

Ample Guitar (6 in 1) Manual

Beijing Ample Sound Technology Co. Ltd

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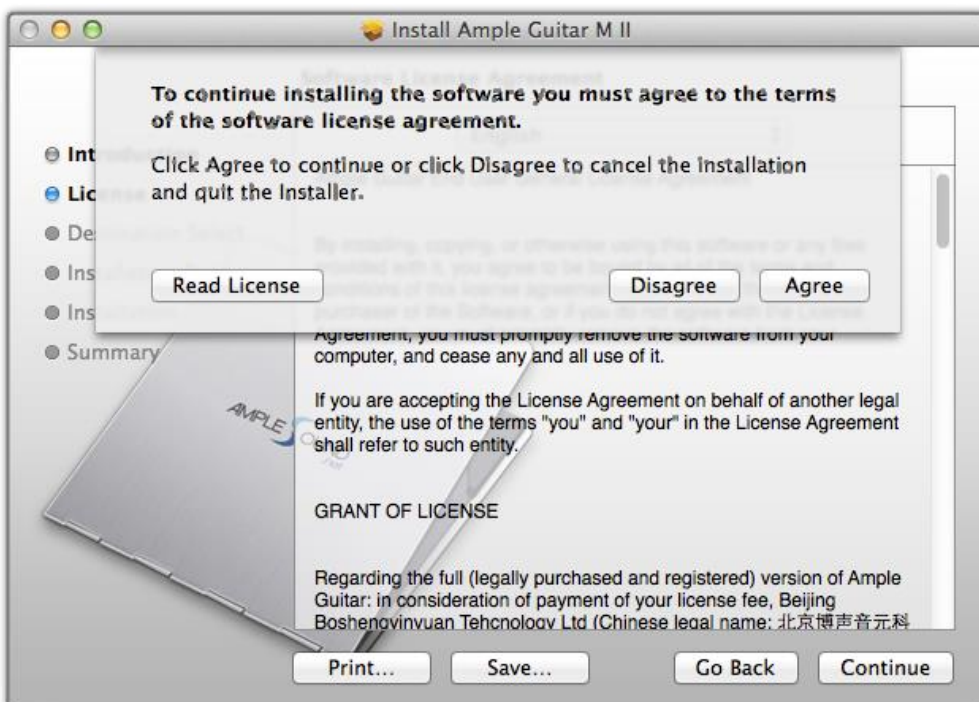
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1 Installation and Activation

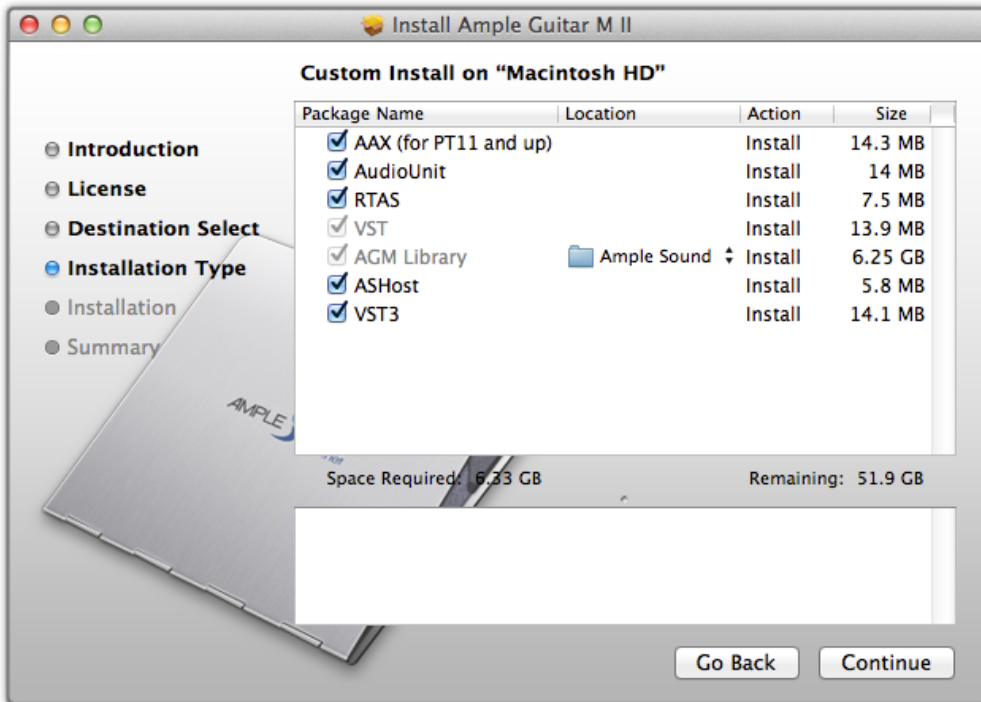
1.1 Installation on Mac



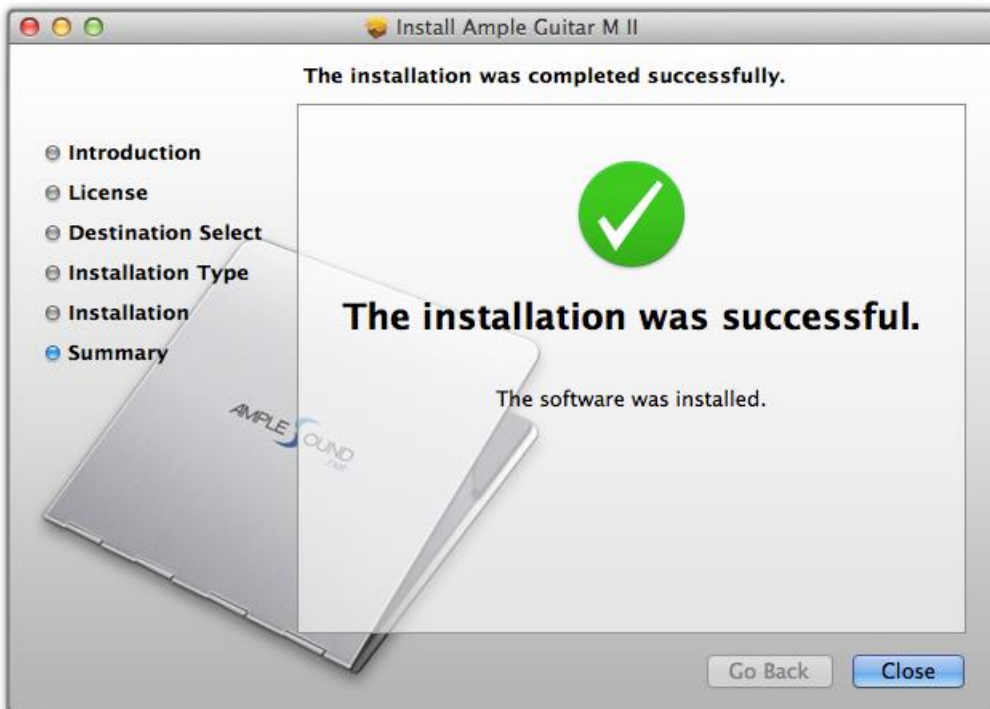
1. Continue to install.



2. Read and accept the license agreement.



3. Select plugin formats to install. Change Location if you want to install sample library in a different place.

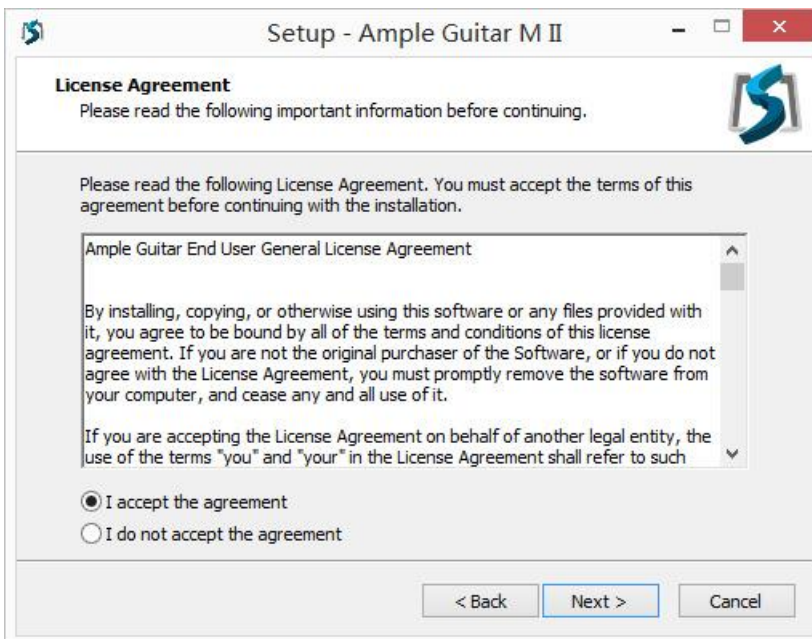


4. Close to exit.

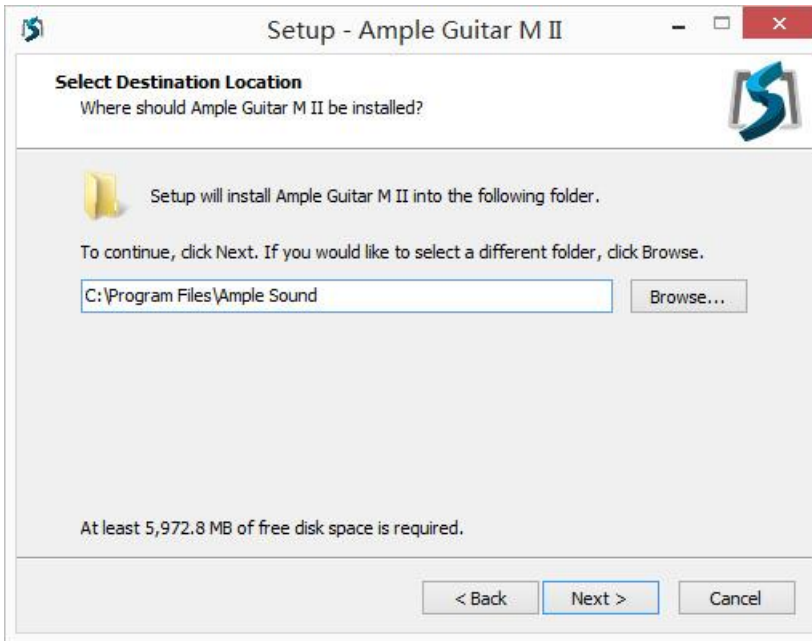
1.2 Installation on Windows



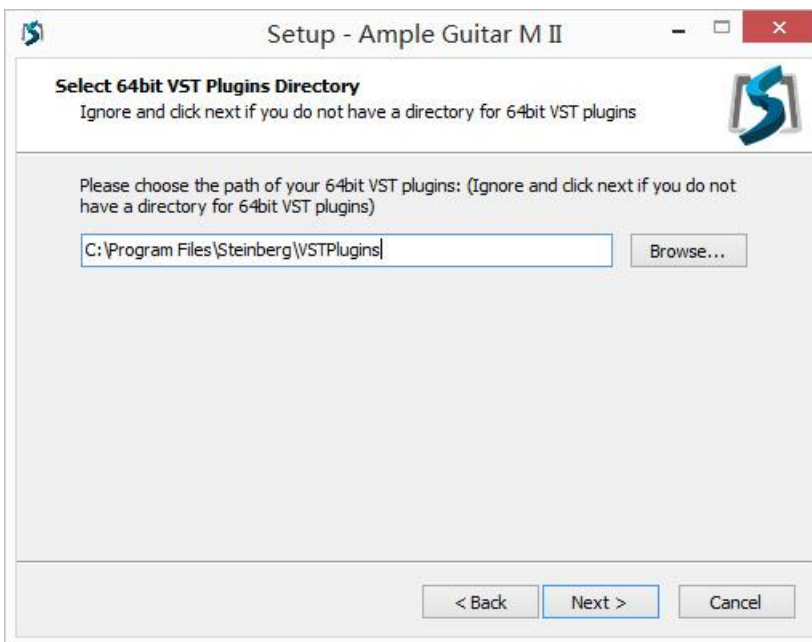
1. Continue to install.



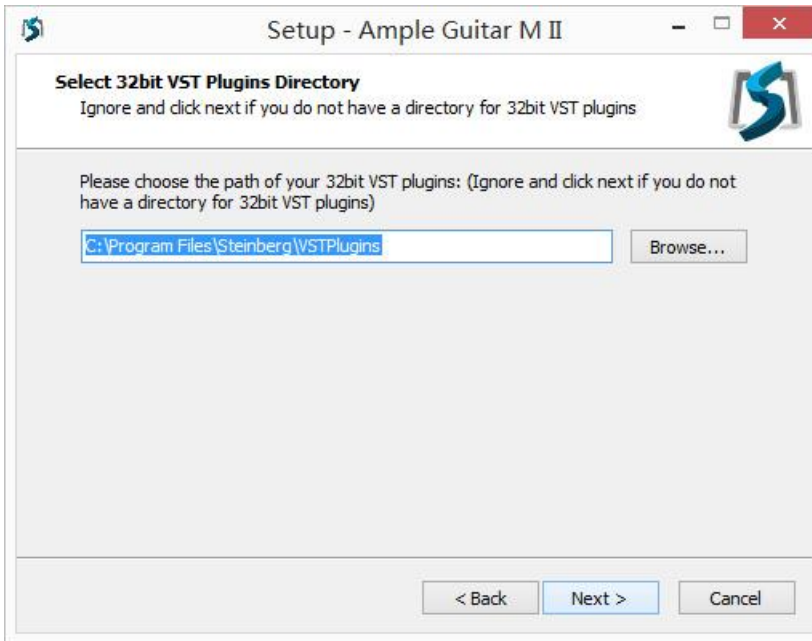
2. Read and accept the license agreement.



