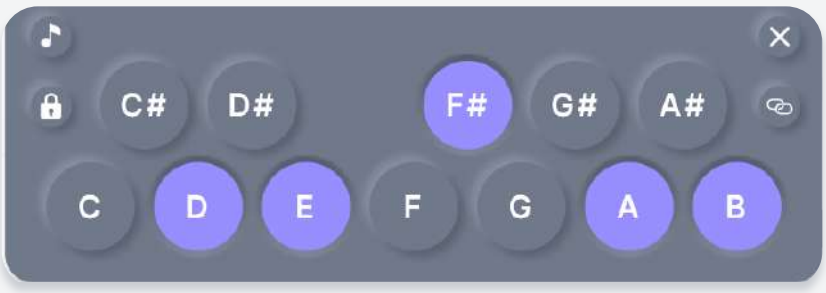
PITCH SNAP is a useful tool for quantizing the **CUTOFF** to specific notes and scales. When combined with modulating **CUTOFF**, you can create melodies with Rift!

FREQUENCY PITCH SNAP

ON: 

OFF: 

Create musical scales by selecting which notes **FREQUENCY** will snap to. With all twelve pitch buttons off, any modulation sent to **FREQUENCY** will move freely between notes. This only affects **FREQUENCY** in **KEY** and **TUNE** modes.



TOGGLE NOTE

ON: 

FEEDBACK FREQUENCY will snap to the notes that are toggled **ON.**

OFF: 

FEEDBACK FREQUENCY will NOT snap to the notes that are toggled **OFF.**

ADVANCED VIEW
FEEDBACK

SELECT PRESET SCALE

Choose from a variety of useful scales for the **PITCH SNAP.**

LOCK SCALE

When enabled, this will preserve the current selection of notes while changing presets.

PITCH SNAP LINK

Link which notes are selected for both **FREQUENCY** and **CUTOFF**. This will only have an effect in **MIDI** and **TUNE** modes.

ADVANCED VIEW
FILTER

Rift's filter is useful for adding color, movement, and stereo effects or simply warming up a distorted signal.

FILTER BYPASS
Turn the **FILTER** module on or off. This is useful for A-B'ing the effect or reducing Rift's CPU load when the module is not needed.

FILTER ROUTING
Choose if the filter comes before or after both the distortion and feedback.

- **PRE: FILTER → DISTORTION → FEEDBACK**

PRE is ideal for more distorted effects.

- **POST: DISTORTION → FEEDBACK → FILTER**

POST is great for filtering rich harmonics from the distortion and feedback.

FILTER TYPE
Select filter type:

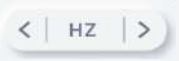
- **BASIC:** Standard 24dB filters.
- **MORPH:** Filters that smoothly morph between different types.
- **PEAKING:** Filters that use peaks and notches to create formant and phaser-like effects.

ADVANCED VIEW
FILTER

CUTOFF
Controls the **FILTER** frequency in Hz or **TUNED** notes.

CUTOFF RANGE
Select how the filter **CUTOFF** is mapped:

- **MIDI**: The filter's cutoff tracks MIDI notes sent to Rift, and **CUTOFF** transposes these notes by semitones.



- **HZ**: **CUTOFF** is set to standard Hz values.

- **TUNE**: **CUTOFF** is set to specific note values.

RESONANCE
Set the amount of **FILTER RESONANCE**.

MORPH
Morph between the internal **FILTER** settings. This can create different effects depending on which **FILTER** is selected.

FILTER SPREAD
Adjust the relative **CUTOFF** of the left and right channels to create wide stereo effects. Positive values gradually make the right filter higher, and the left filter lower. The inverse is true for negative values.

FILTER MIX
Control the mix between the signal entering the **FILTER** and the wet filtered mix.

ADVANCED VIEW
FILTER

FILTER AMP MOD

Add audio rate amplitude modulation that follows the filter's **CUTOFF** frequency.

This is useful for creating extra harmonics and tonal content that can sound similar to frequency modulation.

QUICKTIP

Try combing **AMP MOD** with **TUNE** and **MIDI** modes to create melodic harmonics with the **CUTOFF**.

PITCH SNAP is a useful tool for quantizing the **CUTOFF** to specific notes and scales. When combined with modulating **CUTOFF**, you can create melodies with Rift!

CUTOFF PITCH SNAP

ON: 

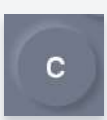
OFF: 

Create musical scales by selecting which notes **CUTOFF** will snap to. With all twelve pitch buttons off, any modulation sent to **CUTOFF** will move freely between notes. This only affects **CUTOFF** in **MIDI** and **TUNE** modes.

TOGGLE NOTE

ON: 

CUTOFF will snap to the notes that are toggled **ON.**

OFF: 

CUTOFF will NOT snap to the notes that are toggled **OFF.**

ADVANCED VIEW
FILTER

SELECT PRESET SCALE

Choose from a variety of useful scales for the **PITCH SNAP.**

LOCK SCALE

When enabled, this will preserve the current selection of notes while changing presets.

