A Guide To My YouTube Videos on the

[Riddim n Ting Videos](#)

[Daddy Long Les Website](#)

YouTube

THE RIDDIM & TING VIDEOS ON YOUTUBE

BY DADDYLONGLES https://www.youtube.com/@daddylongles

FOR EASE OF REFERENCE, USE THE FIND SHORTCUT TO FIND KEY WORDS WITHIN THIS DOCUMENT
(Windows Ctrl + F / Mac Cmd ⌘ + F)

CONTENTS OF EACH VIDEO

VIDEO 1 - Unboxing

I finally caved in and bought one of these. This is day one, the unboxing. It looks like it's going to be a lot of fun!

Let me know if you want me to produce a course on this. 🤓

Tutorial 1

This is a just a brief overview of the Riddim (the Ting will come later). I'm setting the scene for my future tutorials on this fun and very interesting machine. I will cover everything eventually.

I hope you enjoy this video - more soon!

00:00 - Start
00:30 - Get to know the OS!
00:41 - Dimensions
00:52 - Shoulder bag
01:22 - Connections
02:40 - Batteries
03:04 - Speaker, mic and display
03:39 - Knobs, fader and buttons
04:09 - Assigning parameters to the fader
04:45 - All the other buttons
05:56 - The 4 groups
06:43 - The 12 pads
07:29 - KEYS mode
08:27 - Workflow
08:39 - Loading a project
09:29 - Project, patterns, scenes and song
09:57 - Assigning samples/synth presets to the pads
10:54 - Factory sample categories
12:07 - The Supertone synth

Tutorial 2

Today I start to make some sounds on the device!!

Erratum - at 8:06 I talk about the four boxes over on the left of the display. I say that they show the level of the group in focus - in fact they give us information on what the fader is doing. This might indeed be for level(volume) but it could also be for any number of other fader-assigned parameters e.g. fx, pan, pitch etc. The behaviour of these boxes can vary from parameter to parameter. Many apologies

00:00 - Start
00:25 - Playing Project 1
01:04 - Band In A Box
01:40 - Metronome Icon In The Display
02:09 - The Drum Group
02:33 - Different items in the display
02:51 - Drum group sample assignments
04:11 - Mute groups
06:41 - A noisy loop!
06:58 - More display icons
09:50 - Solo
10:44 - Fader assignments
12:19 - The bass group
14:07 - The melodic group
15:53 - The sound fx group
16:53 - Changing the sample
17:33 - Adding fx to the melodic group
19:04 - Supertone synth sounds
20:12 - Scale and Key
23:17 - Playing chords

Tutorial 3

Some "mopping up" from my last video and some cool new stuff!😎

00:00 - Start
00:22 - The four fader icons
01:31 - Reset the fader assignments
02:34 - Undo the reset!
03:12 - Solo - lift that finger!!
03:45 - Supertone - lift that finger!!
04:08 - Undo?
04:56 - How to turn down the level of an individual pad
05:50 - Changing the tempo (BPM)
08:32 - Punch-In FX

Tutorial 4

Some really useful stuff in this video!!

Just to be clear - you don't record these factory loops into the sequence. You simply assign them to a pad and they automatically play in sync with the project as long as they are set to LOP/BPM - looping mode and time-stretched. Obviously all the loops in the factory projects are set up in this way.

Also.....

The "house" icon in the display lights when something you have done is "undo-able". It's a great way of checking to see if you are back to a default setting if the house light goes out. (Doesn't always apply!)

00:00 - Start
00:23 - Combining the punch-in fx
00:46 - The factory loops
01:16 - Changing the pitch of the loop
02:00 - Changing the volume of the loop
02:29 - Loop and One shot
03:12 - Changing the panning of the sample
03:45 - The SHIFT + SOUND menu
04:46 - Trimming up a sample
05:54 - Adjusting the parameters of Supertone presets
08:30 - Adjusting the parameters of Supertone presets
10:15 - Adjusting the envelope of a Supertone preset
11:18 - Metronome

Last update 6th March 2026

Tutorial 5 (Live State)

This is brilliant for gigging musicians!

00:00 - Start
00:48 - How does this work?
01:06 - What does Live State do?
01:32 - What can we disable under Live State?
02:50 - Method 1
04:56 - Re-enabling
05:59 - Method 2 (Codes)

Tutorial 6 (Recording in Real Time)

Let's start recording something!