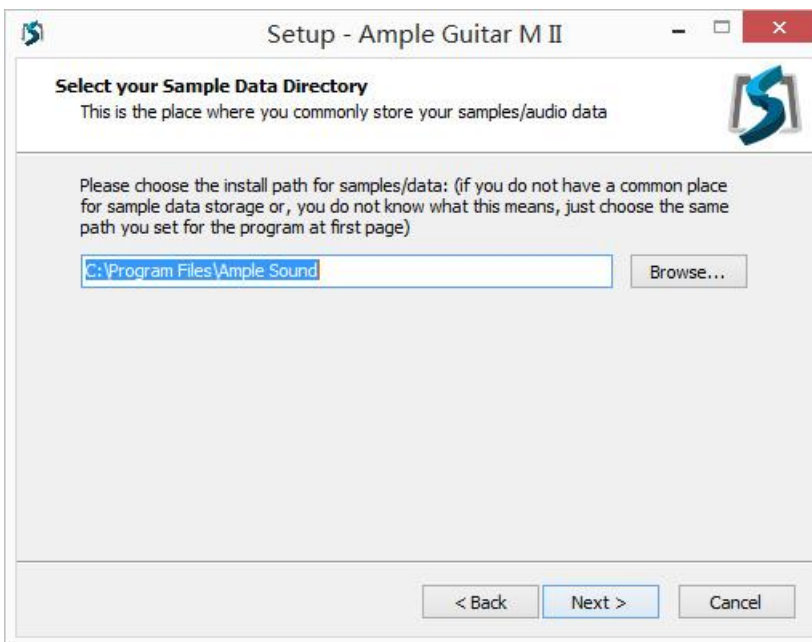
3. Specify location to install standalone.



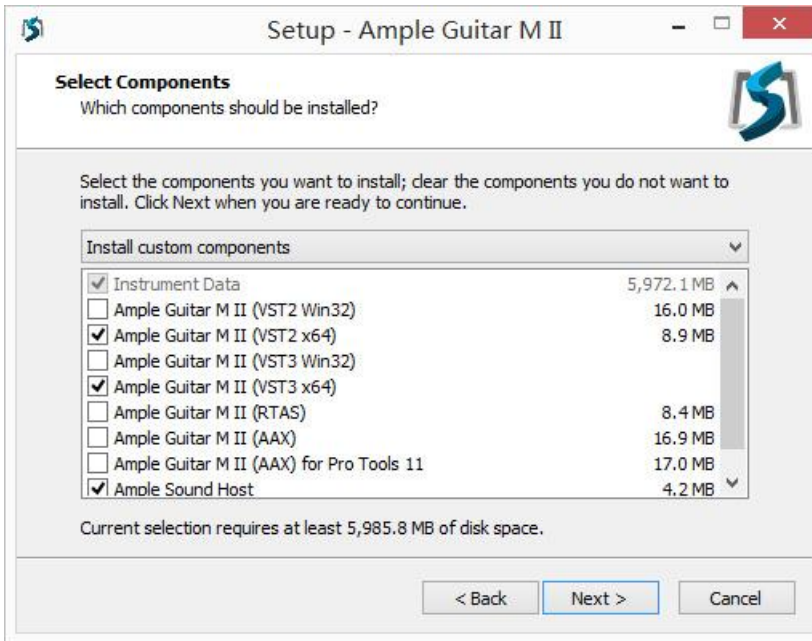
4. Specify location to install 64bit VST.



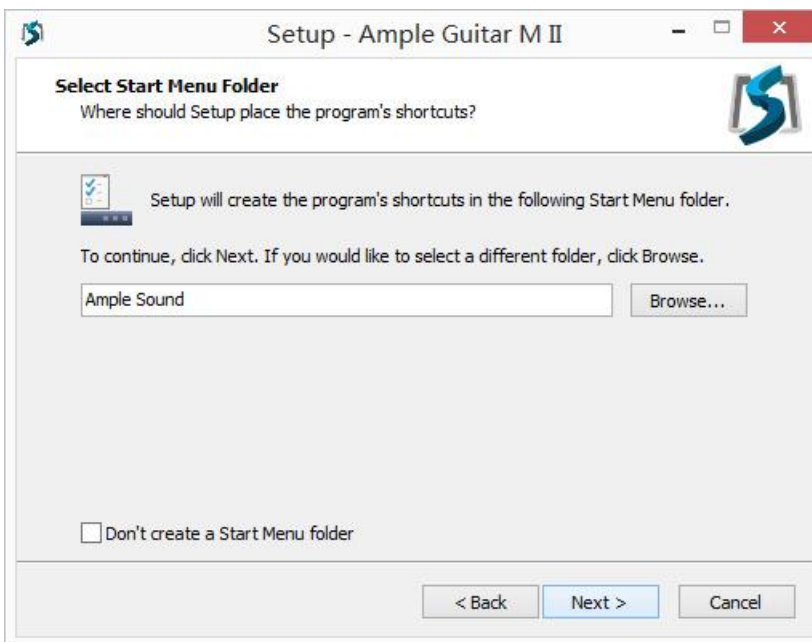
5. Specify location to install 32bit VST.



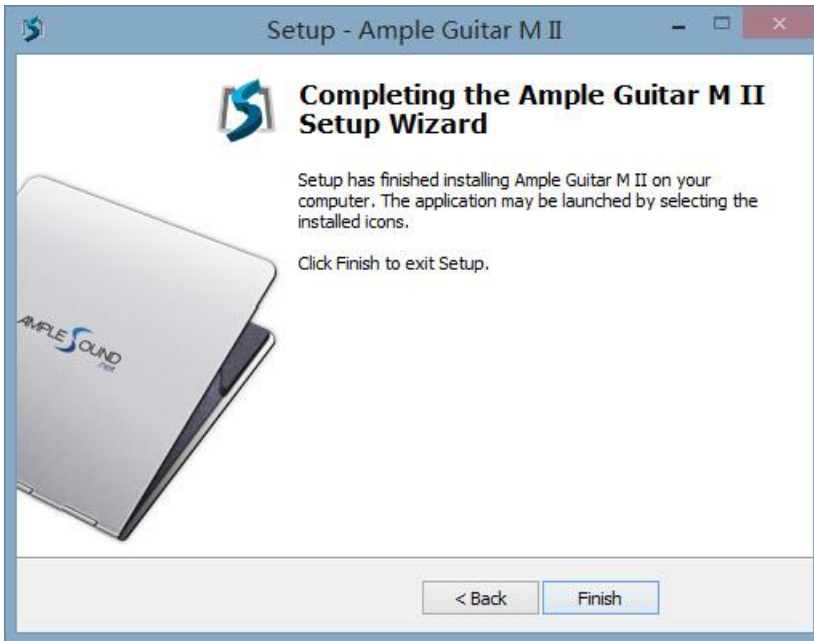
6. Specify location to install sample library.



7. Select plugin formats to install.



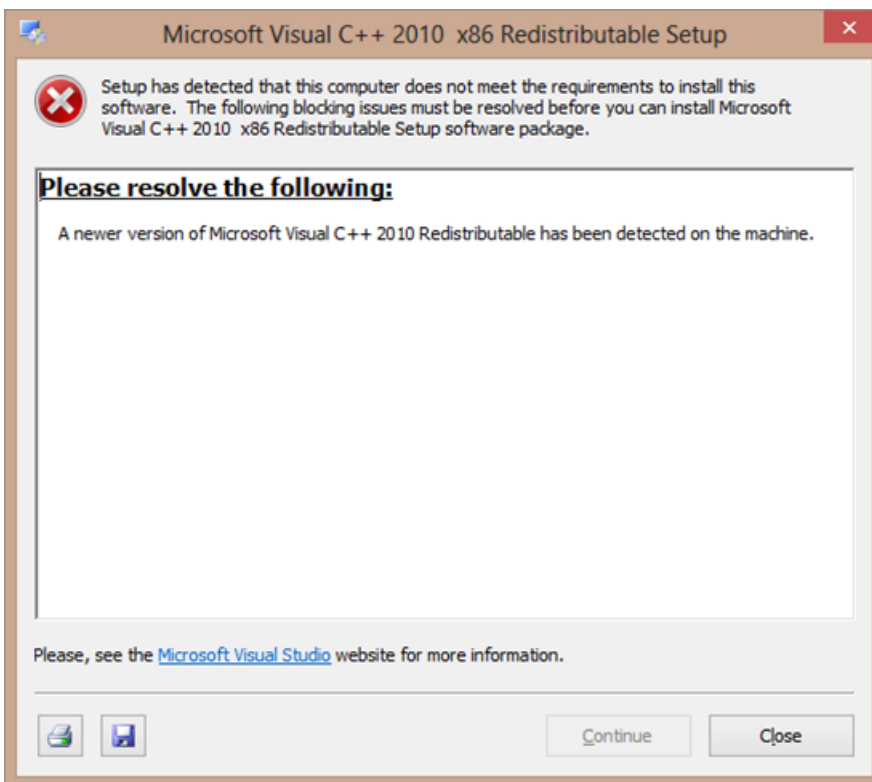
8. Choose if to create a Start Menu folder.



9. Finish to exit.

*Please install Microsoft Visual C++ 2013 Redistributable if program cannot run.

[Microsoft official download page](#)



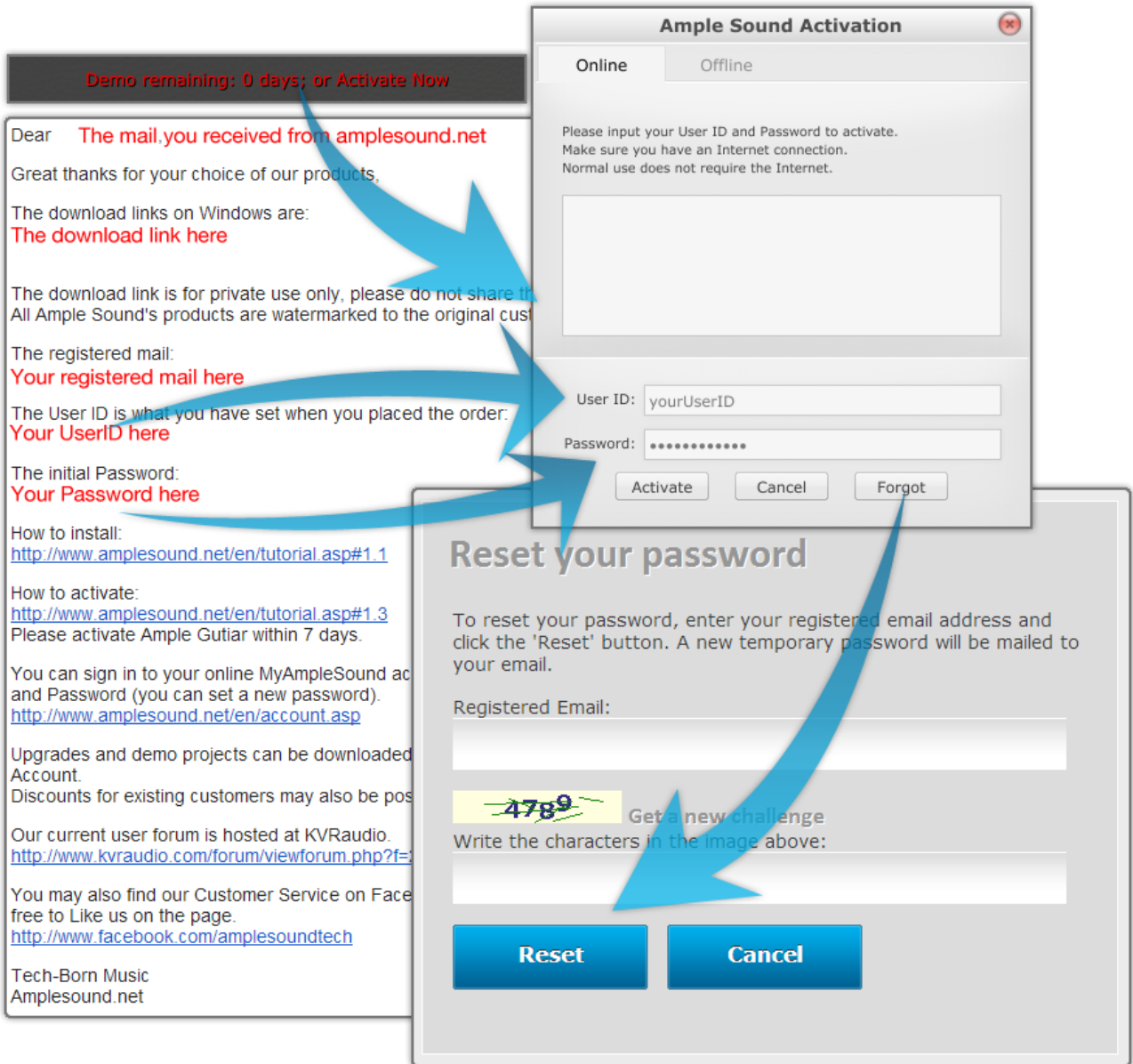
*If encountered with error shown above, please close and simply ignore it.

1.3 Full Features Trial & Activation

1. 7-days trial with full features is offered.
2. Trial requires an internet connection.