PITCH SNAP LINK

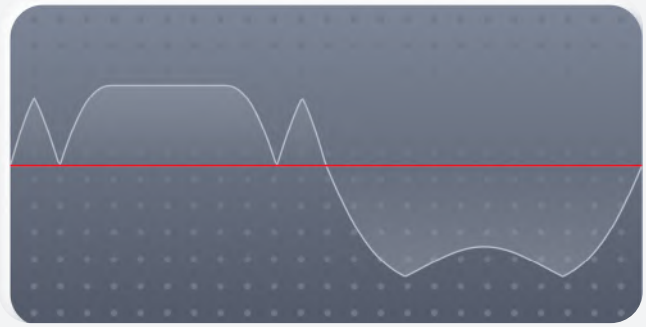
Link which notes are selected for both **FREQUENCY** and **CUTOFF**. This will only have an effect in **MIDI** and **TUNE** modes.

ADVANCED VIEW
SCOPE

The **SCOPE** shows the real-time waveform coming out of Rift, which is known as an **OSCILLOSCOPE**, and a visual representation of how the positive and negative effects are combined, which we call the **DISTORTION SCOPE**. Together, these visualizations provide insight into what the different algorithms are doing and how the various distortion and drive parameters change the waveform.

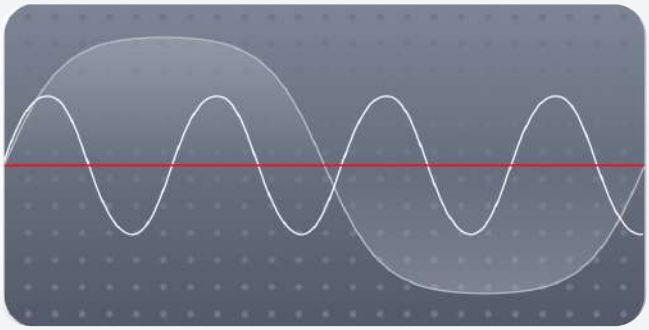
For both **SCOPES**, the waveform above the horizontal red **BLEND** line is the **POSITIVE TYPE**, and below it is the **NEGATIVE TYPE**. The combined waveforms will look different depending on which **BLEND MODE** is currently selected.

DISTORTION SCOPE



The **DISTORTION SCOPE** shows what the current distortion and drive settings will do to a 0 dB sine wave. It is unaffected by the feedback, filter, and output modules. This is useful for showing how the waveforms are blended since the **OSCILLOSCOPE** is often more complex, especially when the feedback and filter are active.

OSCILLOSCOPE



The **OSCILLOSCOPE** shows Rift's final output. This is useful for seeing how the signal is being manipulated and making informed decisions when changing parameters.

ADVANCED VIEW
MULTI-BAND

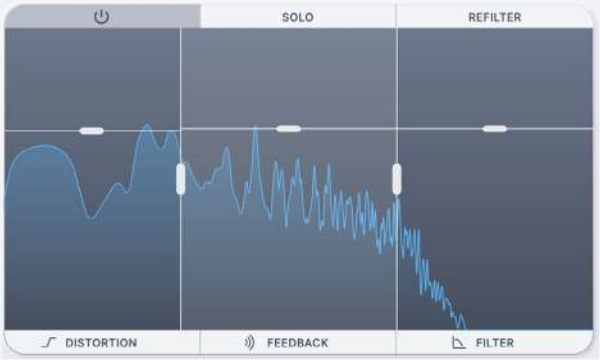
Send any combination of distortion, feedback, and filtering through the **MULTI-BAND** crossover to keep the effect exactly where you want. Per-band gain, refiltering, and solo make dialing it in easy and effective.

MULTI-BAND VIEW

Navigate between **SCOPE** view and **MULTI-BAND** view.

ADVANCED VIEW
MULTI-BAND

MULTI-BAND ACTIVE



Turn the multi-band processing on or off globally.

MULTI-BAND DISTORTION

DISTORTION

Turn the multi-band processing on or off for the distortion section.

MULTI-BAND FEEDBACK

FEEDBACK

Turn the multi-band processing on or off for the feedback section.

MULTI-BAND FILTER

FILTER

Turn the multi-band processing on or off for the filter section.

REFILTER

REFILTER

When active, the effect band will be filtered to produce a warmer sound.

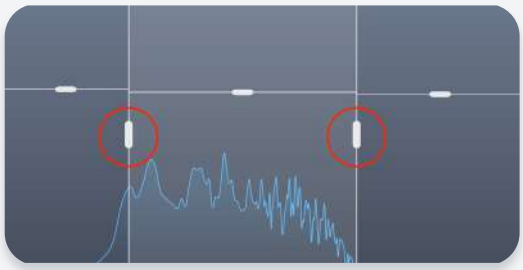
SOLO BAND

SOLO

When active, the effect band will be soloed. This is useful for hearing the multi-band effect by itself.