00:00 - Start
00:34 - Erasing a project
00:57 - Teenage Engineering EP-40 Online Guide
01:13 - Sample Tool
01:26 - One pattern per group
01:48 - Placing some samples on the pads in the drum group (A)
04:25 - Sample slots 56-99 are unpopulated
04:41 - Changing the amount of bars in the pattern
05:07 - Changing the tempo
05:25 - Setting the quantization
05:55 - Turning quantization off and on
06:20 - Different quantization settings
06:44 - Getting ready to record
07:17 - Recording the kick & snare
08:00 - Checking out what you've recorded step by step
08:35 - Going back to the start of the bar
09:08 - Setting up a hi hat sample on another pad
09:48 - Changing the start & end point of the sample
10:13 - Changing the level of the hi hat pad
10:54 - Changing the velocity
11:31 - Getting a note repeat by holding TIMING + the pad
12:13 - Recording the note repeat
12:49 - Playback!
13:25 - Deleting the notes from a pad but keeping the assigned sample
13:49 - Realtime recording the hi hat in the conventional way
14:21 - Whoops! 😊
14:44 - Re-recording the hi hat pattern
15:04 - Now for the bass part!
15:35 - Using KEYS mode to place the bass sound across all 12 pads. I just need to check the scale and key!

Last update 6th March 2026

16:44 - Increasing the amount of bars for the bass group (B)
16:56 - Recording the bass part
17:28 - Recording a piano skank into group C
17:45 - Assigning the skank sample to a pad in group C. I hold SOUND and tap in the sample number which is 620
18:07 - Only recording 1 bar for this as it will loop behind the longer patterns in the other groups
18:57 - Mixing and adding delay to the skank

Tutorial 7 (Recording 2)

More recording tips!

00:00 - Start
00:23 - Swing
03:49 - Step Record & Erase
05:06 - Microtiming
07:12 - Quantization after the fact
08:52 - Velocity settings: OFF HI & LO
10:18 - The display icon for Live State

Tutorial 8 (Song Mode)

The Song Mode takes a bit of understanding. This video will take all the pain out of this process for you! (You're welcome!!😇)

00:00 - Start
00:28 - Group D Supertone Synth - recorded in KEYS mode
01:45 - Scenes & Patterns
02:46 - SHIFT + COMMIT (MAIN) to create new Scenes & Patterns
04:08 - The Medieval is the poor relation!
04:32 - Using empty Patterns to create changes in our Scenes
06:32 - Three different Scenes with 3 different arrangements of Patterns
07:14 - Putting the Song together
08:19 - Assigning Scenes to Song lines
12:02 - Playing the completed Song
13:54 - Exiting and entering Song Mode
14:19 - Skipping lines & beat repeating
15:10 - Cut & paste
16:05 - A possible tweak?

Tutorial 9 [Song Mode {2} & Quick Select]

In this video I show you how to tidy up the end of a song plus the new Quick Select feature.

00:00 - Start
00:21 - Playing the song to hear the problem with the end
00:36 - Erasing notes from the drum group
01:21 - Erasing notes from the bass group
01:42 - More hi hats to erase
01:54 - Erasing notes from the Supertone group (D)
02:08 - Sorting out the chord
03:51 - Quick Select

Tutorial 10 [Recording FX, Master Compressor, External Gear + FX]

Lots of good stuff here - I hope you find it useful!

00:00 - Start
00:26 - Recording reverb onto the drums
02:07 - Erasing the effect added by the fader
02:37 - One effect at a time!
02:53 - Recording reverb to the D group
03:57 - Erasing the reverb recorded onto group D
04:32 - Limitations
04:57 - Master Compressor

Tutorial 11 [Copy, Paste, Erase & Delete]

Not that exciting I know but very useful to have all this in one place!

Btw - at 07:38 I talk about deleting notes with the sequencer running - this is particularly useful for partially erasing a pad from a pattern.

00:00 - Copying a bar
01:33 - Copying a pattern
03:03 - Copying a pad
03:28 - Copying a group of pads
03:59 - Copying a group of pads in a different project
04:40 - Delete a pattern
05:05 - Using the SAMPLE TOOL software to restore a back up
06:04 - Deleting the sequencer data from a pad without deleting the sound
06:49 - Deleting a project
07:16 - Deleting a scene
07:38 - Deleting notes with the sequencer running
08:53 - Deleting a sample

Tutorial 12 [Sampling Deep Dive]

Don't be fooled - this thing is an amazing sampler!!