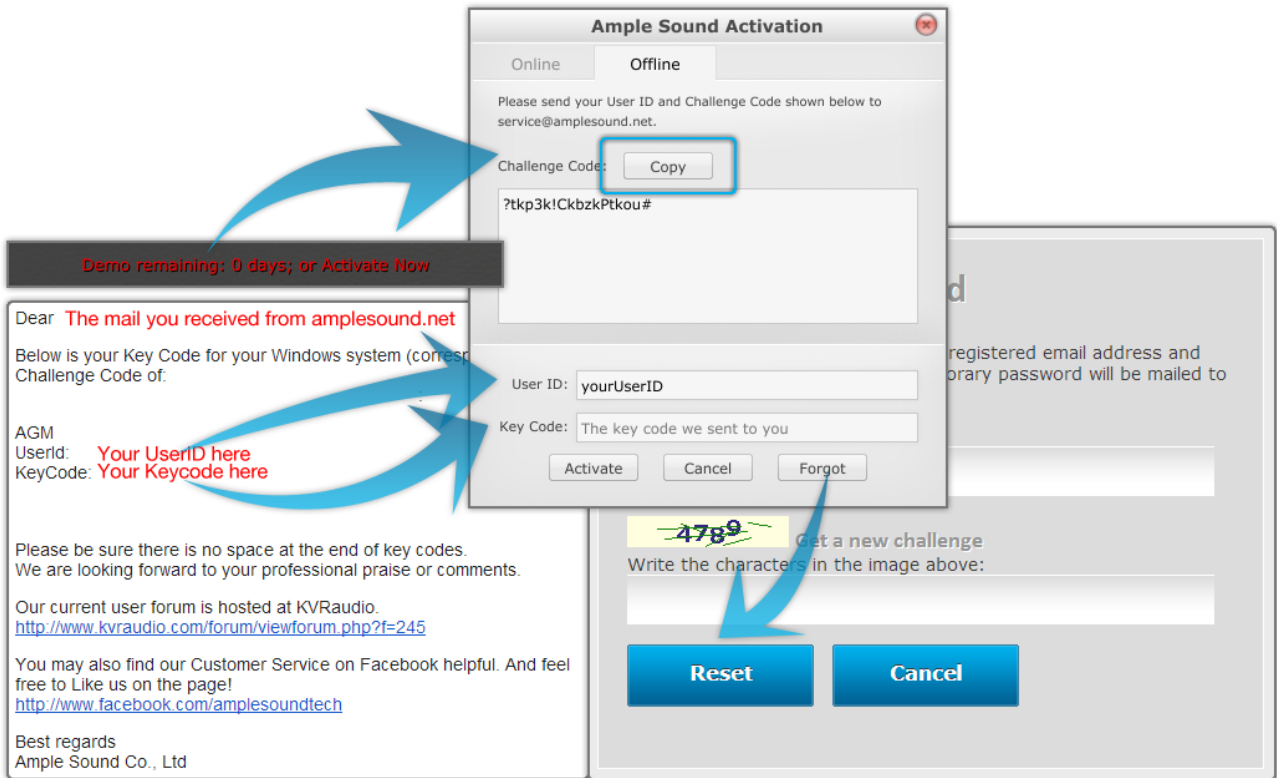


3. Activation: open Activation Manager to activate products.



4. Online Activation: fill in User ID and password and click "Activate" to complete activation.

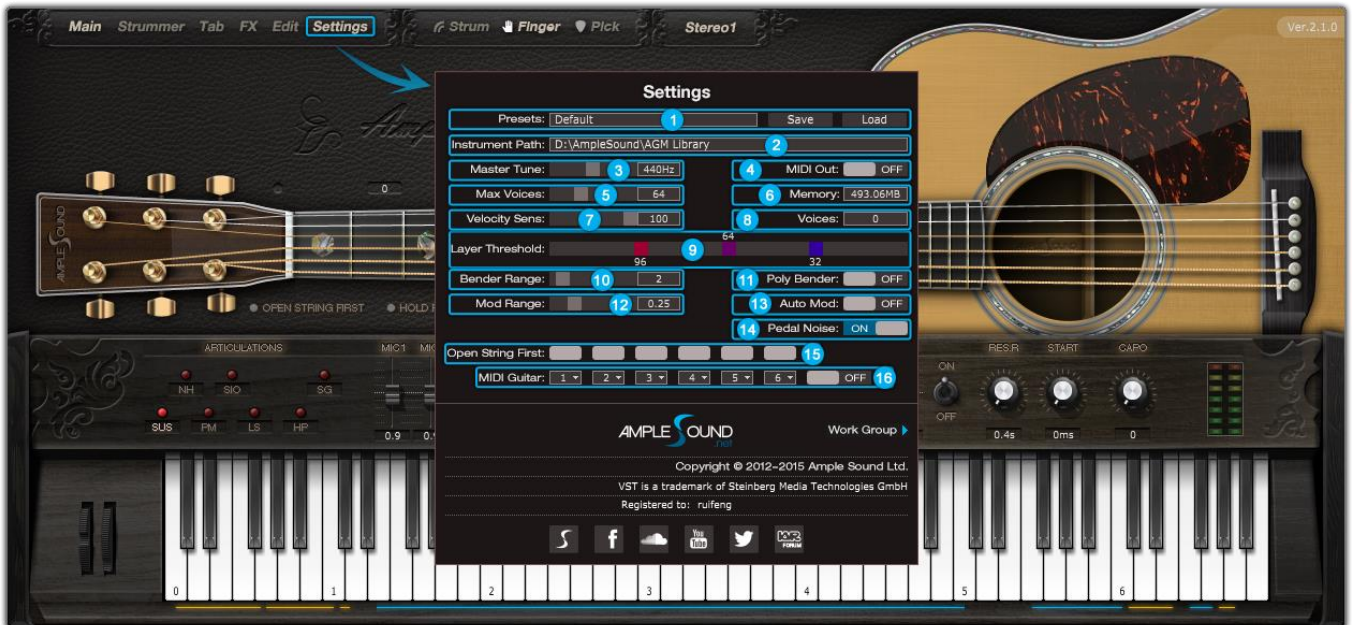
Click "Forgot" if you want to inquire User ID and reset password.



5. Offline Activation: please send Challenge Code and User ID to service@amplesound.net . Our customer service will send you Key Code within 24 hours. Fill in User ID and Key Code and click "Activate" to complete activation. Keep your User ID and Key Code in case of reinstallation.
6. After activation succeeds, please close Activation Manager and restart program.

2 Parameters Setting

2.1 Overview of Settings Panel



1. Save/Load Preset
2. Instrument Path Setting
3. Master Tune
4. MIDI Out
5. Max Voices
6. Real Time Memory Display
7. Velocity Sensitivity
8. Real Time Voices Display
9. Velocity Layer Thresholds
10. Bender Range
11. Poly Bender
12. Mod Wheel Range
13. Auto Mod Wheel
14. Hold Pedal Noise
15. Open String First Specification
16. MIDI Guitar Mode Setting and Toggle

2.2 Save/Load Preset

You can save your current parameters setting as local file for later use with other projects or DAWs.

2.3 Instrument Path Setting

You can move sample library folder indicated by original path to anywhere you want, and set path to new location.

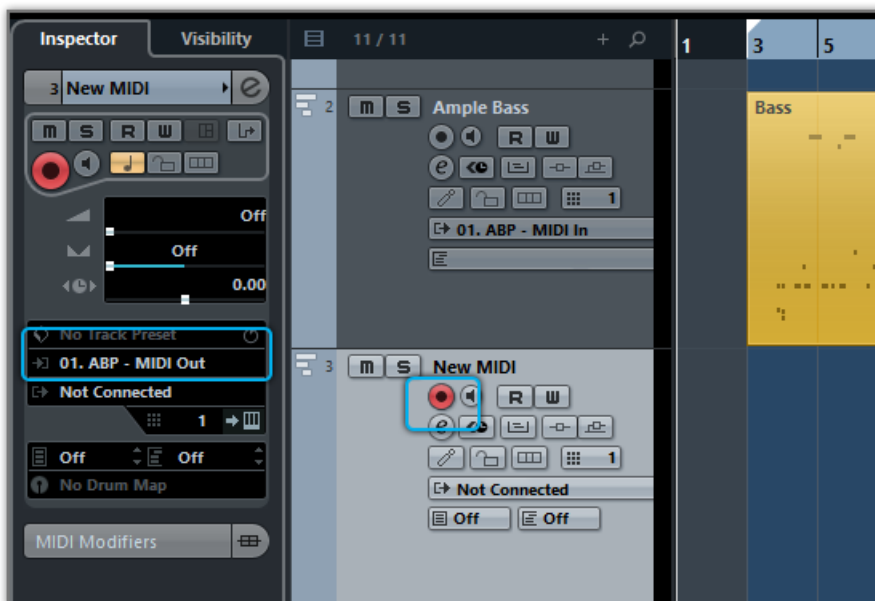
2.4 Master Tune

Default tune is in 440Hz. You can set tune to any non-standard between 430 and 450Hz.

2.5 MIDI Out

Toggle on MIDI Out, add a MIDI track in project and set the input to MIDI Out of Ample Guitar.

Then any note being played will be converted to MIDI, including those by strum and tab.



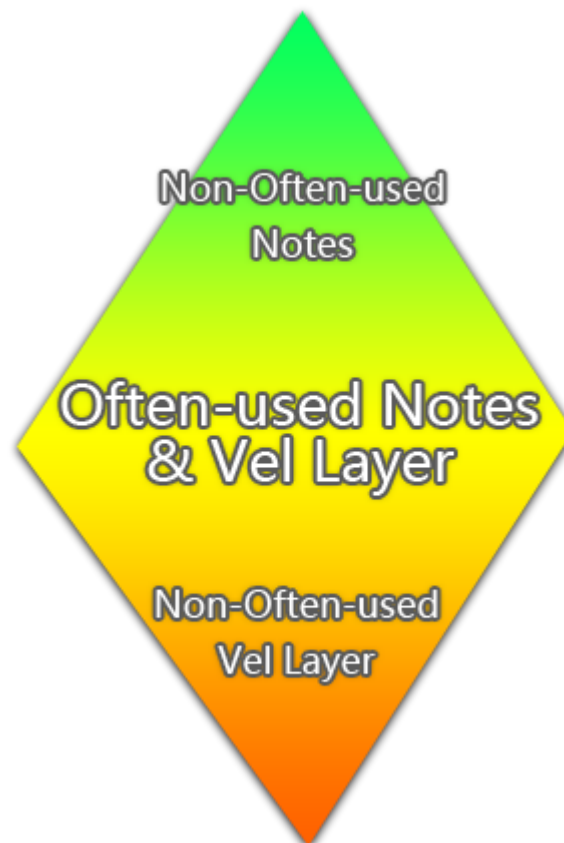
2.6 Max Voices

Defines the maximum number of voices which can be played simultaneously. Voices will be forced stop if the number goes beyond maximum.

2.7 Velocity Layers

Each Cycle: Separate sample cycle for each note and each velocity layer, greatly improving humanization.

Rhombic Sampling Structure: Greatly improves sample utilization proficiency.



Sliders control velocity thresholds of corresponding layers. Adjust them according to your play style.

2.8 Poly Bender

When toggled on, open string and multiple notes can be bended.

2.9 MIDI Guitar Mode

Toggle on when you use midi guitar as input. Make sure the input channel of midi track is set to all.

2.10 Customized Parameters Control

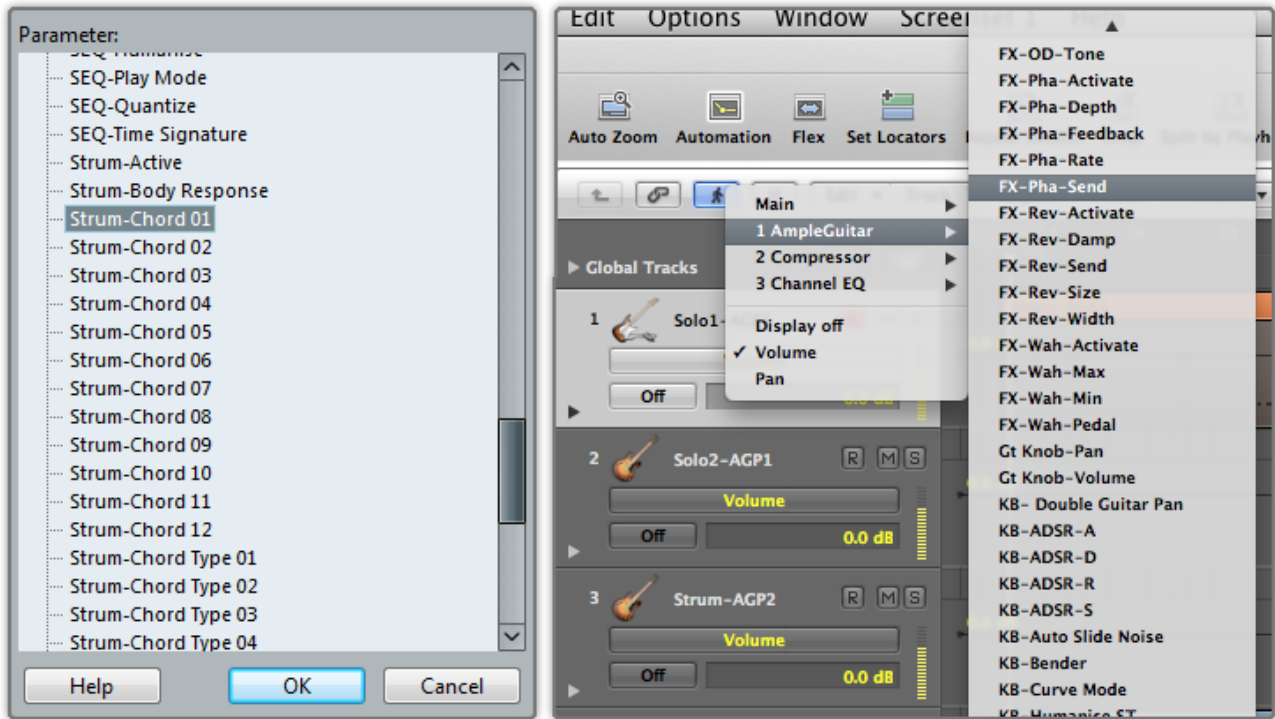
2.10.1 MIDI Controller

All buttons, knobs and sliders on GUI can be controlled by MIDI Controllers. Alt + click or right-click a control to open the dialog below and assign a controller.



- | |
|---|
| 1. Left Column: Available controllers, including After Touch, Bender and MIDI CC. |
| 2. Right Column: Assigned parameters. |
| 3. OK: Assign the selected controller to the control. |
| 4. Cancel: Close dialog. |
| 5. Learn: MIDI Learn. |
| 6. Clear: Clear the assigned controller of the control. |

2.10.2 Automation



You can also use automation to control parameters.