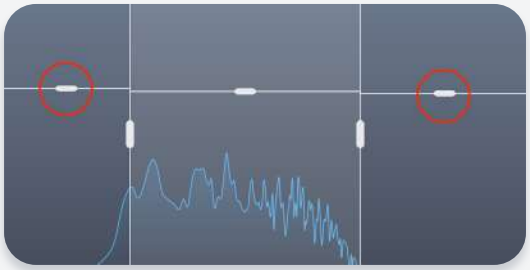
ADVANCED VIEW
MULTI-BAND

LOW & HIGH CROSSOVER



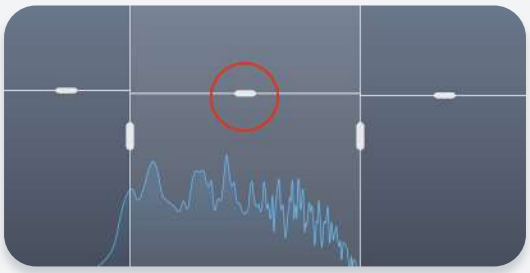
Adjust what frequency the low and high crossover are set to.

LOW & HIGH-BAND GAIN



Adjust the gain of the low and high-bands.

EFFECT-BAND GAIN



Adjust the gain of the effect-band. This can be useful for compensating for any gain added by the effect processing.

MODULATION
PARAMETER BASICS

Rift's powerful modulation system allows for dynamic control over most parameters. You can use this to add movement and complexity to a preset or combine parameters into a single macro control for inspiring performances. Any knob or slider can be modulated, and the depth of that modulation can be modulated as well.

KNOB: Click and drag a knob or slider to change its value.

SLIDER: Click and drag a knob or slider to change its value.

PULLDOWN: Click to bring up a menu of different options that can be selected. These cannot be modulated.

BUTTON: Click to activate or deactivate a certain function. These cannot be modulated.

PARAMETER OPTIONS:

Double-click a knob or slider to reset it to its default value.

Control-click on a knob or slider to choose from several options:

ADD MOD: Apply modulation to this parameter from a list of available modulation sources.

RESET: Resets parameter to its default value.

LOCK: Prevent this parameter from changing values when changing presets.

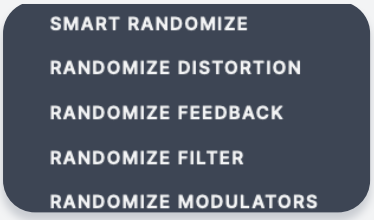
MODULATION
RANDOMIZATION

Generate “intelligent” random settings for Rift’s parameters. Randomization is excellent for creating variations of a preset and finding inspiring settings quickly in a new patch.

> Be sure to save your current preset before randomizing, as it will overwrite whichever settings are selected.

Click to **RANDOMIZE** or right-click to show **RANDOMIZATION** options.

Select which part of Rift you would like to randomize:



- **SMART RANDOMIZE**: Randomize the Distortion, Feedback (when active), and Filter (when active).
- **DISTORTION**: Randomize the Distortion module.
- **FEEDBACK:** Randomize the Feedback module (when active).
- **FILTER:** Randomize the Filter module (when active).
- **MODULATORS**: Randomize all of the Modulators’ parameters, with a few exceptions.

These parameters will NOT be affected. Help guide the randomization by setting them manually:

- **ALL DRIVE CONTROLS**
- **ALL MULTI-BAND CONTROLS**
- **ALL OUTPUT CONTROLS**
- **FEEDBACK FREQUENCY RANGE**
- **FEEDBACK DISTORT**
- **FILTER CUTOFF RANGE**
- **FILTER ROUTING**
- **PITCH SNAP SETTINGS**
- **MODULATOR RATE SYNCS**
- **CURVE SHAPES**

QUICKTIP

> You can lock most parameters to prevent them from being randomized. Right-click on a parameter to bring up the lock option.

MODULATION
MODULATION SYSTEM

We put a lot of care into making Rift's modulation system as intuitive as possible. With that said, modulation is a complex topic, so familiarizing yourself with these definitions will make the upcoming sections more manageable.

MODULATION SOURCE: Any module that is intended to modulate parameters.
In Rift, these are **MACRO 1**, **MACRO 2**, **FOLLOW**, **LFO**, **CURVE 1**, and **CURVE 2**.

MODULATOR ICON: The colored icon next to a modulator. These can be dragged onto parameters to assign modulation.

