



A Guide To My YouTube Videos on the

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THE RIDDIM & TING VIDEOS ON YOUTUBE

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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

[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!

- 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

- 13:48 - Using resample to record some punch-in fx onto the drum pattern
- 14:50 - The two sample loops!
- 15:33 - Chopping!
- 15:45 - Live Chop
- 16:31 - Trimming
- 17:38 - Auto-chopped slices
- 18:14 - Trimming (again!)
- 18:37 - Recording the slices into a pattern
- 19:16 - Sampling two or more sounds onto one pad
- 20:41 - Sampling using the line-input (OP-XY)

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).

- 00:00 - Start
- 00:11 - An introduction to loops
- 00:27 - SAMPLE TOOL
- 00:48 - Seeing the loops in the SAMPLE TOOL software
- 01:46 - Recording a note into D:01 to prove a point!
- 03:15 - Loops are playing but not recorded into the pattern
- 03:54 - Let's use some drum loops in the D group
- 05:12 - Sorting out the mute groups
- 05:55 - LSS (Loop Start Up Sequence)
- 07:14 - LSS (Loop Start Up Sequence) Different loops in different patterns!
- 09:29 - Keep an eye on the red lights!
- 10:25 - Erasing the LSS
- 11:02 - Re-recording the LSS
- 11:13 - Playing the different patterns to call up the different loops
- 11:31 - The same applies to sampled loops you make yourself (Video Tutorial 12)
- 11:43 - It's not as difficult to learn as it appears in the manual!

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

- 14:52 - Renaming the B7 sample
- 15:05 - Not all notes last the same amount of time - it's a pitched "old-school" sample
- 15:24 - Changing the playback of the B7 sample
- 15:52 - Adding reverb to the D group where the chords have been sampled to
- 16:04 - Taking stock!
- 16:15 - Recording a drum and bass section
- 16:35 - The drum pattern
- 17:03 - LSS to lock the loop into the pattern
- 17:33 - Recording a bass part
- 18:53 - Recording our 4 sampled chords into the D group
- 19:39 - Job done!
- 20:07 - The point of all this!
- 20:43 - Mixing
- 21:31 - This is just one pattern in one scene

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

Syncing using SYNC not MIDI - great fun!

- 00:00 - Start
- 00:14 - The three EPs
- 00:26 - SYNC v MIDI
- 00:45 - The set up
- 02:18 - Cabling
- 02:54 - The two devices working in sync
- 03:25 - RIDDIM is the master
- 03:44 - Making the Medieval the master
- 04:54 - Let's sync the RIDDIM with the P.O. 32 tonic drum machine
- 05:13 - The set up - part 2!
- 06:10 - Different SYNC setting on the RIDDIM for the tonic
- 06:54 - SYNC out from the RIDDIM
- 07:34 - The RIDDIM is the master
- 07:45 - Re-syncing the two devices
- 08:07 - Applying pocket operator fx
- 08:26 - Different patterns on the tonic
- 08:58 - Different bar lengths on the 2 machines

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"

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