Ample Bass Manual

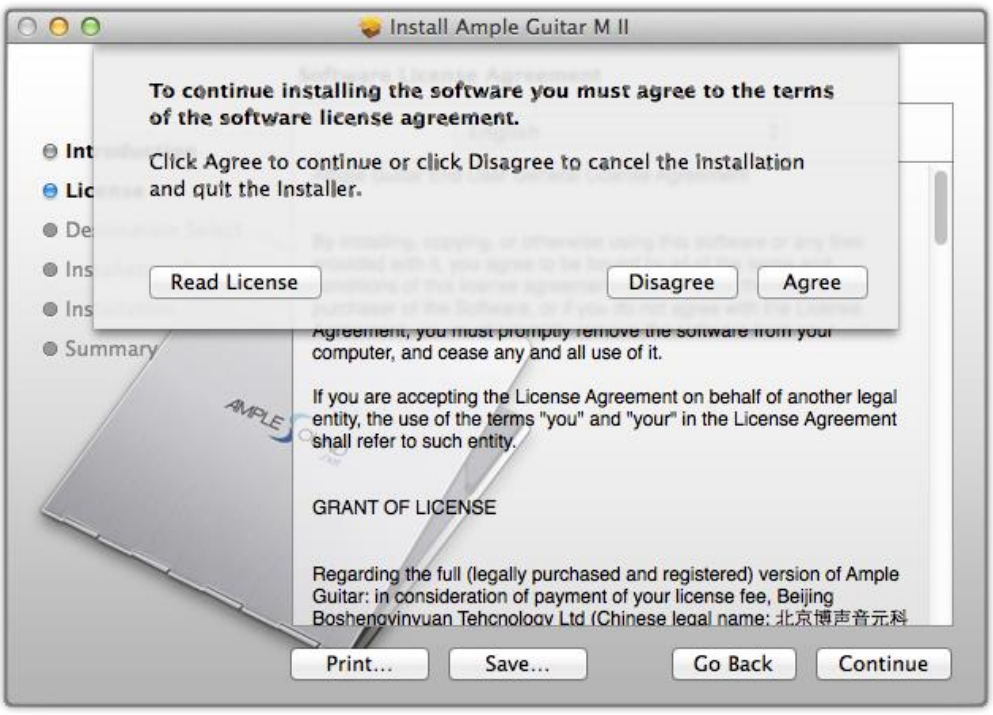
Beijing Ample Sound Technology Co. Ltd

Contents

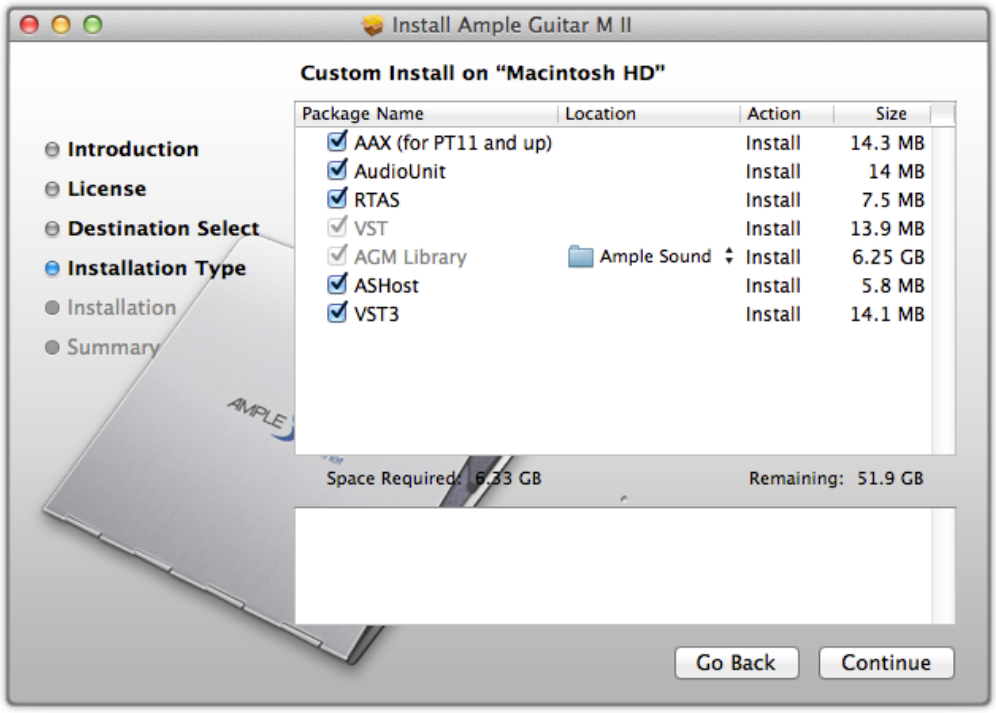
1 Installation and Activation

1.1 Installation on Mac

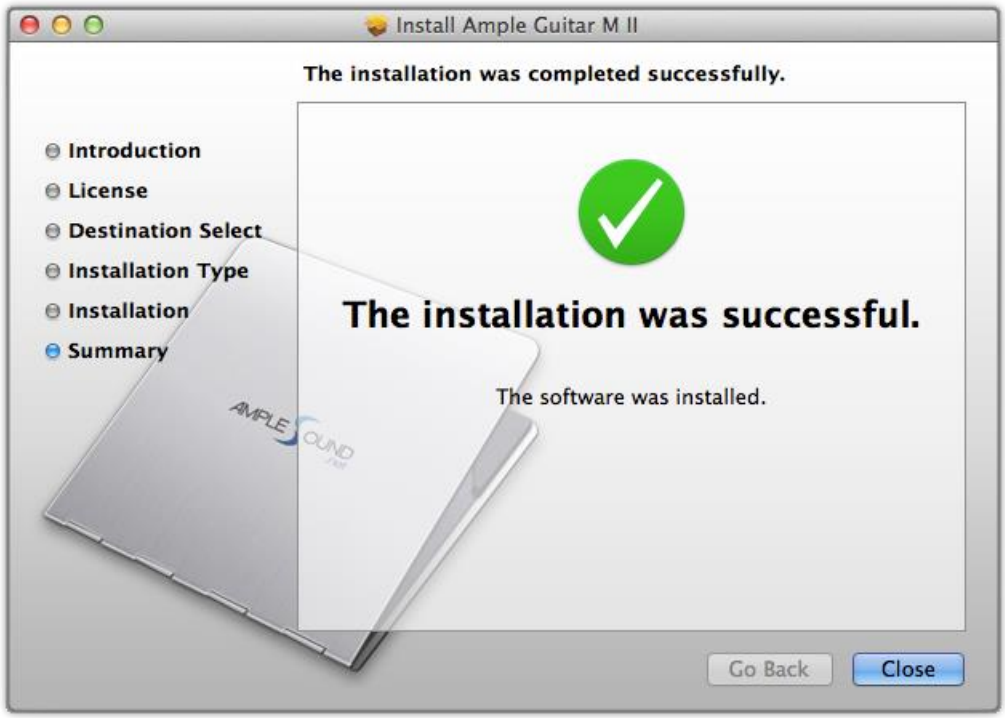
1. Continue to install.