3 Instrument Panel

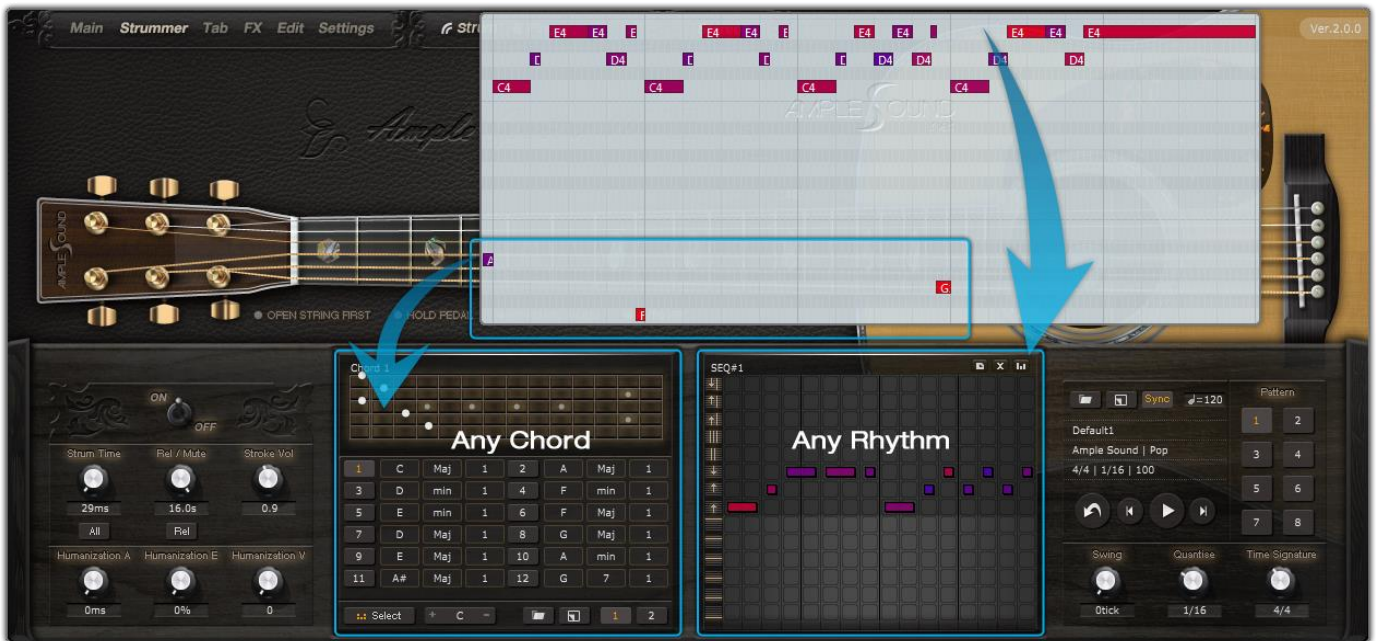
3.1 Overview of Instrument Panel



1. Sample Library
2. Sound Mode
3. Capo Logic - Intelligent Fingering Simulation Algorithm
4. StrMan
5. Open String First (G#6)
6. Hold Pedal
7. Play Mode
8. Auto Legato Mode (D#6)
9. Tuner
10. Capo

3.2 Sample Library

Acoustics have three distinct sample libraries: Finger, Pick and Strum. Strum library includes real strum samples customizable for any chord and rhythm without loss of quality.



Electrics have sample libraries of three pickup options: Neck, Both and Bridge.

*Sample Library cannot be switched during play.

3.3 Sound Mode (Acoustic only)

Two mono and stereo modes are available. In addition, you can adjust mic volumes, pan and width to meet your need.

3.4 Open String First

Used for high position arpeggios with open strings. When toggled on, notes will be played priorly on open strings regardless of Capo Logic. Note G#6 can toggle it on with high velocity and off with low velocity.



3.5 Play Mode

When Keyboard Mode is on, multiple notes can be played on same string simultaneously. When Solo Mode is on, only single note can be played. Both Keyboard Mode and Solo Mode will mute Auto Legato.

3.6 Auto Legato Mode

When two notes on same string overlap and Keyboard/Solo Mode is off, a legato will be automatically made. Note D#6 can switch auto legato mode, high velocity for Auto LS and low velocity for Auto HP.

3.7 Tuner

You can tune every string by turning its corresponding tuner, 2 semitones down at most. Tuning is fully compatible with strummer, tab and all articulations.



4 Main Panel

4.1 Overview of Main Panel



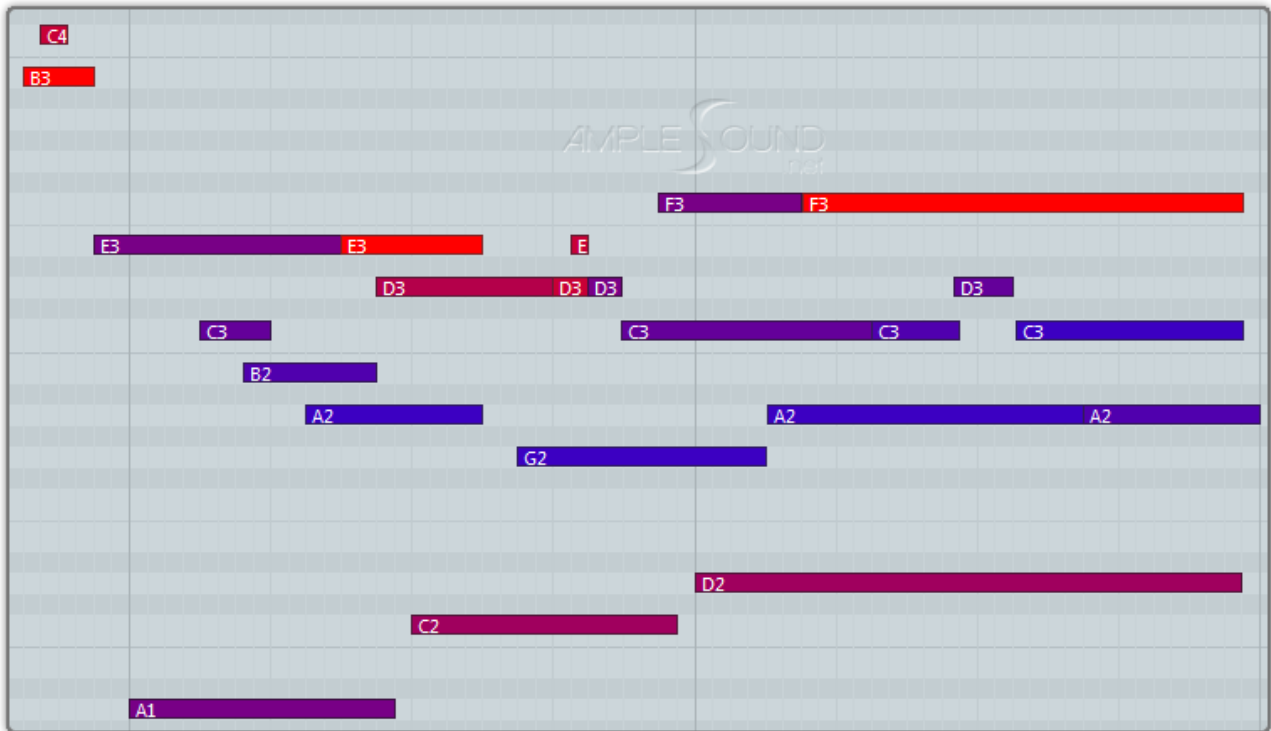
1. Articulations and Poly Legato (Important)
2. Mic Volume / Pick Attack Accentuation
3. Master Volume
4. Pan
5. Stereo Width / Pick Touch Gain
6. Doubling Toggle and Width (Important)
7. Release Sound Gain
8. FX Sound Gain
9. Resonance Gain and Time (Original) / Fade In
10. Fret Sound Toggle and Gain (Original)
11. Global Sample Start Time (Original)
12. Capo
13. Peak Meter
14. Bender
15. Manual Vibrato Wheel (Original)
16. StrMan and CapoMan
17. FX Sound Group
18. Strum Mode Toggle
19. Poly Repeater (Original)
20. FX Sound Group 2
21. Auto Legato Mode Switch
22. Open String First Toggle
23. Tab Play Toggle

4.2 Articulations and Poly Legato

Abbr.	Full Name	key switch	Range
Sus	Sustain & Pop	C0	E1-C5(D5)
NH	Natural Harmonic & Artificial Harmonic	C#0	E2-C5(E5)
PM	Palm Mute	D0	E1-C5(D5)
SIO	Slide In from below & Slide Out downwards	D#0	F#1-C5(D5)
LS	Legato Slide (Poly Legato)	E0	F1-C5(D5)
HP	Hammer-On & Pull-Off (Poly Legato)	F0	E1-C5(D5)
SG	Slide Guitar	F#0	F#1-C5(D5)

4.2.1 Sustain & Pop

Keyswitch is C0. Notes of velocity less than 127 will be Sustain. For acoustics, notes of velocity 127 will be Pop. For electrics, notes of velocity 127 will be either Artificial Harmonic or Pop depending on Accentuate Mode.



4.2.2 Natural Harmonic & Artificial Harmonic

Keyswitch is C#0. For electrics, notes of velocity less than 127 will be Natural Harmonic. Notes of velocity 127 will be Artificial Harmonic.

The image displays a piano roll visualization on a grid. The notes are represented by purple horizontal bars with their respective pitch names: B3, A3, G3, D3, B3, A3, G3, and D3. The notes are arranged in a sequence across the grid. A 'C#' key signature indicator is visible in the bottom left corner. The background features a faint 'AMPLE SOUND .net' watermark.

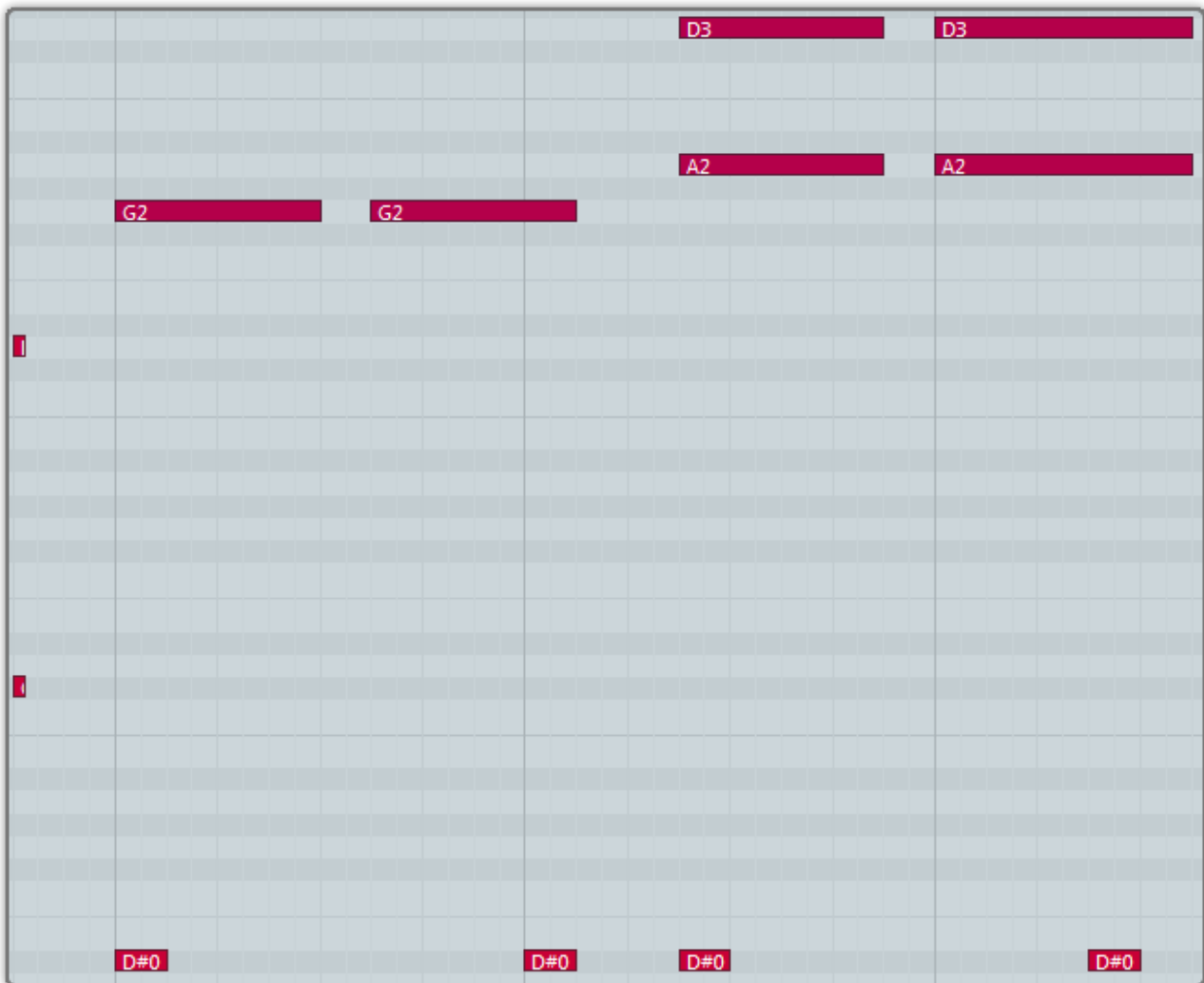
4.2.3 Palm Mute

Keyswitch is D0. Lower the velocity, greater the mute depth. If you press C0 and D0 at the same time, subsequent notes of high velocity will be Sustain and notes of low velocity will be Palm Mute.

The diagram illustrates a MIDI piano roll with two measures. The left measure (red) contains notes B2, A2, D2, and G1. The right measure (blue) contains notes B2, A2, D2, and G1. A D0 keyswitch is located at the bottom left. The notes are represented by horizontal bars with their pitch names labeled. The piano roll has a grid background and a watermark for 'AMPLE SOUND .net' in the center.