MACRO 1: 

MACRO 2: 

FOLLOW: 

LFO: 

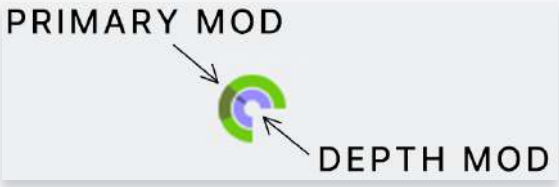
CURVE 1: 

CURVE 2: 

MODULATION SLIDER: The colored semicircle sliders that appear next to a parameter when modulation is assigned to it.

MODULATION

MODULATION SYSTEM



PRIMARY MODULATOR: A modulator that is directly affecting a parameter.

DEPTH MODULATOR: A modulator that controls how much a primary modulator is affecting the parameter it is assigned to.

DEPTH INDICATOR: A colored line that appears around a knob or within a slider to show the range of each assigned modulator.

ASSIGN MODULATION:

To assign modulation, click and drag the colored **MODULATOR ICON** located next to the **MODULATION SOURCE** and drop it onto the desired parameter.

Modulation can also be assigned by Control-clicking on a parameter and choosing a **MODULATION SOURCE** from the **ADD MOD** options.

Now, a **MODULATION SLIDER** of the same color as the **MODULATION SOURCE** will appear next to the parameter.

MODULATION
MODULATION SYSTEM

ADJUST MODULATION:

To adjust the depth of modulation, click and drag the **MODULATION SLIDER** upwards for positive modulation and downwards for negative.

You will see a **DEPTH INDICATOR** of the same color appear to show the range of modulation.

Modulation assignment can be repeated up to four times for most parameters.

DEPTH MODULATION:

Depth modulation allows for a **MODULATION SOURCE** to control how much a **PRIMARY MODULATOR** is affecting the parameter it is assigned to. This allows you to dynamically manipulate how much modulation is being applied.

MODULATION
MODULATION SYSTEM

ASSIGN DEPTH MODULATION:

To assign depth modulation, click and drag the colored icon located next to a **MODULATION SOURCE** and drop it onto the desired **MODULATION SLIDER**.

Depth modulation can also be assigned by Control-clicking on a **MODULATION SLIDER** and choosing a **MODULATION SOURCE** from the **ADD DEPTH MOD** options.

With depth modulation assigned, the **MODULATION SLIDER** will change to show a smaller colored semicircle within the original one. The inner ring is the **DEPTH MODULATOR**, which is modulating the depth of the outer ring, which represents the **PRIMARY MODULATOR**.

ADJUSTING DEPTH MODULATION:

To adjust how much depth modulation is applied, click and drag the **MODULATION SLIDER** upwards for positive depth modulation and downwards for negative.

There will be two parts of the colored **DEPTH INDICATOR** around the knob or inside the slider. The lighter one shows the range of modulation that is determined by the depth modulation. The darker part is showing the normal range of modulation without any depth modulation.

Shift-click and drag the modulation slider to change the primary modulator's amount independently of the depth modulation.

MODULATION
MODULATION SYSTEM

MODULATION OPTIONS:

Double-click on a modulation slider to reset its depth to zero, which means there will be no modulation.

Control-click on a modulation slider to choose from several options:

- **REMOVE MOD:** Remove the modulation assignment.

- **ADD DEPTH MOD:** Apply depth modulation to this modulator from a list of available modulation sources.

- **SET BIPOLAR OR UNIPOLAR**: By default modulation is set to **UNIPOLAR**, this means that the modulation can only go above or below wherever the parameter is set, depending on which direction you have dragged the modulation slider.

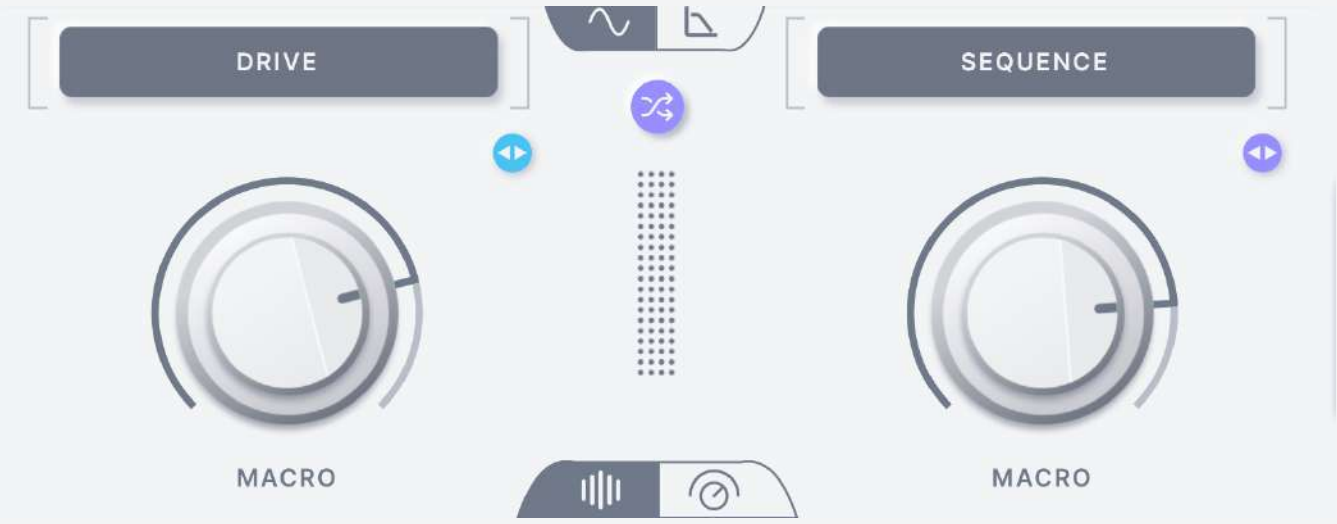
- **BIPOLAR** allows for modulation to go equally above and below wherever the parameter is set. In this mode dragging the modulation slider upwards adds regular bipolar modulation, while dragging it downwards inverts that modulation.