2. Read and accept the license agreement.



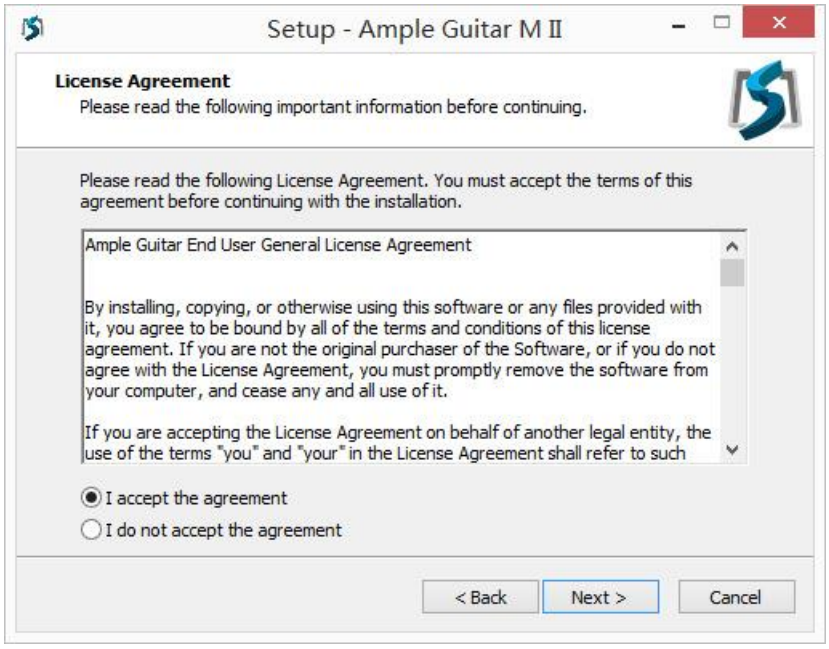
3. Select plugin formats to install. Change Location if you want to install sample library in a different place.



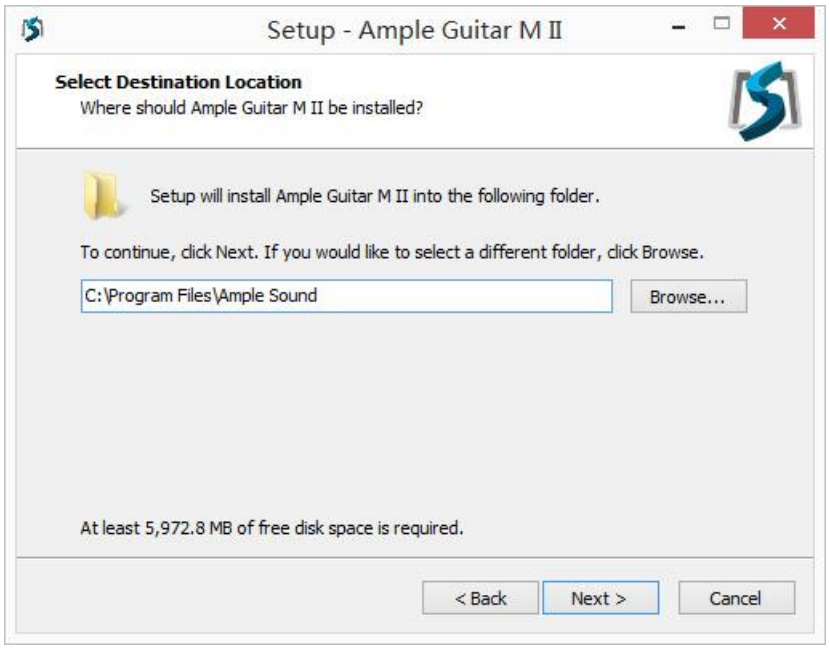
4. Close to exit.