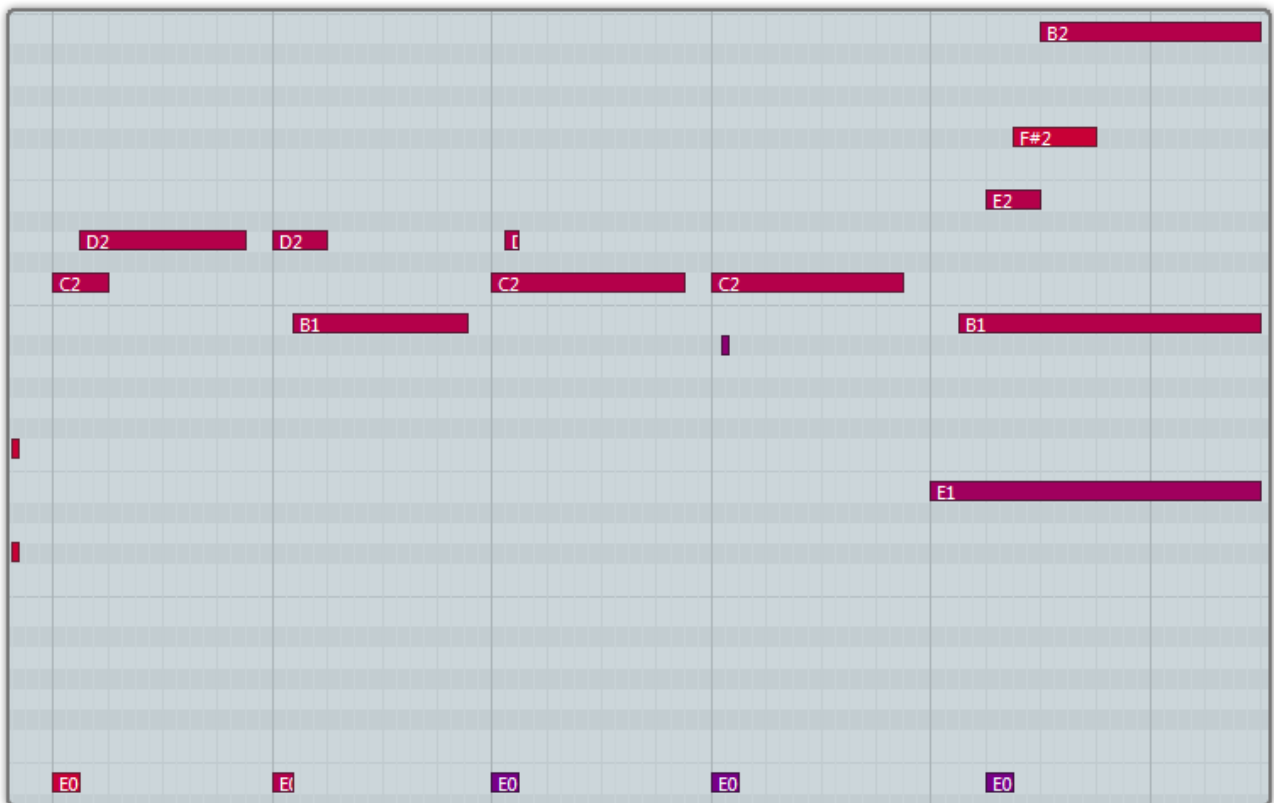
4.2.4 Slide In from below & Slide Out downwards (Original)

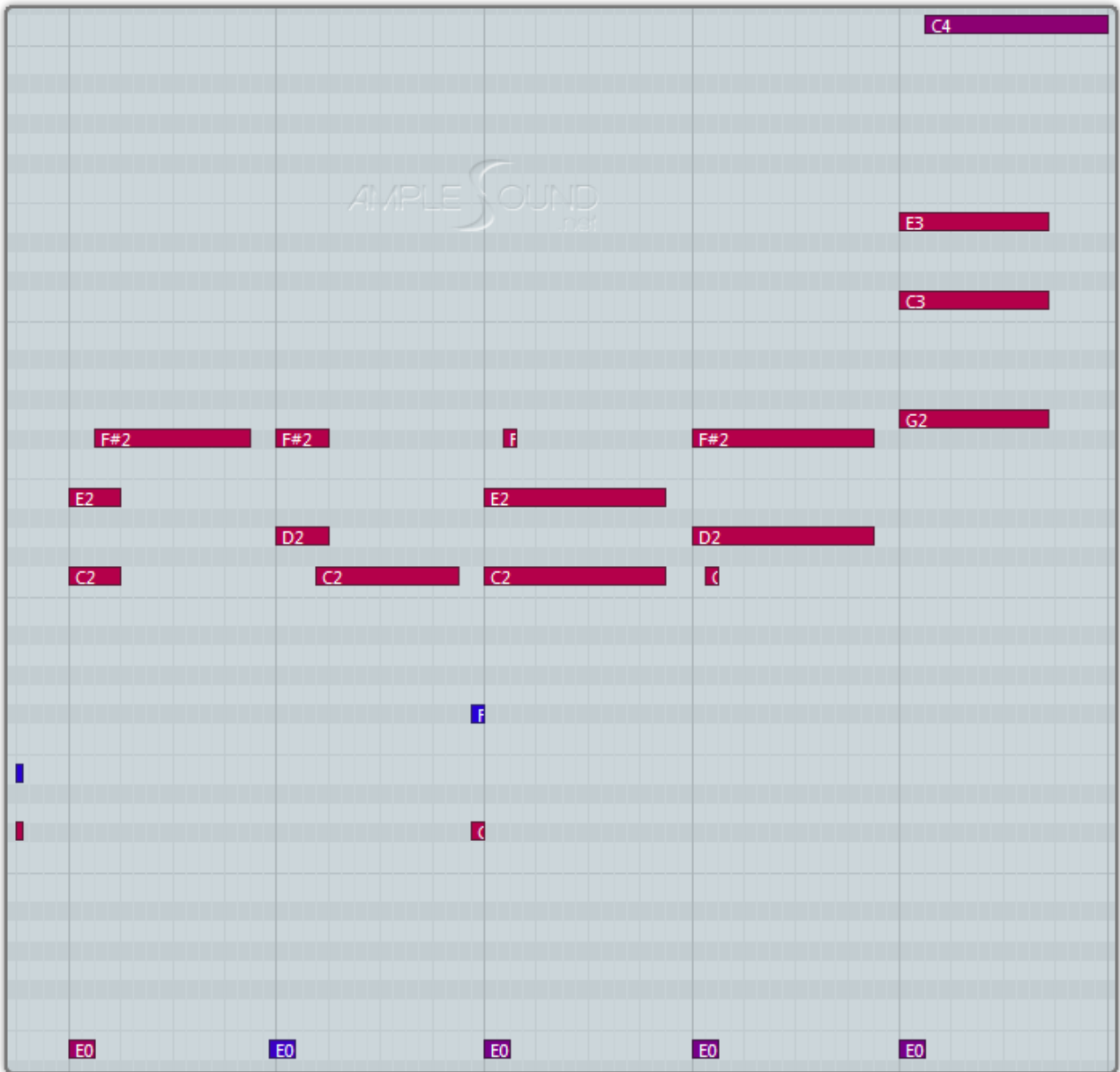
Keyswitch is D#0. When D#0 is before a note, subsequent note will be Slide In. When D#0 is during a note, Slide Out is triggered whose velocity is determined by D#0. Articulation will revert to Sustain when note ends.



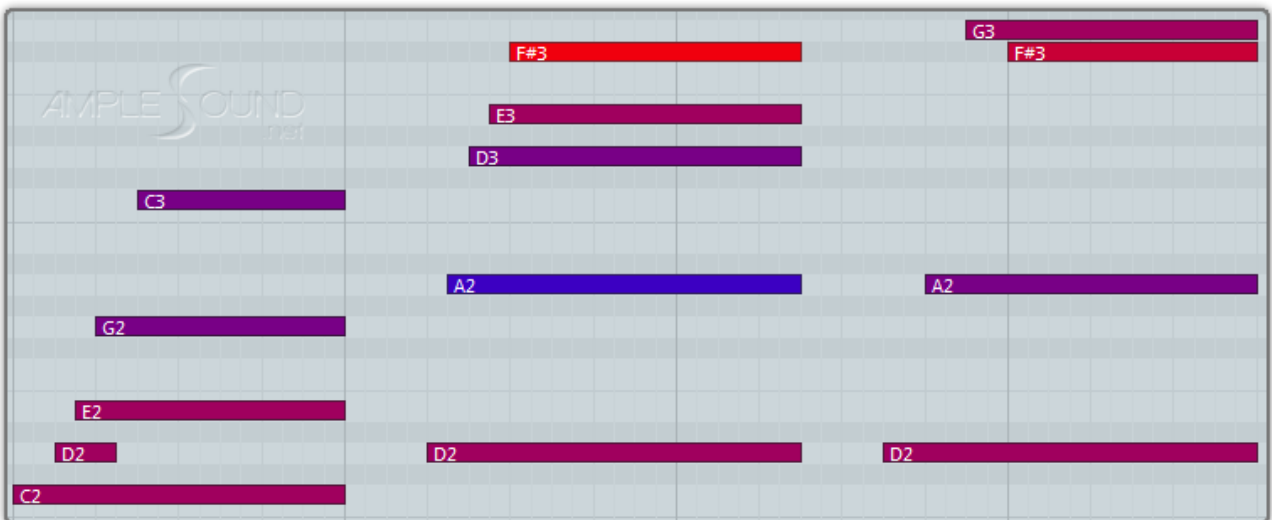
4.2.5 Legato Slide (Poly Legato)

Keyswitch is E0. The two notes must overlap and E0 must be ahead of the start note. Articulation will revert to previous one when destination note ends. Slide triggered by E0 of high velocity will change fret position. Low velocity will not.





Poly Slide (Original): Press the highest note of destination set to slide upwards; Press the lowest note of destination set to slide downwards.



Auto HP: When keyboard/solo mode is off and auto legato mode is Auto HP, two overlapped note on same string will make a HP automatically without keyswitch.

Poly Legato (Original): Press the highest note of destination set to Hammer-On. Press the lowest note of destination set to Pull-Off.

4.2.7 Slide Guitar

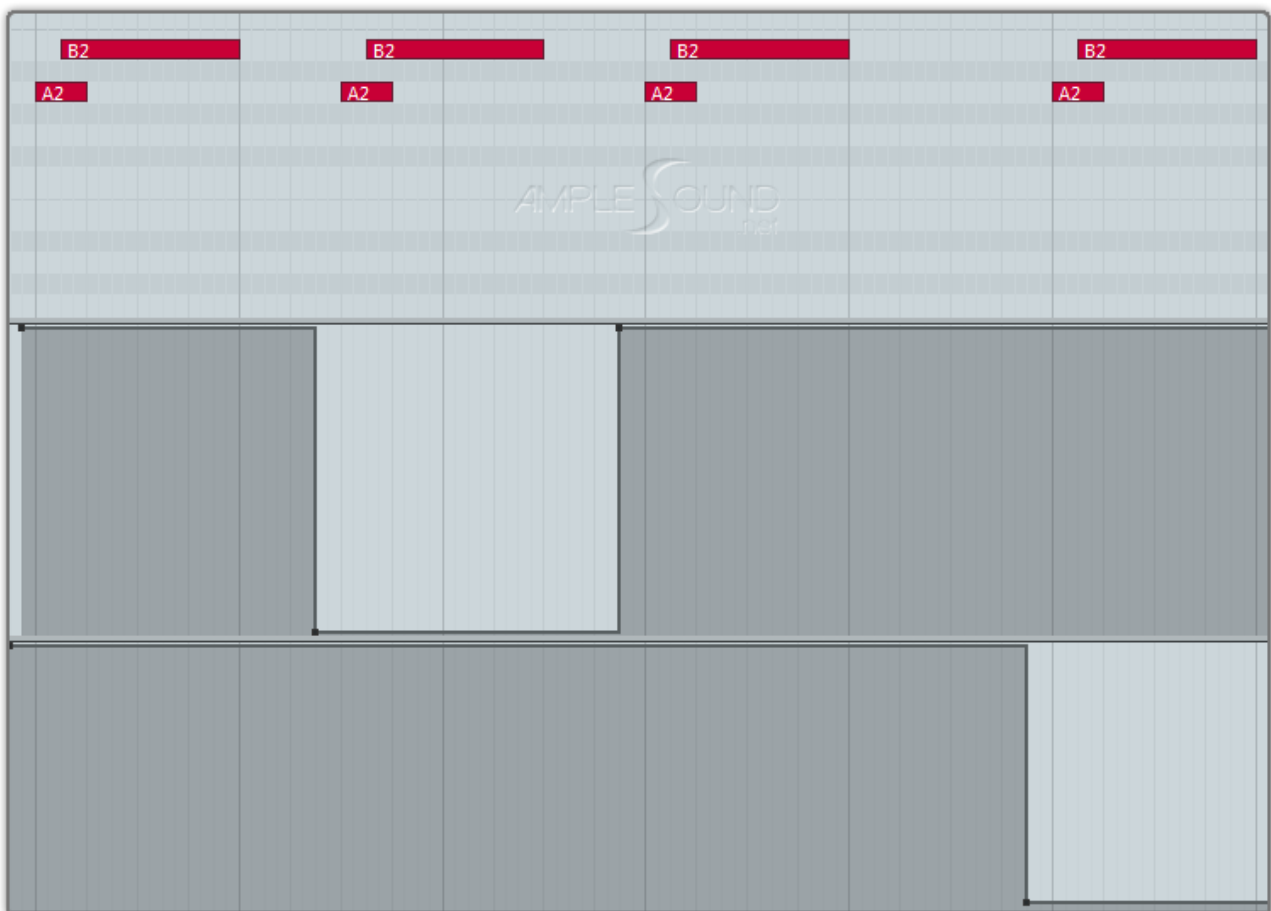
Keyswitch is F#0.

4.3 Doubling

Toggle on to achieve an authentic doubling effect with only one Ample Guitar.