00:00 - Start
00:12 - What is sampling?
00:32 - Polyphony
00:45 - SAMPLE TOOL
00:57 - The first sample
01:14 - Setting the input gain & the threshold
02:24 - Recording a sample with the built-in mic
03:27 - 48 samples?
03:41 - Where are samples stored?
04:05 - Re-naming samples
04:22 - Seeing the name scrolling across
04:33 - Deleting samples
04:49 - It's not a toy!!
05:05 - Hands-free sampling
06:13 - Re-organising the two samples
06:44 - Using resampling to apply reverb to just the snare in a drum pattern
10:24 - Adding another effect to the drum group (phaser)
10:56 - Resampling the entire drum pattern
11:53 - Making the sample a one-shot
12:20 - Recording the drum pattern sample onto the 1st beat of a four bar pattern in a different group

Tutorial 13 [Loops LSS]

This is very interesting!

Please note - at 06:16 I could have also used the X knob to move through the various play options:
LOP (LOOP)/LEG (LEGATO)/KEY (hold down pad and the sample plays for as long as the pad is held down and ONE (One shot).

Tutorial 14 [Loop - Different Type!!]

To be clear, this a yet another type of loop that you can produce on this device - you simply press SHIFT + LOOP and that gives you a one-bar pattern which you can then shorten and mess about with. It's great fun!!

00:00 - Start
00:20 - One bar project
00:41 - The idea behind loops
01:16 - Let's make a loop!
01:54 - Playing along with the loop
02:18 - Let's shorten the loop
03:02 - Shorten the loop with the Y knob. Then use the X knob to find a different part of the loop.
03:57 - Using SHIFT to move in finer increments
04:21 - Let's try this with a different project!
04:35 - A 2-beat loop
04:45 - Let's experiment with a shorter loop and different sections of that loop
05:13 - Jamming with the loop
05:31 - Using the punch-in fx with the loop
06:25 - You have to shorten the loop to find different sections of it
07:44 - What do the two white dots tell us?
07:56 - Exiting the loop
08:34 - Setting the loop if the sequencer is stopped
08:58 - Let's slow things down and examine the loop more closely
09:08 - *The loop performs two circuits for every complete bar
09:39 - The "and" counts!
09:51 - Only 2 beats? - only one circuit!
10:29 - The loop icon flashes in time
10:47 - Setting the correct scale and key for some jamming

Tutorial 15 [Sidechaining]

This is great fun - try it!!

00:00 - RIDDIM sidechaining is different!
01:11 - Setting it up
01:48 - Recording the kick drum which is going to do the ducking
02:18 - Getting into the sidechain menu
02:54 - Let's hear the sidechain effect
03:08 - Adjusting the X & Y knobs to hear the effect: X knob = LENGTH Y knob = SHAPE
04:09 - Changing what is being ducked
04:35 - Ducked groups flash!
04:55 - You can even make the ducking note duck itself!
05:13 - ALL/off
05:37 - If you turn the ducking sound down it still works!
06:21 - Experimenting with the controls
06:53 - Adding the Master Compressor!
08:09 - The default setting for the sidechain
08:39 - More noodling!

Tutorial 16 [Resampling Chords]

This is so useful!!

00:00 - Start
00:11 - The Teenage Engineering Site
00:25 - The EP-40 Online Guide
01:00 - BACK UP & RESTORE
02:54 - Setting up a sound to use in a group for our chords
03:47 - Key & Scale
04:05 - E major scale
04:32 - Adding reverb
04:46 - Sampling four chords
07:17 - Sampling E major
08:49 - The MIDI option
09:16 - Changing the playback-type of the recorded sample
10:00 - Where is the sampled chord that we just recorded?
10:27 - Renaming the sample
10:52 - Deleting more unwanted samples!
11:22 - Sampling the F#m7 chord
12:12 - Renaming the F#m7 sample
12:45 - Sampling the A major chord
13:49 - Renaming the A major sample
14:07 - Sampling the B7 chord

Tutorial 17 [Syncing with EP-1320 Medieval & P.O. 32]

Syncing using SYNC not MIDI - great fun!

Tutorial 18 [MIDI - Deep Dive]

Deep dive into MIDI on the RIDDIM - I use the Arturia Keystep 37 and the Teenage Engineering OP-XY to demonstrate - great fun!

Btw - the Arturia Keystep 37 keyboard only seems to send modulation to the RIDDIM via its knobs. I couldn't get anything else to work (volume, pan, filter etc.). I think the MIDI implementation is quite limited on the RIDDIM.