MODULATION
MACROS

Rift has two **MACRO** knobs that can be used to control any knob or slider. By default these are named **MACRO 1** and **MACRO 2**. You can customize the names by double-clicking on the labels located below the **MACRO** knob in the **ADVANCED VIEW** and above the **MACRO** knob in the **PLAY VIEW**.

To assign modulation, drag the colored **MODULATOR ICON** next to a **MACRO** onto a parameter, then click and drag the newly created **MODULATION SLIDER** to change the modulation depth.

For a more in-depth explanation of modulation in Rift, please refer to **MODULATION SYSTEM**.



MODULATION
FOLLOW

FOLLOW is a flexible envelope follower that can be used to modulate parameters with a signal that follows Rift's input. The envelope graphic in the center of the module represents the current envelope shape.

QUICKTIP

Try assigning **FOLLOW** to delay **FEEDBACK** to keep intense settings under control, or assign it to **FEEDBACK MIX** to duck the feedback module along to the input signal.

ATTACK

Adjust how quickly the envelope follower responds to the attack portion of the input signal. Faster **ATTACK** settings will result in envelope shapes have more precise transients.

RELEASE

Adjust how quickly the envelope follower recovers as the input signal becomes quieter. Longer **RELEASE** settings will let the envelope ring out after the input signal has become silent.

SYNC RELEASE
Enable BPM sync for the envelope follower's **RELEASE.**

SYNC ATTACK
Enable BPM sync for the envelope follower's **ATTACK**.

ENVELOPE GAIN

Adjusts the gain of the envelope. This is useful for boosting the envelope on low-input signals or attenuating the envelope with a modulator.

For a more in-depth explanation of Rift's modulation system, please refer to **MODULATION SYSTEM.**

MODULATION
LFO

Use the **LFO** to create classic or complex modulation signals and add some random movement to a patch.

RATE

Adjust the **LFO RATE**.

SYNC RATE

Enable BPM sync for the **LFO RATE**.

SHAPE

Choose from sine, triangle, downward ramp, or square **LFO** shapes. With **SNAP** off, these shapes can be continuously morphed.

SHAPE SNAP

Enable snapping between **LFO** shapes. When disabled, the shapes are continuously morphed.

MODULATION
LFO

RANDOMIZE

Adjust the amount of **LFO** randomization. Each **SHAPE** randomizes in a unique way. A new random **SHAPE** is generated each time the **LFO** repeats or is retriggered.

MIDI RETRIGGER

OFF: Standard looping **LFO** with no retriggering.

PURPLE: Incoming MIDI notes retrigger the looping **LFO**.

ORANGE: Incoming MIDI notes retrigger the **LFO** as a one-shot envelope.

For a more in-depth explanation of Rift's modulation system, please refer to **MODULATION SYSTEM**.

MODULATION
CURVE

Rift has two clickable **CURVE** modulators where you can create custom shapes, or load existing ones from a substantial library of presets. It is capable of creating looping and one-shot LFOs, complex sequences, and more.

RATE

Adjust the **CURVE RATE.**

SYNC RATE

Enable BPM sync for the **CURVE RATE.**

The **CURVE** topbar provides options for loading and saving shapes, MIDI triggering, randomization, and opening the powerful **CURVE VIEW.**

LOAD CURVE PRESET
Click on the current **CURVE** name to load the **CURVE** preset library.

SAVE CURVE PRESET
Save the current **CURVE** shape as a user preset.

MODULATION
CURVE

MIDI RETRIGGER

OFF: Standard looping CURVE with no retriggering.

BLUE: Incoming MIDI notes retrigger the looping **CURVE**.

ORANGE: Incoming MIDI notes retrigger the **CURVE** as a one-shot envelope.

RANDOMIZE CURVE

Generate different types of modulation shapes.

QUICKTIP

Try changing the **CURVE**'s grid sizes to adjust how the shapes are generated.