4.4 Controllable Resonance

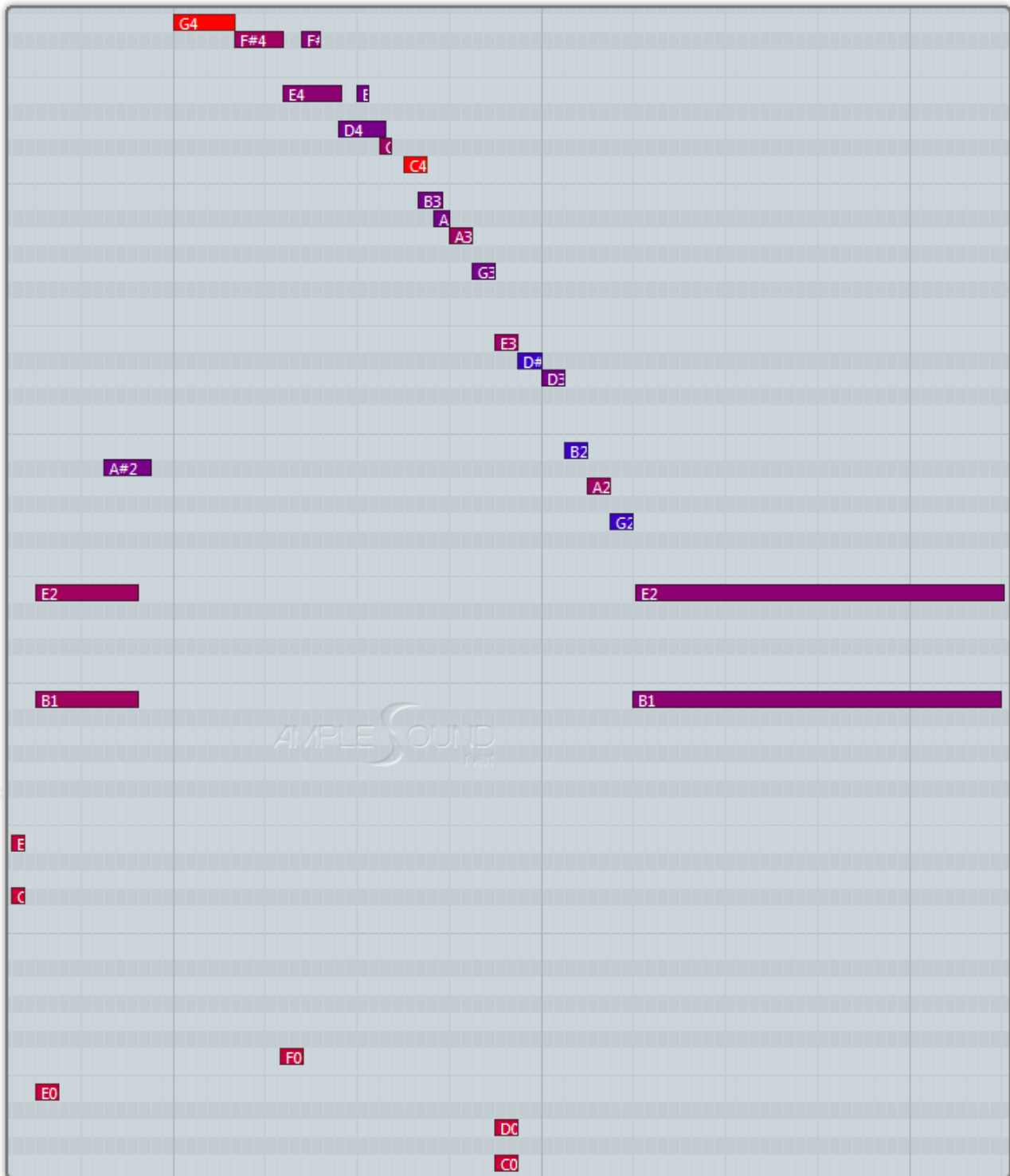
In real performance, guitarist can control resonance volume and time. Ample Guitar simulates these controls.



Silent Press(G5), Silent Stroke(G#5) and releasing Hold Pedal can mute ringing resonance.

4.5 Fret Sound

In real performance, hand is constantly moving and touching fretboard. Without fret sound virtual instruments would sound artificially "clean".



4.6 Global Sample Start Time

After pick strokes string, it takes around 50ms to get the string really vibrating. Ample Guitar preserves the moment of the stroke, otherwise it will sound like piano.

4.6.1 Start Time Setting

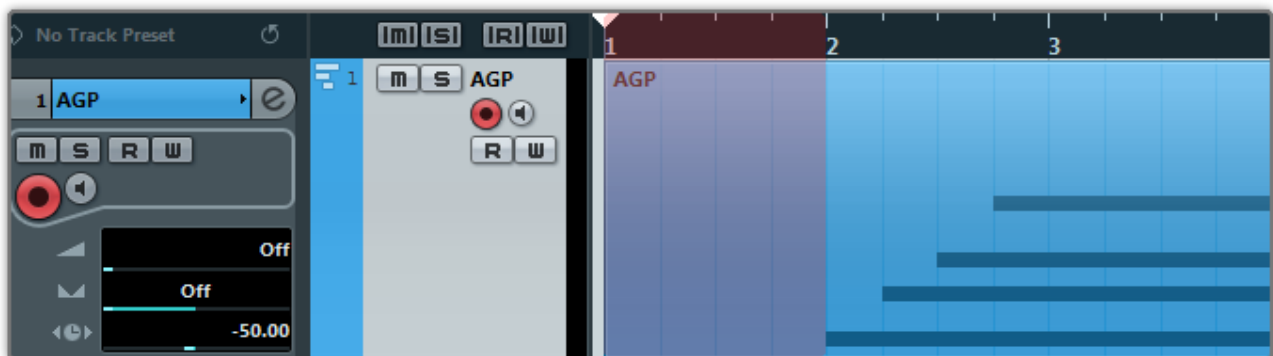


Set Start Time to 50ms and Track Delay of DAWs to 0ms as shown in the figure above on the left for real-time playing.

Set Start Time to 0ms and Track Delay of DAWs to -50ms as shown in the figure above on the right for playback or export.

If your DAW doesn't support Track delay, you will need to drag tracks a few ms (according to start time) forward manually, or use the formula of Time to BPM: $\text{Track Delay}(\text{beat}) = \text{Time}(\text{s}) * \text{Tempo} / 60$, e.g. for 50ms, you need to drag tracks 0.1 beat or 48 ticks forward when Tempo = 120.

You need to export audio one bar earlier after Track Delay is set as shown in the figure below.



4.7 Capo

Shifts all incoming notes without need to change original.

4.8 Manual Vibrato Wheel (Original)

Vibrato can be controlled by hand like a real guitarist does. If you want to vibrate automatically, open Settings Panel to toggle on Auto Mod.

4.9 StrMan and CapoMan

4.9.1 StrMan

Specify a string to be played manually. G0-C1 correspond to 6th string-1st string. High velocity StrMan will affect fret position while low velocity will not.

4.9.2 CapoMan

Switch to a fret position manually. Press C#1 and the CapoMan line (yellow) will appear. Then press E1-C3 to switch to position 0-20 respectively.



4.10 FX Sound Group

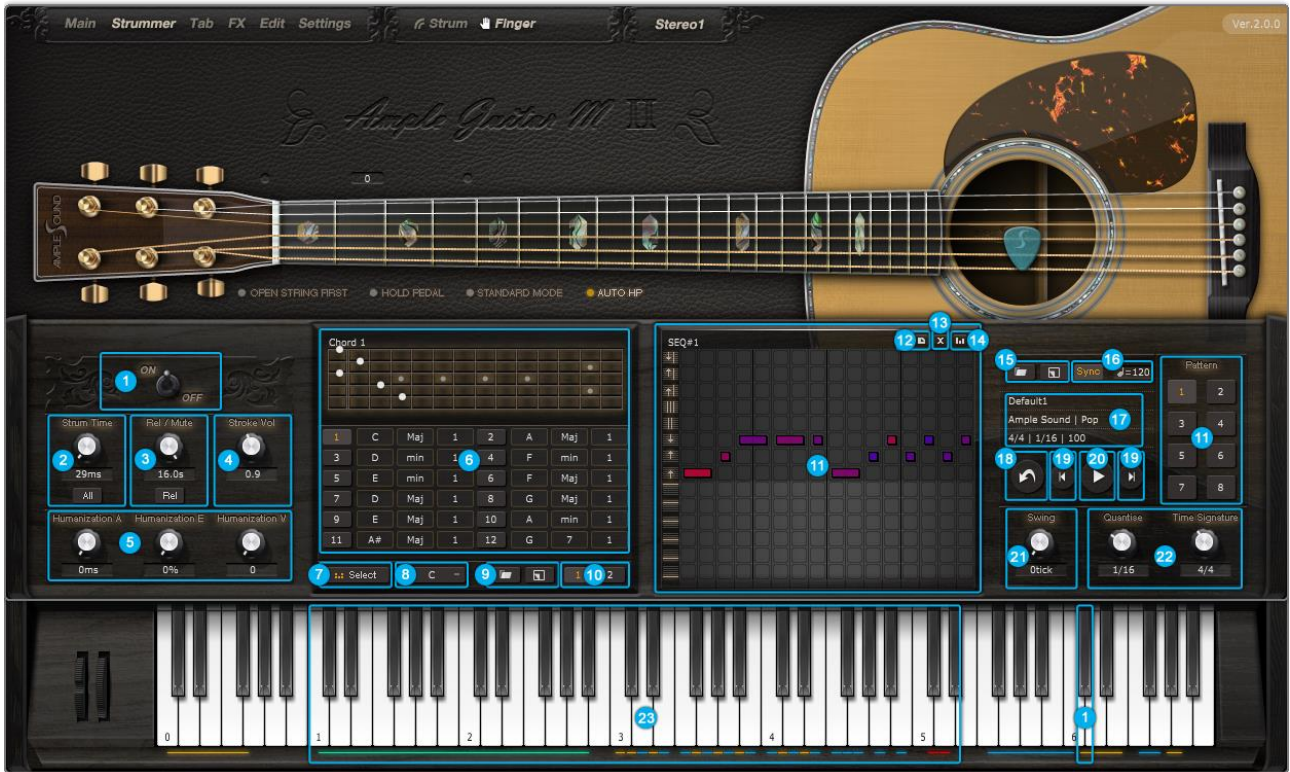
Note	FX Sound
F5	Scratch
F#5	Slap
G5	Silent Press
G#5	Silent Stroke
A5	Downstroke 1
A#5	Upstroke 1
B5	Downstroke 2
C6	Upstroke 2
F6	Hit Top (Open) / Pick Scrape
F#6	Hit Top (Mute)
G6	Hit Rim

4.11 Poly Repeater (Original)

As a simulation of repetitive downstroke and upstroke, you can press D6 and E6 to repeat notes being played or last ended note. Multiple notes are supported.

5 Strummer Panel

5.1 Overview of Strummer Panel



1. Strum Mode Toggle(C#6)
2. Strum Time (C#5) and Mode
3. Body Resonance and Mute Depth (Original)
4. Stroke Noise Volume
5. Strummer Humanizations
6. Chord Setting and Switch (Important)
7. Switch Chord Mode between Select Mode and Detect Mode
8. Transpose Whole Chord Bank
9. Save/Load Whole Chord Bank
10. Browse Chords 1-12 or 13-24
11. Chord Play and SEQ Edit: 14 Strum Notes + 28 Ways to Play (Important)
12. Copy Current SEQ from Another
13. Clear All SEQ Notes
14. Default SEQ Note Velocity
15. Save/Load Pattern

16. SEQ Sync
17. Pattern Information
18. SEQ Export
19. Previous/Next Pattern
20. SEQ Play
21. SEQ Swing
22. SEQ Quantize and Time Signature
23. Strummer Keys

5.2 Strum Time and Mode

Strum Time controls how fast pick cross strings. When Strum Time is 1000ms, in Each Mode every interval between chord notes is 1000ms while in All Mode intervals are altogether 1000ms.

Note C#5 can control Strum Time. Higher the velocity, shorter the time.



5.3 Body Resonance and Mute Depth

There are two ADSRs in strum mode, Body Resonance and Mute Depth. Body Resonance simulates open strum, higher the value longer the ringing time. Mute Depth simulates mute strum, lower the value greater the depth.

5.4 Strummer Humanizations

5.4.1 Humanization (All)

Applies random change to total strum time.

5.4.2 Humanization (Each)

Alters the timing of chord notes without affecting total strum time.

5.4.3 Humanization (Velocity)

Applies random change to strum velocity.

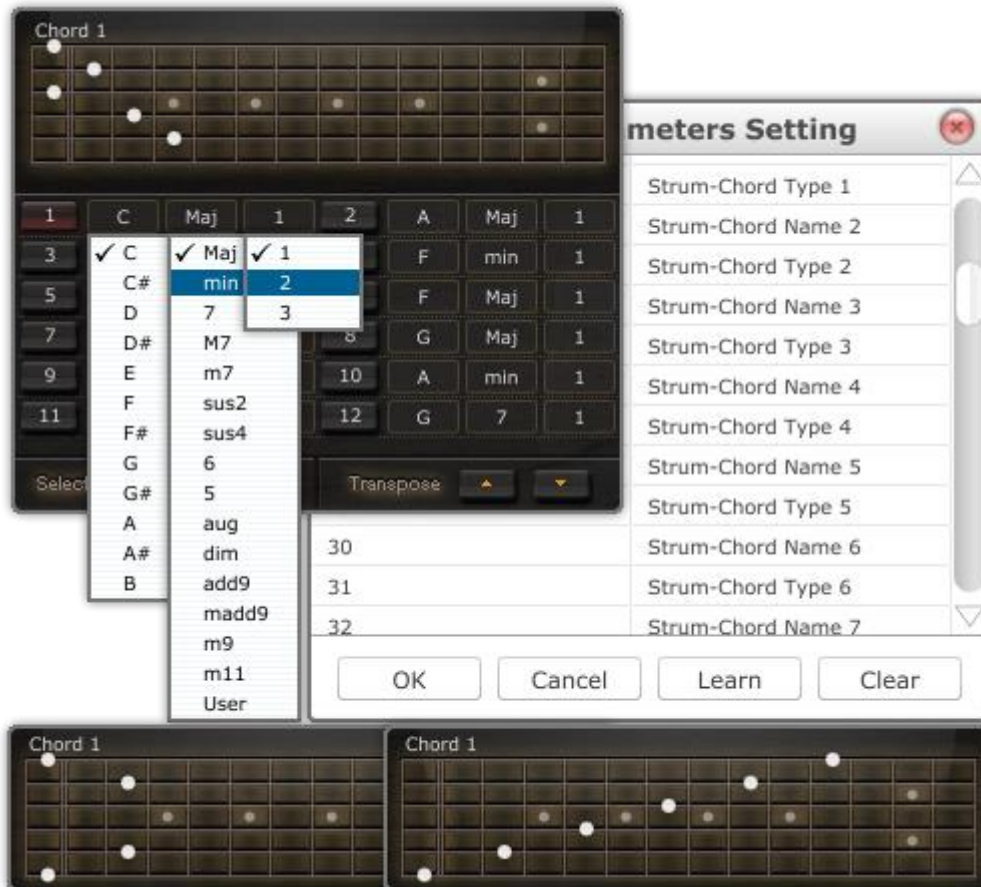
5.4.4 SEQ Swing

Randomly flexes the timing grids of SEQ to avoid mechanical performance.