1.2 Installation on Windows

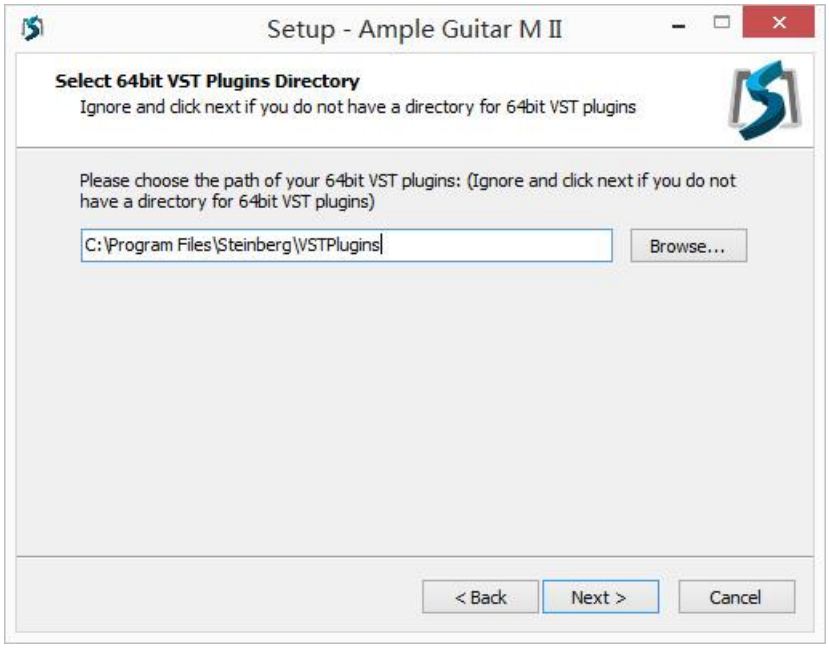
1. Continue to install.



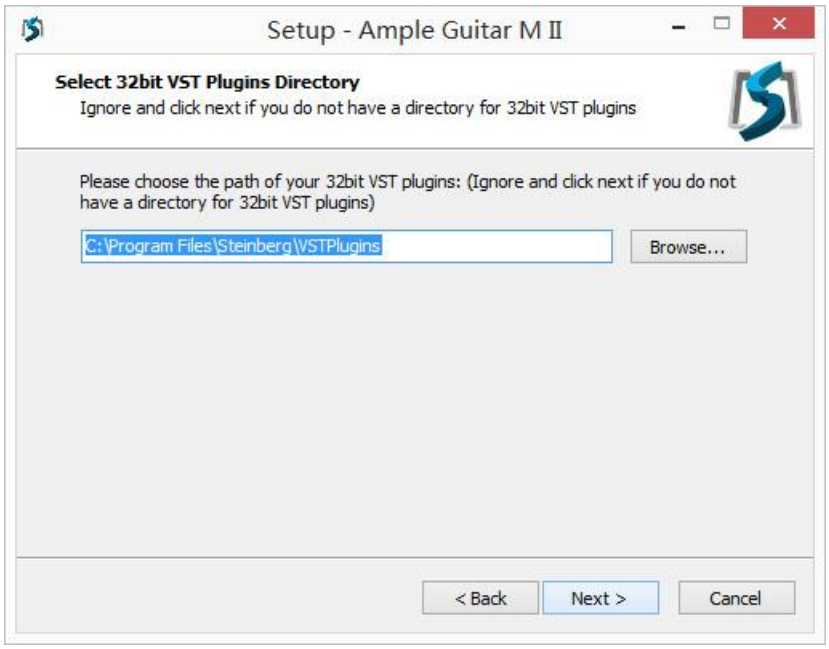
2. Read and accept the license agreement.



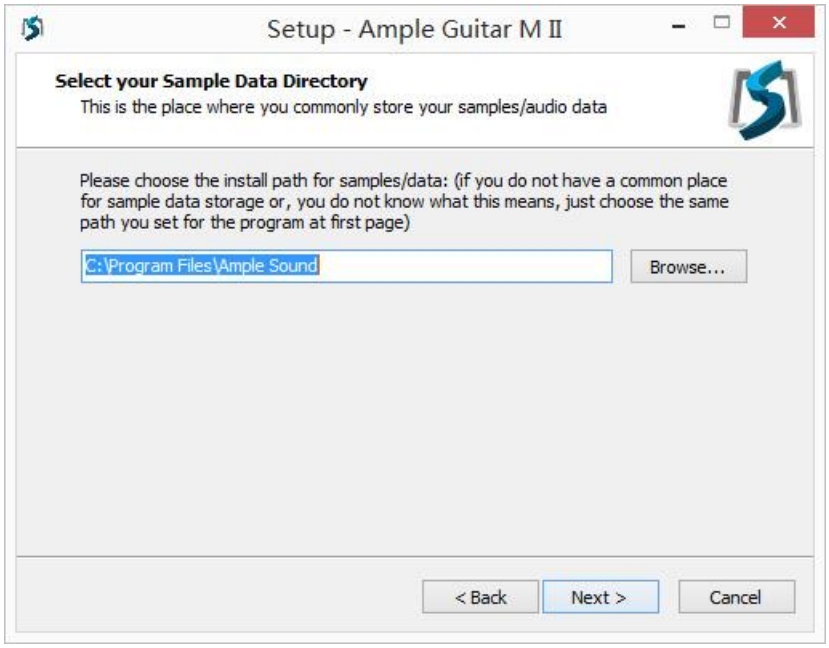
3. Specify location to install standalone.



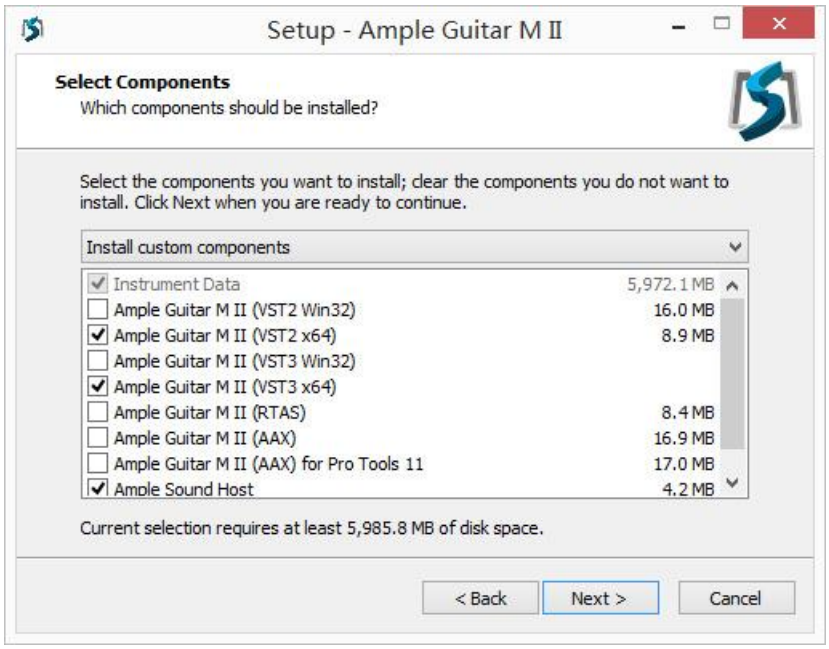
4. Specify location to install 64bit VST.