LFO

- Smooth: Shapes that are similar to sine waves.
- Linear: Shapes that are similar to triangle waves.
- Chaos: Complex shapes that are not always on the grid.

SEQUENCED

- Steps: Step sequencer patterns.
- Segments: A combination of steps and linear ramps.
- Gates: Sequences for turning signals on and off.

RAMPS

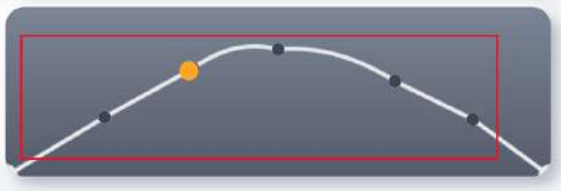
- Ramp Down: Stab and downward sweeping shapes.
- Ramp Up: Pumping and upward sweeping shapes.

MODULATION
CURVE

OPEN CURVE VIEW

Open a secondary view with in-depth **CURVE** editing and sequencing controls. Refer to the **CURVE VIEW** section for more details.

CURVE SELECTION



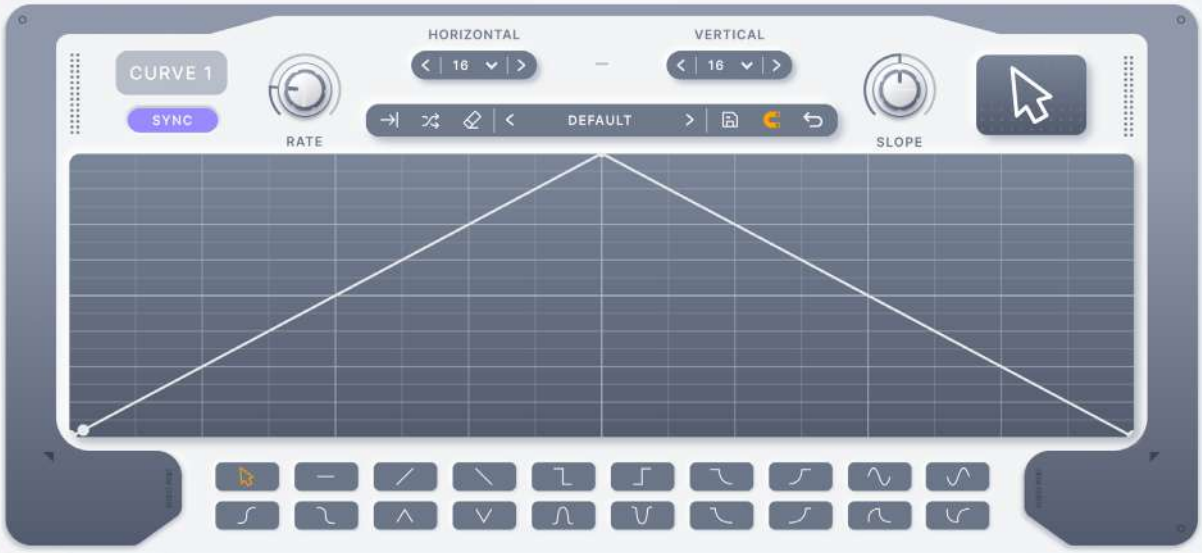
Click and drag on the **CURVE** editor to select points. Drag the selected points to create new shapes or delete points by selecting and pressing “delete” (Mac) or “backspace” (Windows) on your keyboard.

CURVE KEY COMMANDS

- **CREATE POINT:** Double-click anywhere on the editor.
- **MOVE POINT:** Click and drag on a point.
- **MOVE POINT OFF GRID:** Shift-click and drag on a point.
- **CHANGE CURVE:** Click and drag on a line.
- **MOVE SEGMENT:** Command-click (Mac) or Control-click (Windows) on a line and drag it.
- **MOVE SEGMENT OFF GRID:** Command-shift-click (Mac) or Control-shift-click (Windows) on a line and drag it.
- **DELETE POINT:** Double-click on an existing point.
- **SELECT POINTS:** Click and drag to select multiple points.
- **DELETE SELECTION:** Press “delete” (Mac) or “backspace” (Windows) on your keyboard.
- **STRAIGHTEN CURVE**: Shift-click on a line or selection.

MODULATION
CURVE VIEW

The **CURVE VIEW** is a powerful, in-depth editing and sequencing tool for **CURVE** modulation. The **CURVE VIEW** was designed for maximum control and serves as an effective tool for creative modulation. The **CURVE VIEW** comes with 20 shapes to draw with to fully customize sequenced **CURVE** modulation.



OPEN CURVE VIEW

Open the **CURVE VIEW** by clicking on the icon on the right of the **CURVE** topbar.