5.5 Chord Setting and Switch (Important)

There are two chord modes available, select mode and detect mode. Note D5 can switch chord mode, high velocity for detect mode and low velocity for select mode.

5.5.1 Select Mode



Select Mode provides 24 chord slots. Every chord slot can be customized by setting root note, type and position, altogether 540 variations available. You can also customize by clicking on the fretboard.

Press C1-B2 to switch to chord slot 1-24 respectively. Chord switch with high velocity will mute the ringing of previous chord.

Click Transpose button will transpose 24 chord slots altogether.

Click Load button to browse and load whole chord bank. Click Scan Folder to change folder.

Load Chord Bank [X]

Scan Folder: C:\Users\amplesound-jrf\Documents\Ample Sound\Chord Banks

Sub Path	Name	Category	Key	Author
\	A-East-1	Pop	A	Ample Sound
\	A-East-2	Pop	A	Ample Sound
\	A-The First of Me	Rock	A	Ample Sound
\	B-ARP-1	Pop	B	Ample Sound
\	B-Yellow	Pop	B	Ample Sound
\	C-Default	Pop	C	Ample Sound
\	C-One Day	Pop	C	Ample Sound
\	C-Running-AGM	Pop	C	Ample Sound
\	C-Sweet as UR	Pop	C	Ample Sound
\	C-That's the Time	Jazz	C	Ample Sound
\	C-Type5-1	Pop	C	Ample Sound
\	C-Type5-2	Pop	C	Ample Sound
\	C-Type5-3	Pop	C	Ample Sound
\	C-Type7	Pop	C	Ample Sound
\	C-TypeM7	Jazz	C	Ample Sound
\	C-user	Rock	C	Ample Sound
\	D-LegHP-1	Jazz	D	Ample Sound
\	Default	Pop	C	Ample Sound
\	E-ARP-1	Jazz	E	Ample Sound
\	E-Gotten	Pop	E	Ample Sound
\	E-Return-1	Pop	E	Ample Sound
\	E-Return-2	Pop	E	Ample Sound
\	F-Suite830	Jazz	F	Ample Sound

Click Save button to save whole chord bank.

Folder: C:\Users\amplesound-jrf\Documents\Ample Sound\Chord Banks

Name: Default

Author: Ample Sound

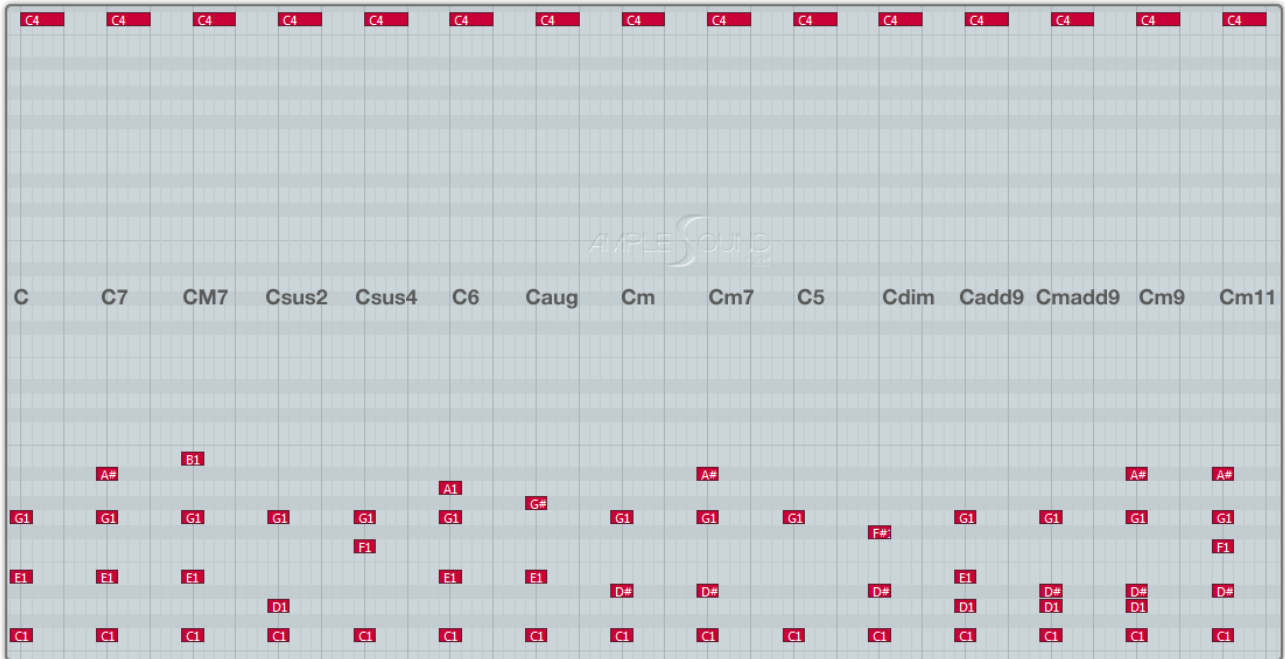
Category: Pop

Key: C

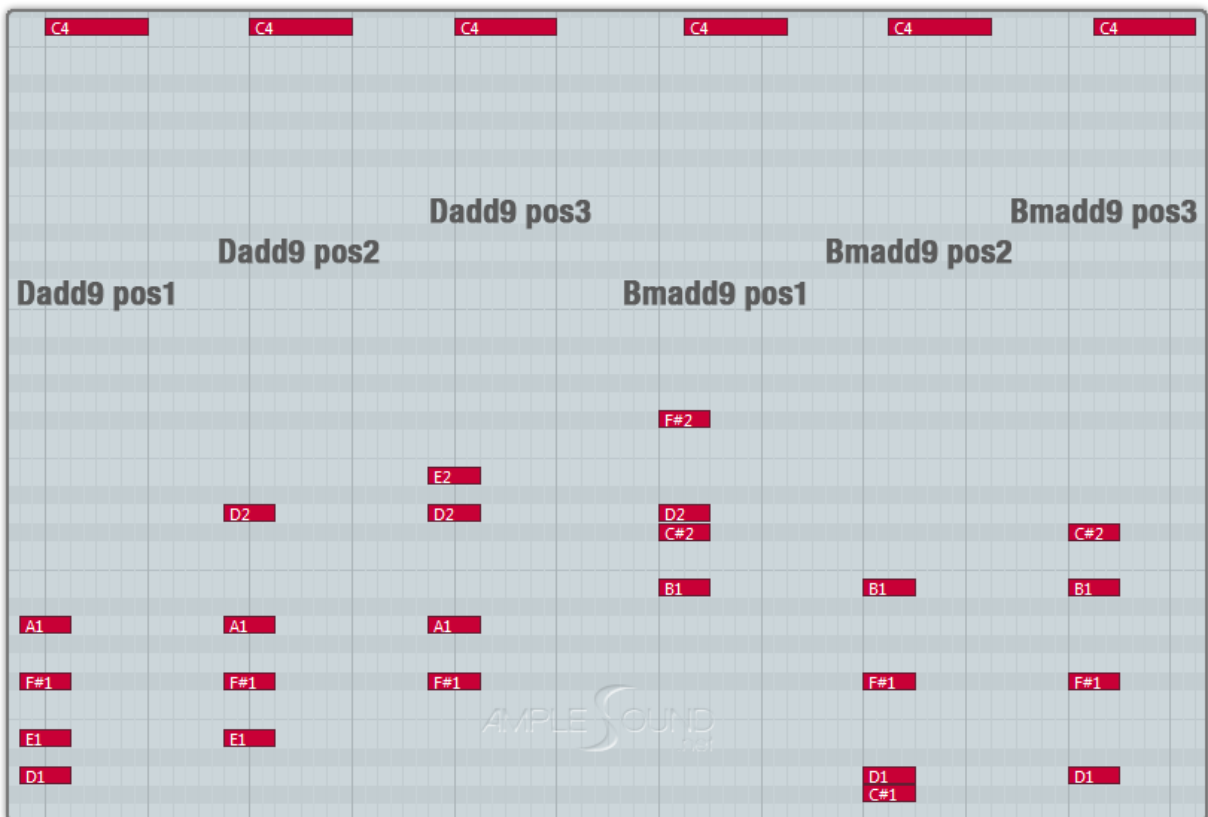
OK Cancel

5.5.2 Detect Mode

Detect Mode can detect chord pressed by users within C1-B2 and directly switch to corresponding preset. Root note must be within C1-B1.



Chord Inversion is supported. Different inversions will be mapped to different positions.



Pressing C1-B1 or C2-B2 solely can make a slash chord based on current.

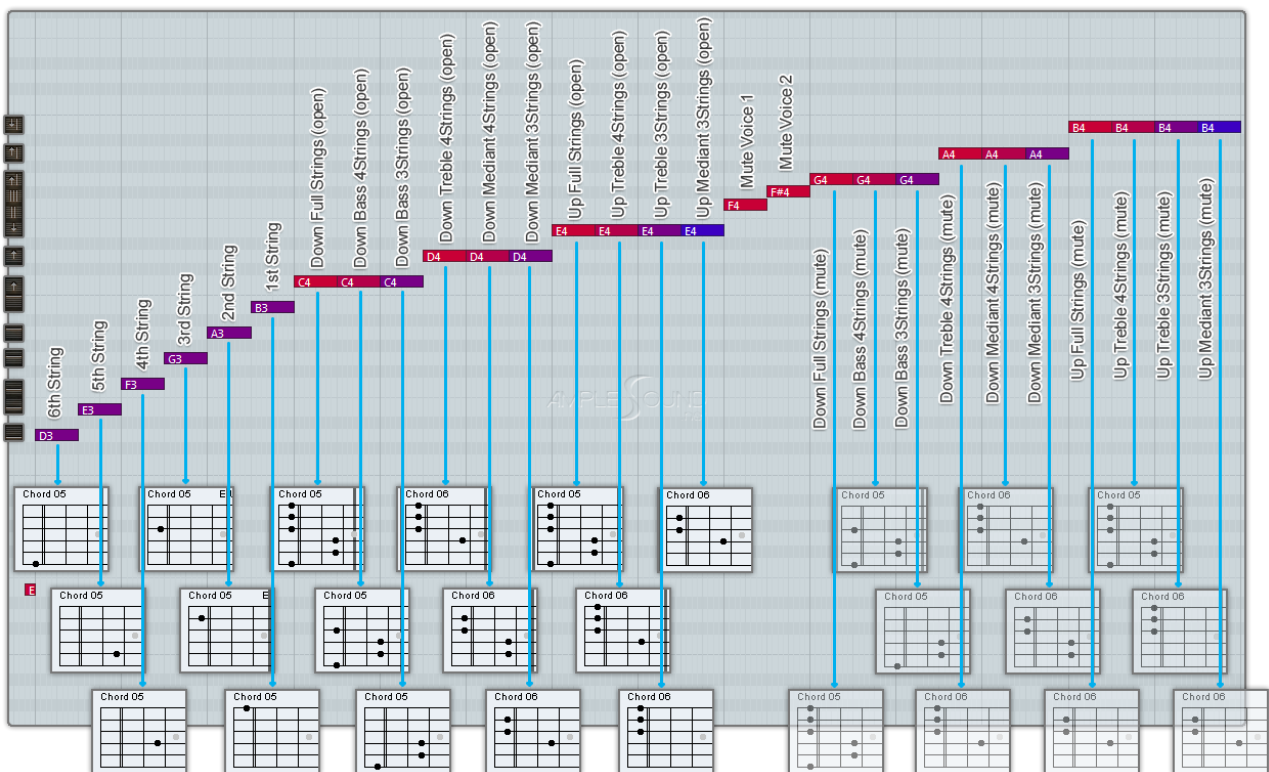
5.6 Chord Play and SEQ Setting (Important)

5.6.1 14 Strum Notes + 28 Ways to Play (Original)

Strummer system provides 14 strum notes, and 28 ways to play when combined with different velocity, giving great variety for chord play, even with only one chord.

28 ways to play have been designed and arranged for convenience concern after countless hours of testing. Without need for remembering them, you can play naturally on keyboard to achieve realistic strum.




Figure below shows 28 ways to play with Em chord (6 Notes).



5.6.2 SEQ Edit

Click 8 SEQ buttons to browse and edit SEQs.

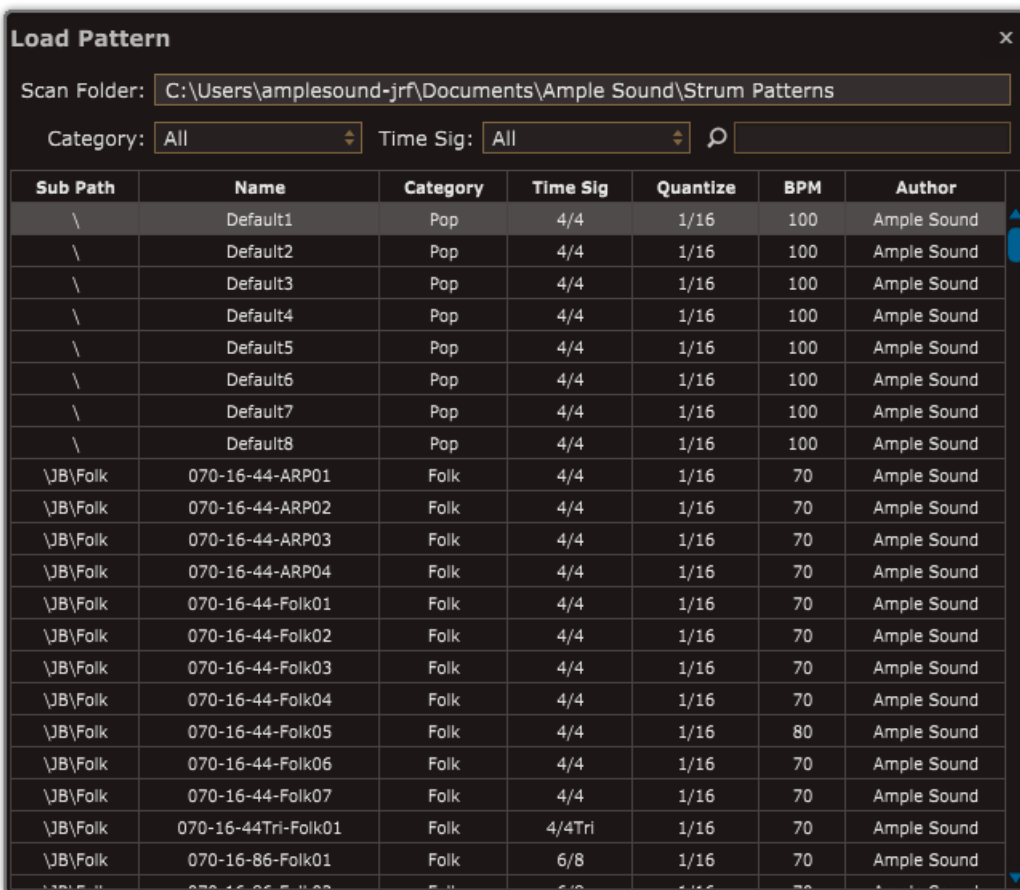
The icons on the left of editor are 14 strum notes.