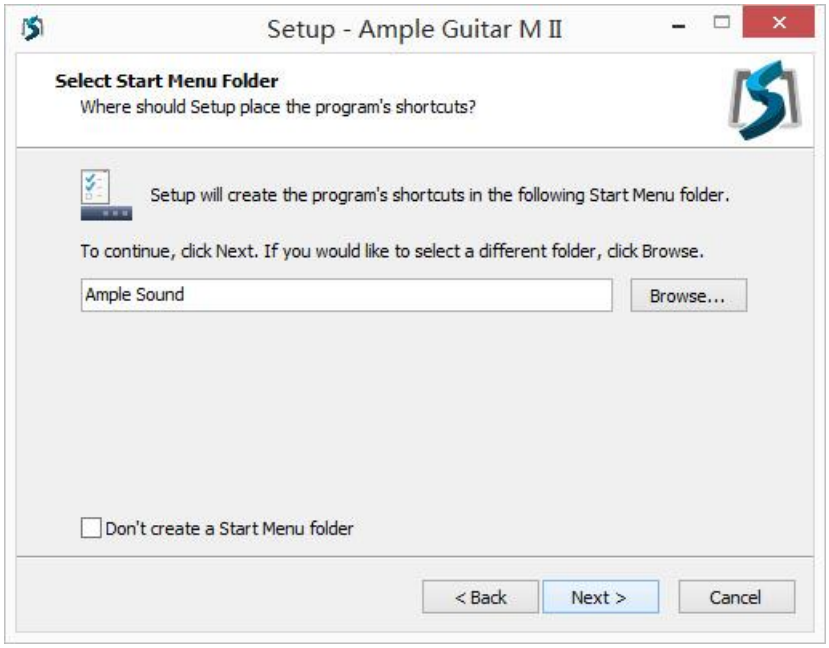
5. Specify location to install 32bit VST.



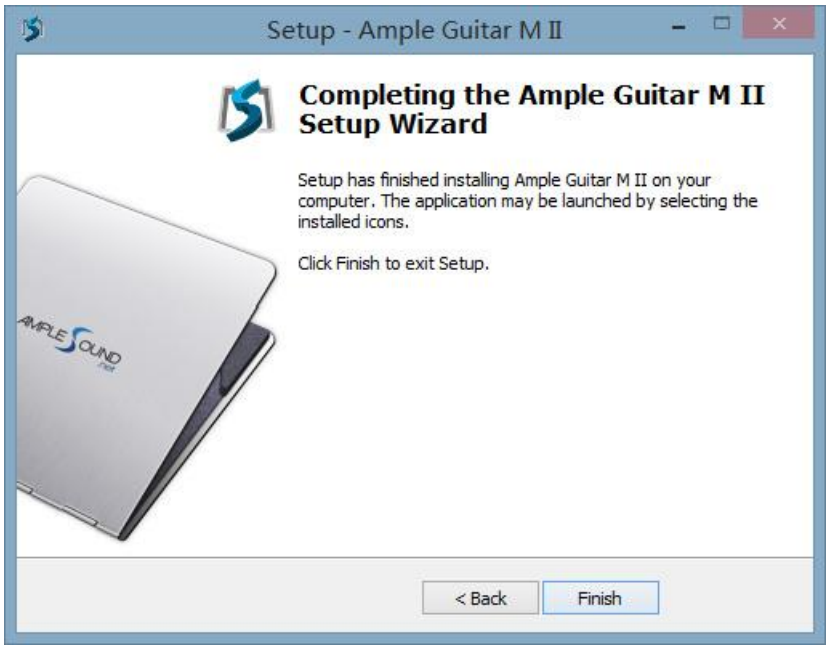
6. Specify location to install sample library.



7. Select plugin formats to install.



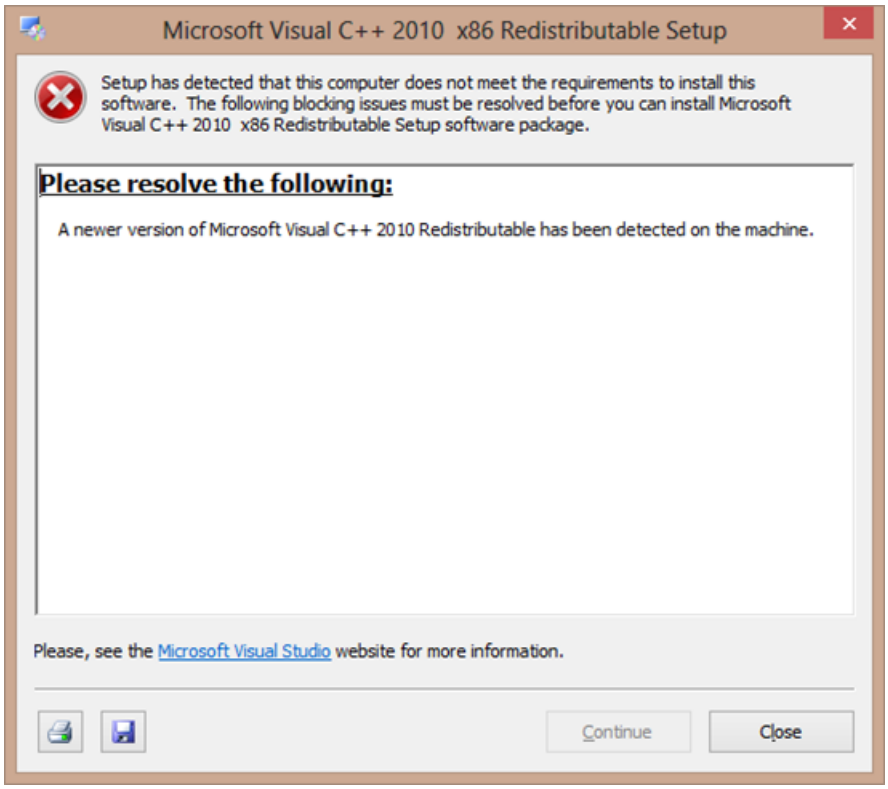
8. Choose if to create a Start Menu folder.