00:00 - Teenage Engineering EP-40 RIDDIM & Arturia Keystep
00:22 - The MIDI cable
00:42 - Setting the MIDI channel on the Keystep
01:14 - Playing a sound on the RIDDIM across all the keys of the Keystep
01:36 - The Scale
01:58 - Fully chromatic via MIDI on the Keystep
02:23 - Accessing all of the sounds of the RIDDIM across the keys of the Keystep
03:54 - Again…playing a sound on the RIDDIM across all the keys of the Keystep
04:33 - Setting a pad to a specific MIDI channel so that the sound can be played across the entire keyboard of the Keystep
06:03 - Pitch bend & modulation
06:45 - Starting to use the arpeggiator
08:18 - Setting the clock on the RIDDIM so that it follows the Keystep's arpeggiator
08:42 - Recording the arpeggiator into the RIDDIM pattern
11:18 - Timing's off but it will be ok!
11:46 - The Arturia's arp has recorded notes into the RIDDIM's sequencer
12:01 - There is no arpeggiator in the RIDDIM
12:20 - … and now for the OP-XY
12:38 - OP-XY MIDI settings
13:11 - The OP-XY is now the master so the RIDDIM's tempo is governed by that device
13:56 - Playing the RIDDIM's sounds chromatically on the OP-XY
14:16 - The auxiliary MIDI channel of the OP-XY
14:33 - Playing all of the RIDDIM's sounds across the OP-XY's keyboard
15:36 - Touch sensitivity works over MIDI irrespective of the velocity setting on the RIDDIM
16:08 - Recording the OP-XY's arpeggiator into the RIDDIM's sequencer
17:43 - Let's make the RIDDIM the master now
18:19 - Playing the tracks of the OP-XY using MIDI channels 1-8
19:06 - The importance of setting the scale on the RIDDIM
19:33 - Changing the RIDDIM's octave to access other notes on the OP-XY
20:02 - Transmitting on channel 3 to play notes on Track 3 of the OP-XY which has a bass sound
21:16 - Transmitting on MIDI channel 9 to call up different modes on the OP-XY's "Brain"

Last update 6th March 2026

Tutorial 19 [How to Construct a Cool Reggae Beat & Break]

This is great fun. I also show you how to record a sample that will be in time with your project.

00:00 - Start
00:25 - Choosing samples for the drums
02:00 - Levels
02:21 - Recording the basic beat
03:23 - Copying the pattern
03:58 - Recording the timbales
04:41 - Adding a crash
05:29 - Sampling a shaker at the same tempo as the project
06:48 - Sampling!
07:05 - Adding the sample to the sequence
07:16 - Making the shaker sample a one-shot
08:05 - The finished beat

Tutorial 20 [FX Deep Dive]

This video is long overdue - I hope you find it useful!

00:00 - The FX
00:35 - DELAY
02:30 - REVERB
03:49 - DISTORTION
04:59 - CHORUS
06:27 - FILTER
06:51 - COMPRESSION
08:11 - PHASER
09:33 - Only one effect at a time!

Tutorial 21 [FX Deep Dive]

This is a very useful feature of the RIDDIM!

00:00 - Start
00:20 - OP-XY is plugged into the line-in of the RIDDIM
00:38 - It works!
00:56 - Let's try again with a different tempo
01:21 - Using the mic on the RIDDIM to set the tempo

Tutorial 22 [Time Stretching]

This is an amazing feature to have on a device like this!

00:00 - Time Stretching Samples
01:10 - TIME menu "OFF" setting
01:43 - TIME menu "BPM" setting
02:41 - Extending our pattern to 4 bars
03:13 - TIME menu "BAR" setting

Tutorial 23 [Ting FX Microphone]

This little mic is such fun to use!!
Please note: I muted the audio every time I pushed in the handle on the mic as the noise can be quite annoying!

00:00 - Start
00:15 - All three EP devices are similar
00:28 - The RIDDIM is the best of the three!
01:07 - The TING price?
01:41 - Specs
02:13 - Hard to handle
02:36 - Power
02:58 - More internal stuff
04:53 - Powering up!
05:18 - Firmware updates
05:46 - Power saving
06:04 - Low battery warning
06:24 - Replacing the four samples
07:16 - This thing is fragile!
07:33 - Let's make some noise
07:47 - No lights - no fx!
08:15 - One red light = echo
08:41 - Shake!
09:03 - Change the amount you push the handle for different fx
09:19 - Two red lights = spring reverb + echo
09:41 - Different amounts of pressure on the handle for different fx
10:01 - Shake?
10:16 - Three red lights = pixie!
10:32 - Push the handle in for more reverb
10:59 - Four red lights = robot
11:39 - Shake for echo
12:01 - Sample!
12:13 - Sampling!
12:31 - Use the mic to sing along with the project

Last update 6th March 2026