Click  to clear current SEQ notes. Click  to copy another SEQ to current. Click  to select default velocity of SEQ note.

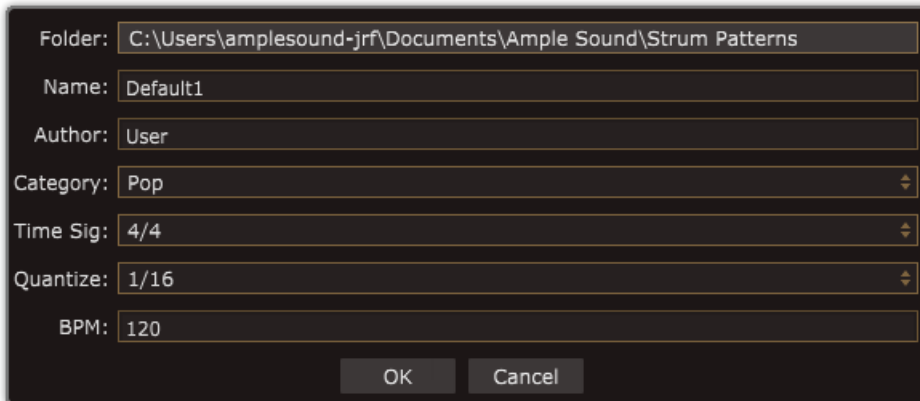
The color of SEQ note indicates velocity. Dragging mouse up/down or left/right will change the velocity and/or duration. Single clicking will enter a note. Double clicking on an existing note will remove it.

5.6.3 Save/Load Pattern

Click Load button to browse and load pattern. Click Scan Folder to change folder. Select Category, Time Signature or type to filter patterns.



Click Save button to save pattern.



5.6.4 SEQ Play

Press C3 C#3 D#3 F#3 G#3 A#3 C#4 D#4 to play SEQ 1-8 respectively.

5.6.5 SEQ Export

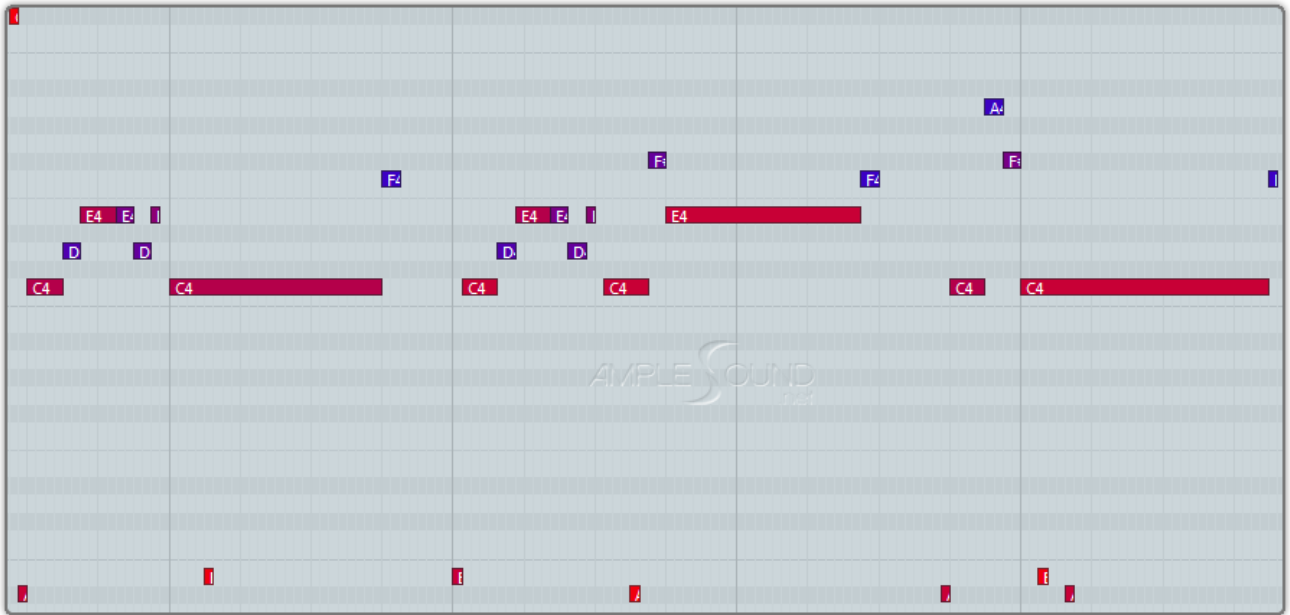
Drag export button to export current SEQ to host.

5.7 Strum with Articulations (Original)

By combining articulation keyswitches and chord switch keys, you can play Natural Harmonic, Palm Mute, Slide In & Out, Legato Slide, Hammer-On & Pull-Off and Pop while strumming.

5.7.1 Strum Legato - Legato Slide

Press E0 and switch to another chord during a strum note, a slide will be made by notes of previous chord and current chord which are on same string but different frets.



5.7.2 Strum Legato - Hammer On & Pull Off



Press F0 and switch to another chord during a strum note, a HP will be made by notes of

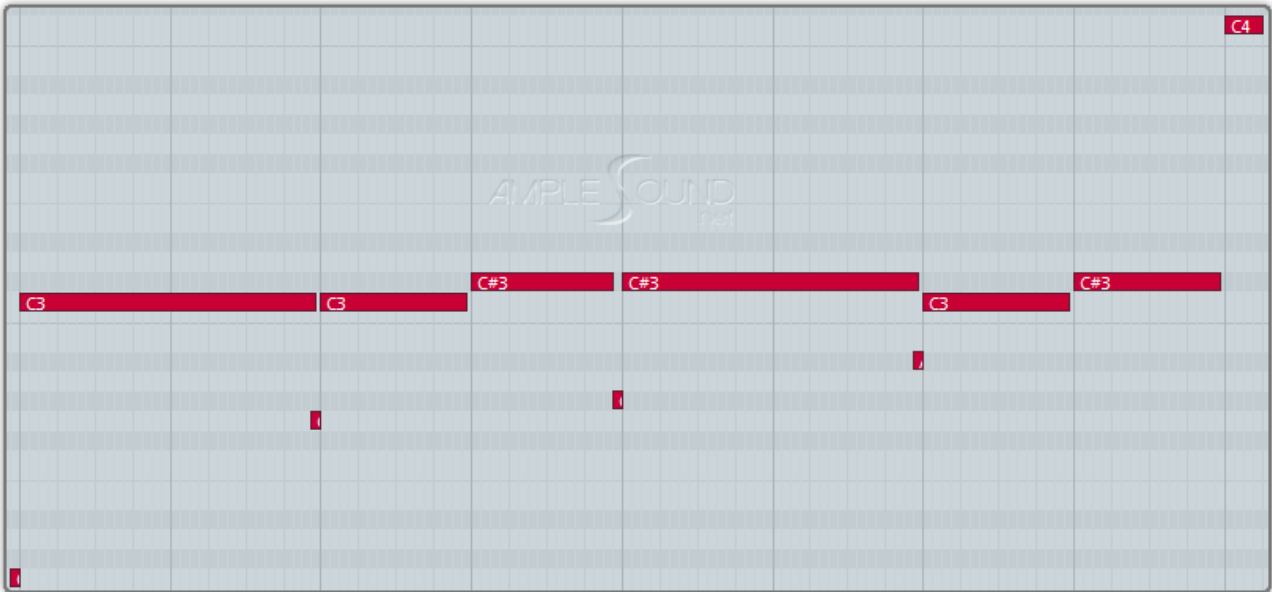
previous chord and current chord which are on same string but different frets.

5.7.3 Slide In Strum



Press D#0 before a strum note will make a Slide In strum.

5.7.4 Harmonic Strum



Press C#0 before a strum note will make a Natural Harmonics strum, only available on 3rd, 5th, 7th, 9th and 12th fret.

5.8 Strummer Keys (Important)

Green: Chord switch (select mode) or detect (detect mode). Yellow: SEQ triggers. Blue: Strum notes. Red: Chord Mode switch and Strum Time control.



6 Tab Panel

6.1 Overview of Tab Panel



1. Track Select
2. Load Tab
3. Reload Tab
4. Tab Sync
5. Convert Current Measure to Pattern
6. Go to...
7. Tab Play (Note A6)
8. Tab Loop
9. Velocity Proportion
10. Velocity Humanization
11. Tab Swing
12. Strum Time Proportion

6.2 Tab Load

Ample Guitar supports four formats of tab, GP3, GP4, GP5 and GPX. Tab name and path can only contain numbers and English letters. After you edit a tab, you can click Reload button to

refresh. Click on edge or "Go to..." buttons to browse tab.

6.3 Tab Play

Click the play button to play a tab. When loop toggle is on, tab will start over again when it reaches end. When loop toggle is off, tab will stop. A6 can toggle on tab play with high velocity and off with low velocity. Use A6 to control tab play when exporting.

6.4 Velocity Proportion and Humanization

Velocity Proportion controls the percentage of original velocity with which to play tab. Humanization applies random change to velocity.

6.5 Tab Swing

Randomly flexes the timing of tab to avoid mechanical performance.

6.6 Strum Time Proportion

Controls the percentage of original strum time with which to play tab. When set as "Fixed by Strummer" , strum time will be fixed by the strum time knob on strummer panel.

7 FX Panel

7.1 Overview of FX Panel



4 Send FXs: Reverb, Delay, Phaser, Chorus. 4 Direct FXs: Compression, Overdrive, 5-Band-EQ, Wah.

7.2 Compression

Name	Range	Default	Unit
Thre	-60 - 0	-20	db
Ratio	0 - 1	0.5	-
Attack	1 - 500	5	ms
Release	5 - 500	50	ms
Gain (MakeUp)	-24 - 24	2	db

7.3 Overdrive

Name	Range	Default	Unit
Drive	10 - 1000	150	-
Gain	0 - 0.2	0.1	-
Tone	1000 - 12000	4000	HZ

7.4 5-Band-EQ

Name	Range	Default	Unit
Cut Active	Off / On	On	-
Lo Cut Gain	-12/-24	-12	db
Lo Cut Freq	20 - 20k	100	Hz
Band 2 Gain	-15 - 15	0	db
Band 2 Freq	20 - 20k	200	Hz
Band 3 Gain	-15 - 15	0	db
Band 3 Freq	20 - 20k	800	Hz
Band 4 Gain	-15 - 15	0	db
Band 4 Freq	20 - 20k	1.6K	Hz
Hi Cut Active	Off / On	Off	-
Hi Cut Gain	-12 / -24	-12	db
Hi Cut Freq	20 - 20k	16k	Hz

7.5 Wah

Name	Range	Default	Unit
Min	100 - 200	100	-
Max	5000 - 10000	5000	-
Pedal	According to Min and Max	= Min	-

7.6 Chorus

Name	Range	Default	Unit
Send	0 - 1	0.5	-
Depth	0 - 1	0.1	ms
Rate	0 - 0.5	0.1	Hz

7.7 Phaser

Name	Range	Default	Unit
Send	0 - 1	0.2	-
Depth	0 - 1	0.5	-
Rate	0 - 10	5	-
FBK	0 - 1	0.5	-

7.8 Delay

Name	Range	Default	Unit
Send	0 - 1	0.1	-
L.Time	0 - 2	0.25	s
R.Time	0 - 2	0.5	s
FBK	0 - 1	0.2	-

7.9 Reverb

Name	Range	Default	Unit
Send	0 - 0.5	0.1	-
Width	0 - 1	1	-
Damp	0 - 1	0.3	-
Size	0 - 1	0.8	-

8 Edit Panel

Articulation	Pitch	String	Fret	Vel Layer	Cycle	Tune	Gain
Sustain	G2 (55)	1	0	1	1	0cts	1.0
Sustain	G2 (55)	1	0	1	2	2cts	1.0
Sustain	G2 (55)	1	0	2	1	0cts	1.0
Sustain	G2 (55)	1	0	2	2	0cts	1.0
Sustain	G#2 (56)	1	1	1	1	-7cts	1.0
Sustain	G#2 (56)	1	1	1	2	-1cts	1.0
Sustain	G#2 (56)	1	1	2	1	-10cts	1.0
Sustain	G#2 (56)	1	1	2	2	-5cts	1.0
Sustain	A2 (57)	1	2	1	1	-11cts	1.0
Sustain	A2 (57)	1	2	1	2	-2cts	1.0
Sustain	A2 (57)	1	2	2	1	1cts	1.0
Sustain	A2 (57)	1	2	2	2	-5cts	1.0
Sustain	A#2 (58)	1	3	1	1	-9cts	1.0
Sustain	A#2 (58)	1	3	1	2	-1cts	1.0
Sustain	A#2 (58)	1	3	2	1	0cts	1.0
Sustain	A#2 (58)	1	3	2	2	-5cts	1.0
Sustain	B2 (59)	1	4	1	1	-9cts	1.0
Sustain	B2 (59)	1	4	1	2	0cts	1.0
Sustain	B2 (59)	1	4	2	1	2cts	1.0
Sustain	B2 (59)	1	4	2	2	-5cts	1.0
Sustain	C3 (60)	1	5	1	1	-9cts	1.0
Sustain	C3 (60)	1	5	1	2	0cts	1.0
Sustain	C3 (60)	1	5	2	1	6cts	1.0

ABP_Tune_Default Save Load

You can adjust both pitch and gain of every sample according to your own need. Editor can correspond to sample currently being played. You can save your tune setting for later use or load setting from file.

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