9. Finish to exit.

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

[Microsoft official download page]

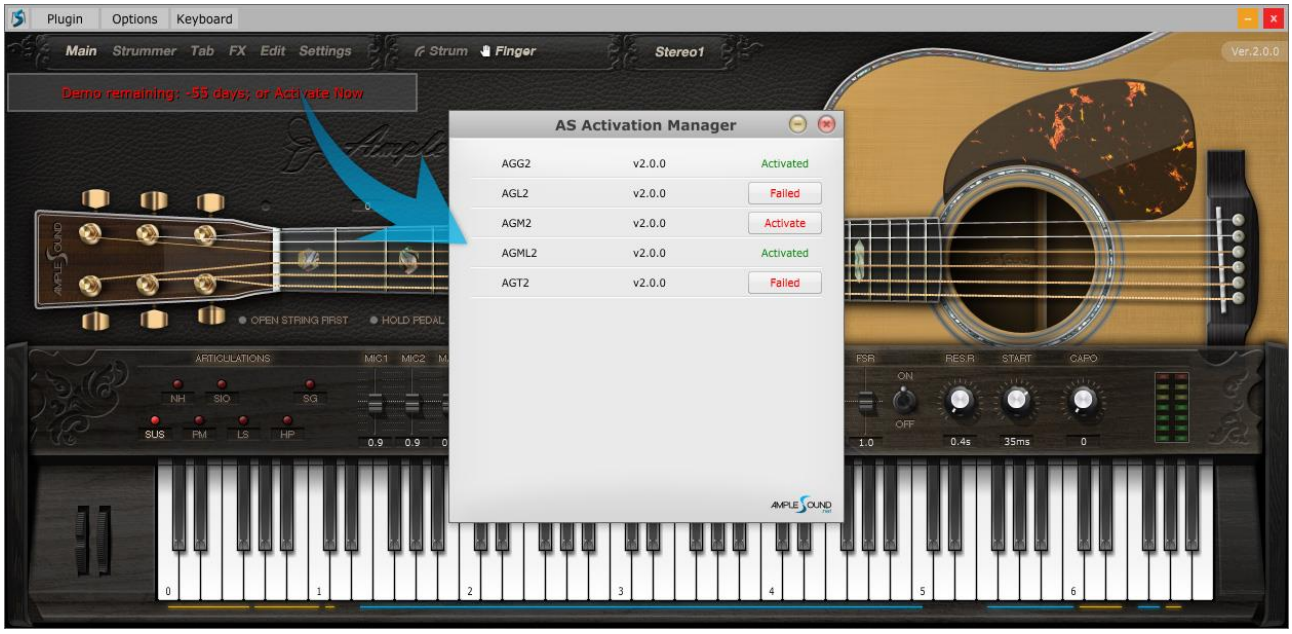


*If encountered with error shown above, please close and simply ignore it.