RATE

Adjust the **CURVE RATE.**

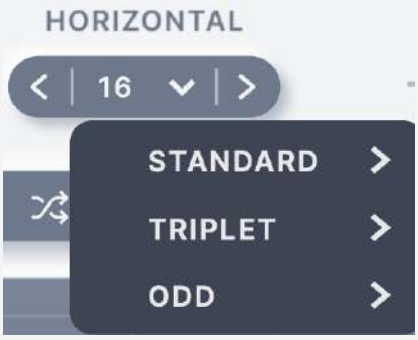
SYNC RATE

Enable BPM sync for the **CURVE RATE.**

MODULATION
CURVE VIEW

HORIZONTAL GRID DIVISION

Choose how the **CURVE EDITOR** is rhythmically divided:



- **STANDARD:** Grid divisions that are a power of two.
- **TRIPLET:** Grid division that fit onto a triplet grid.
- **ODD:** Grid divisions that do not fit on a standard or triplet grid.

VERTICAL GRID DIVISION

Choose how the **CURVE EDITOR**'s modulation level is divided. This can be useful for snapping the **CURVE** to precise values that might be needed for tasks such as pitch modulation.

.

MODULATION
CURVE VIEW

The **CURVE VIEW** topbar provides options for loading and saving shapes as well as MIDI triggering, randomization, and more.

LOAD CURVE PRESET
Click on the current **CURVE** name to load the **CURVE** preset library.

SAVE CURVE PRESET
Save the current **CURVE** shape as a user preset.

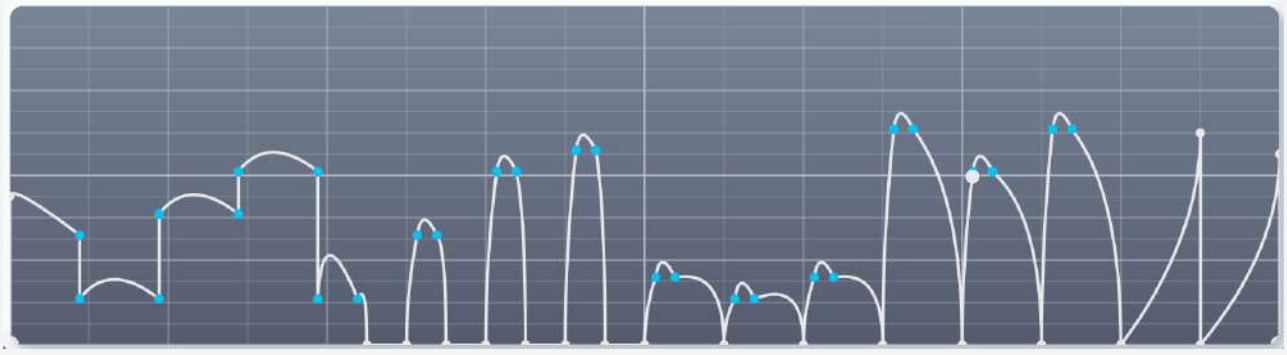
CLEAR CURVE

Reset the current **CURVE** shape.

SNAP TO GRID

When active, all edits will snap to the horizontal and vertical grid. When inactive, the **MOUSE TOOL** will not snap to either grid, and the **SHAPE TOOLS** will snap to the horizontal grid, but not the vertical grid.

OFF: 



UNDO PREVIOUS EDIT

Undo previous changes to the editor.

MODULATION
CURVE VIEW

MIDI RETRIGGER

OFF: Standard looping **CURVE** with no retriggering.

BLUE: Incoming MIDI notes retrigger the looping **CURVE**.

ORANGE: Incoming MIDI notes retrigger the **CURVE** as a one-shot envelope.

RANDOMIZE CURVE

Generate a random **CURVE** shape.

MOUSE TOOL

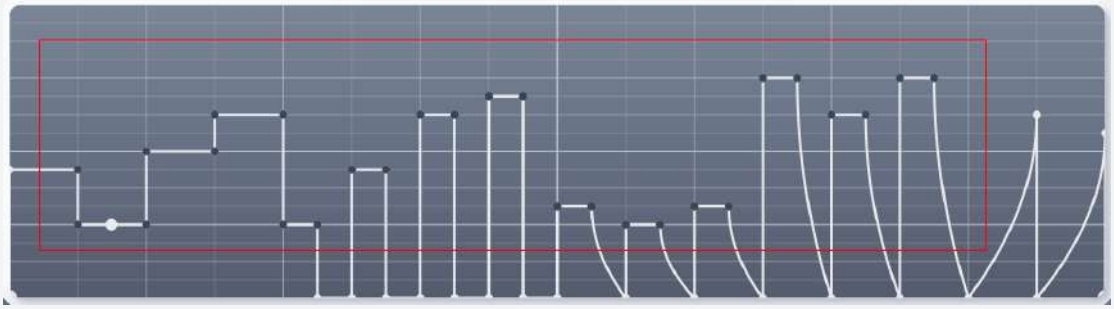
Use the **MOUSE TOOL** to manipulate the **CURVE** in various ways.