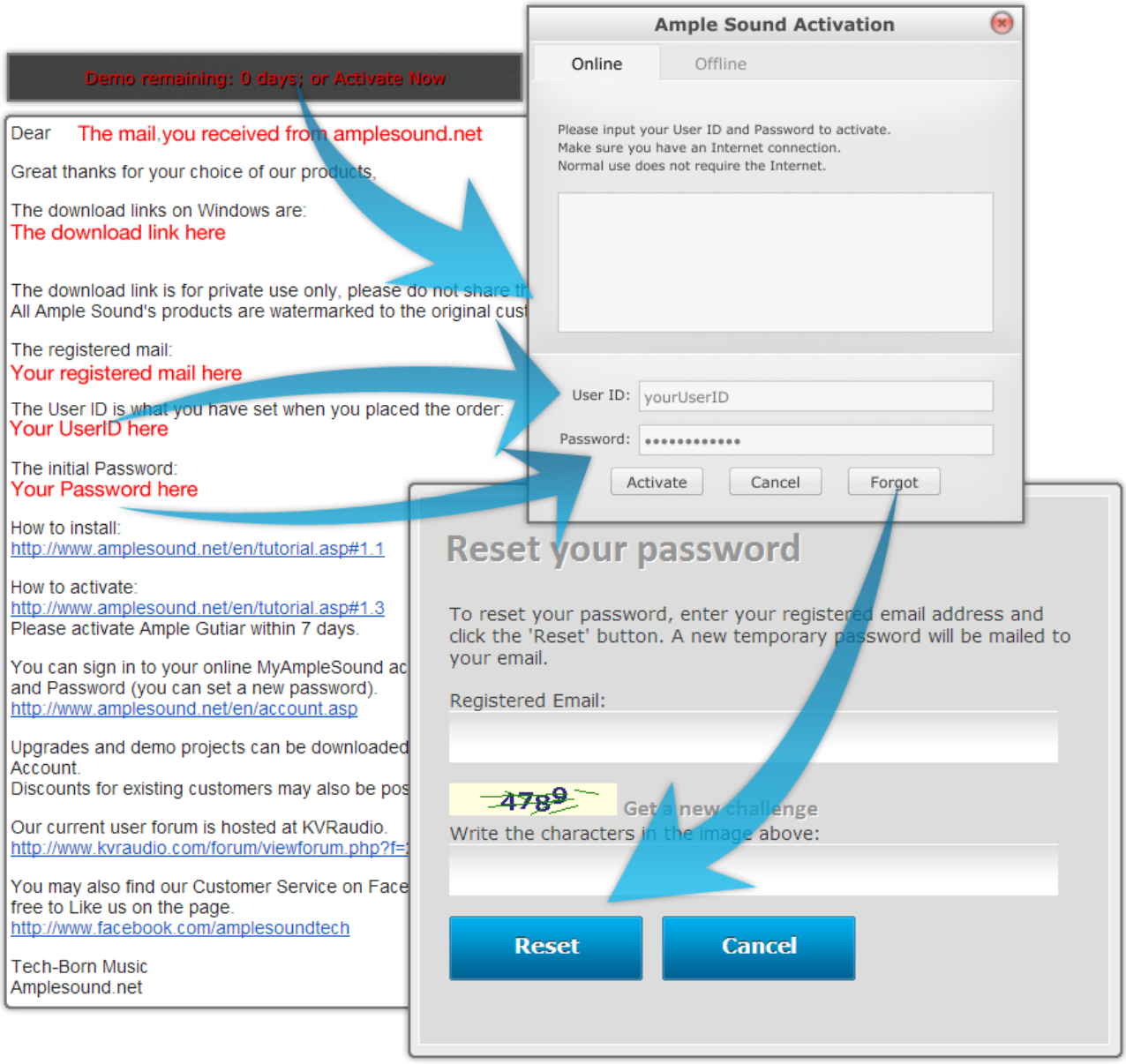
1.3 Full Features Trial & Activation

1. 7-days trial with full features is offered.

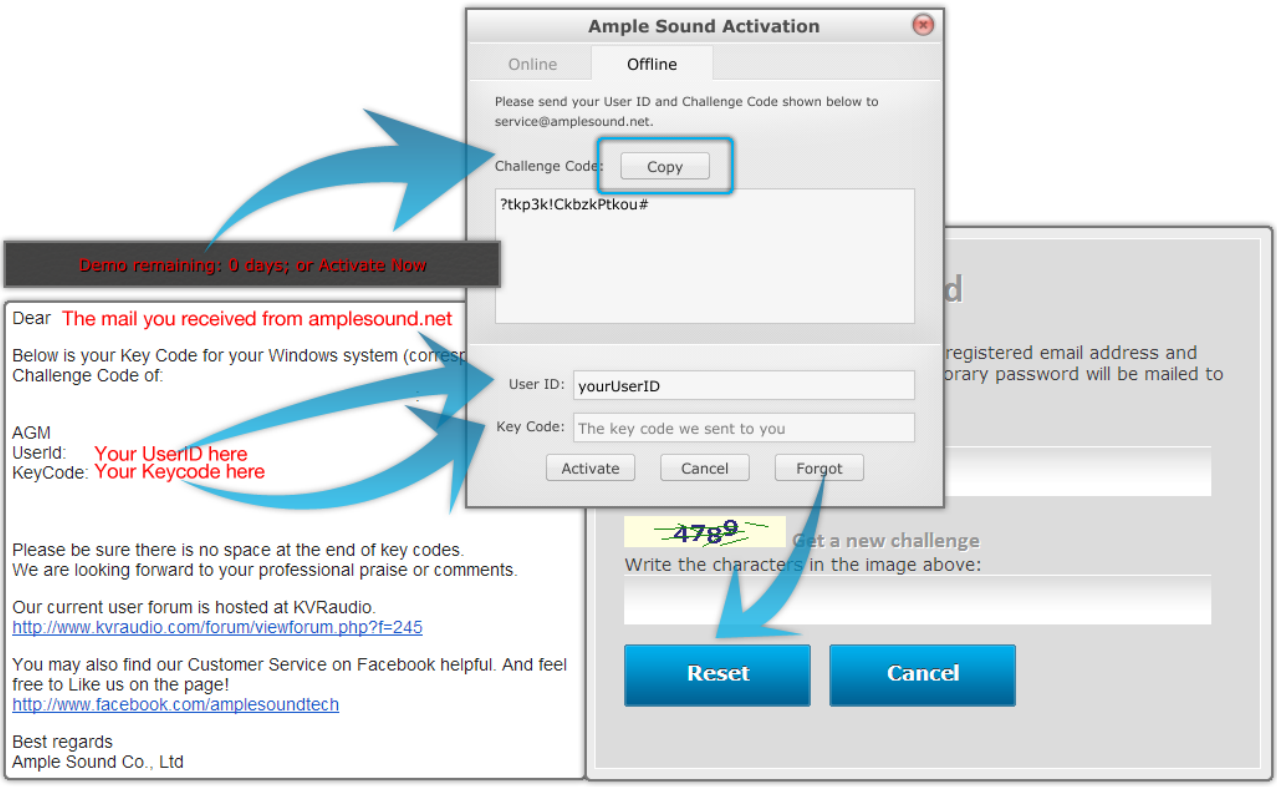
2. Trial requires an internet connection.



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

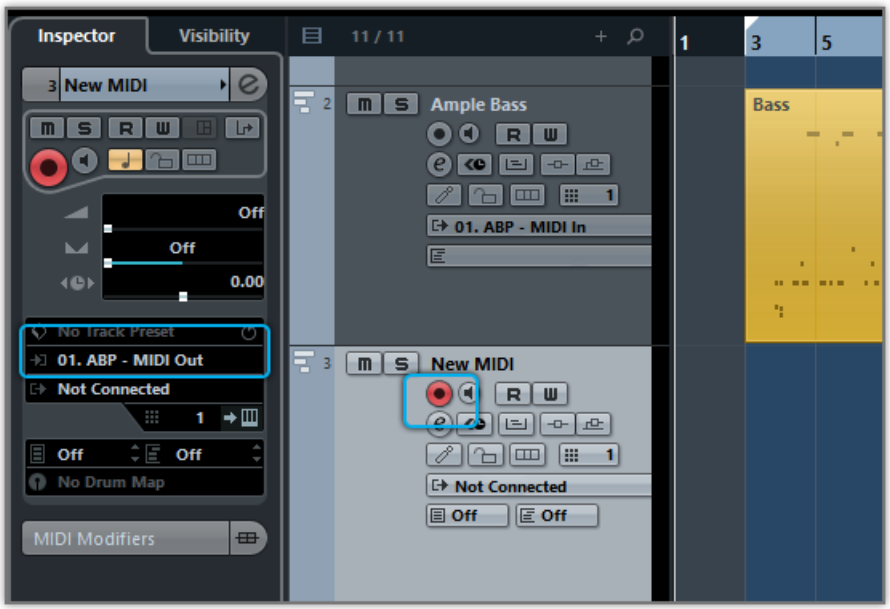
You can move sample library folder indicated by original path to anywhere, and set path to new location.

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



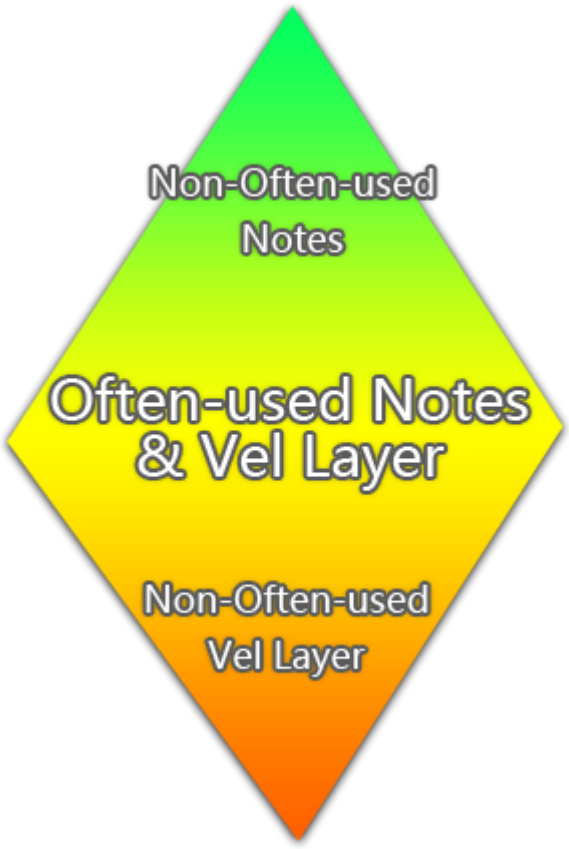
2.6 Max Voices

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.