MOUSE TOOL KEY COMMANDS

- **CREATE POINT:** Double-click anywhere on the editor.
- **MOVE POINT:** Click and drag on a point.
- **MOVE POINT OFF GRID:** Shift-click and drag on a point.
- **CHANGE CURVE:** Click and drag on a line.
- **MOVE SEGMENT:** Command-click (Mac) or Control-click (Windows) on a line and drag it.
- **MOVE SEGMENT OFF GRID:** Command-shift-click (Mac) or Control-shift-click (Windows) on a line and drag it.
- **DELETE POINT:** Double-click on an existing point.
- **SELECT POINTS:** Click and drag to select multiple points.
- **DELETE SELECTION:** Press “delete” (Mac) or “backspace” (Windows) on your keyboard.
- **STRAIGHTEN CURVE**: Shift-click on a line or selection.

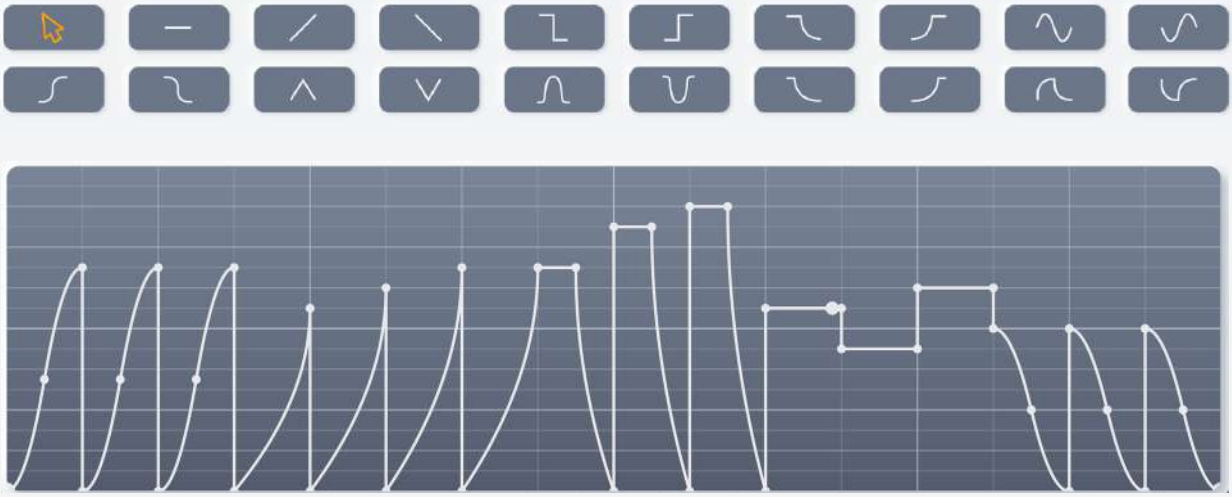
MODULATION
CURVE VIEW

CURVE SELECTION: Click and drag on the **CURVE EDITOR** with the **MOUSE TOOL** to select multiple points. These can then be manipulated together to create new shapes or deleted.



SHAPE TOOLS

Use the **SHAPE TOOLS** to draw a variety of shapes onto the horizontal grid. Click on a **SHAPE ICON** to select it, and then click on the **CURVE EDITOR** to draw the shapes. This is a quick and fun way to get exciting modulation sequences!.



SLOPE

Alter the shape of the selected **SHAPE TOOL**. In general, this changes the shape's curves from linear to exponential.

SLOPE INDICATOR

View how the **SLOPE** control changes the currently selected **SHAPE TOOL**.

ROUTING MIDI TO RIFT

Rift is a MIDI effect, which means that some of its features will respond to MIDI notes you send to it. The process for doing this is different for each DAW. Please refer to your DAW's manual for more information.

Here is a list of parameters that react to MIDI and how to use them. For more details about what a parameter does, please reference its section in the manual.

FEEDBACK FREQUENCY
Set the **FREQUENCY RANGE** to **MIDI**. Now **FREQUENCY** transposes the incoming MIDI note in semitones.

FILTER CUTOFF
Set the **CUTOFF RANGE** to **MIDI**. Now **CUTOFF** transposes the incoming MIDI note in semitones.

LFO MIDI RETRIGGER

OFF: Standard looping **LFO** with no retriggering.

PURPLE: Incoming MIDI notes retrigger the looping **LFO**.

ORANGE: Incoming MIDI notes retrigger the **LFO** as a one-shot envelope.

CURVE MIDI RETRIGGER

OFF: Standard looping **CURVE** with no retriggering.

BLUE: Incoming MIDI notes retrigger the looping **CURVE**.

ORANGE: Incoming MIDI notes retrigger the **CURVE** as a one-shot envelope.

SUPPORT

We are truly grateful for your interest in Rift, and we hope it provides you with many hours of inspiration and sonic discovery!

If you have any issues while using the plugin or have questions that are not answered in this manual, please reach out to us at hello@minimal.audio.

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