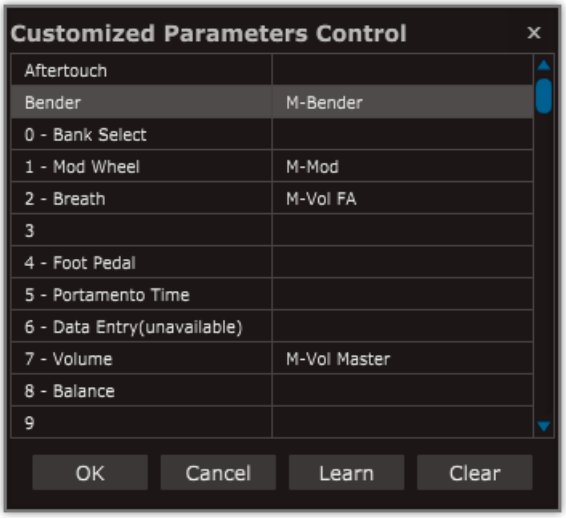
2.9 MIDI Guitar Mode

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

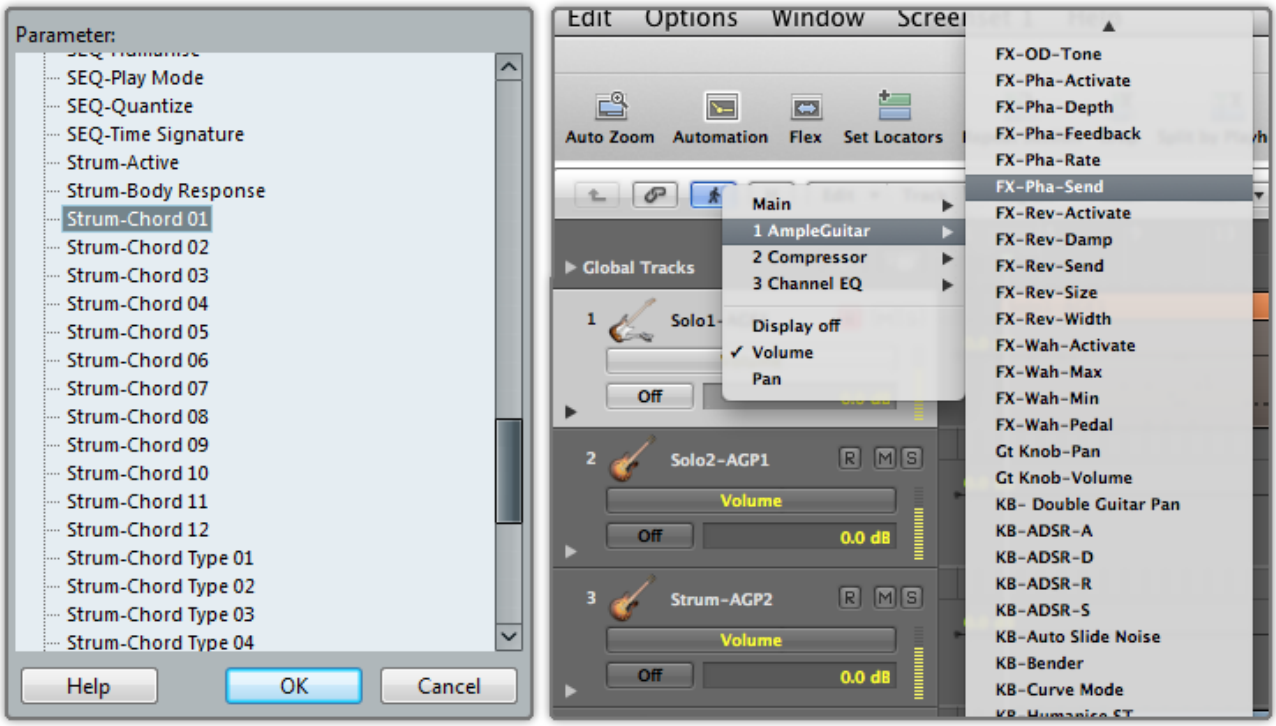
2.10.1 MIDI Controller

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

3.2 Sample Library

You can switch between Finger and Pick sample libraries.

*Sample Library cannot be switched during play

3.3 Open String First

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

3.4 Play Mode Switch

When keyboard mode is on, multiple notes can be played on same string simultaneously. When solo mode is on, only one note can exist at a time. Both keyboard mode and solo mode will mute Auto Legato.

3.5 Auto Legato

When two notes on the same string overlap and keyboard/solo mode is off, a legato will be automatically made. D#6 can switch auto legato mode, high velocity for Auto SL and low velocity for Auto HP.

3.6 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.

3.7 Volume Ratio

Adjusts the volume ratio of non-slap articulation to slap articulation.

4 Main Panel

4.1 Overview of Main Panel

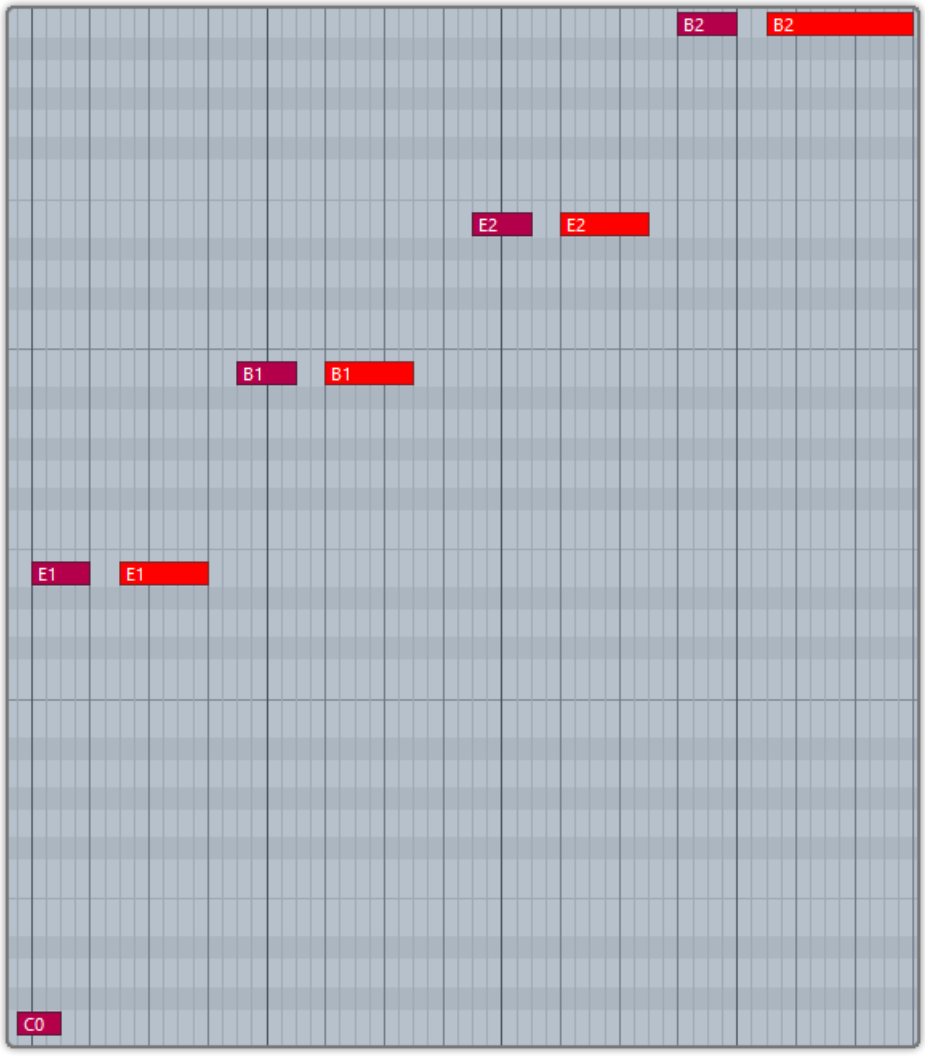
1.Articulations and Poly Legato keyswitches (Important)
2.Peak meter
3.Open String First Toggle
4.Tab Play Toggle
5.Fade In
6.Auto Buzz (Original)
7.Auto Accentuation Noise (Original)
8.Release Sound Volume
9.Noise Sound Volume
10.Accentuation Noise Volume
11.Fret Sound Toggle and Volume (Original)
12.Total Start Time (Original)
13.Capo
14.Bender
15.Manual Vibrato Wheel (Original)
16.CapoMan
17.Fx Sound Group
18.Manual Buzz
19.Dead Note

20.Octave Pattern (Original)
21.Single Note Repeater (Original)
22.Auto Accentuation Noise Toggle
23.Auto Legato Mode Switch
24.Strman

4.2 Articulations and Poly Legato

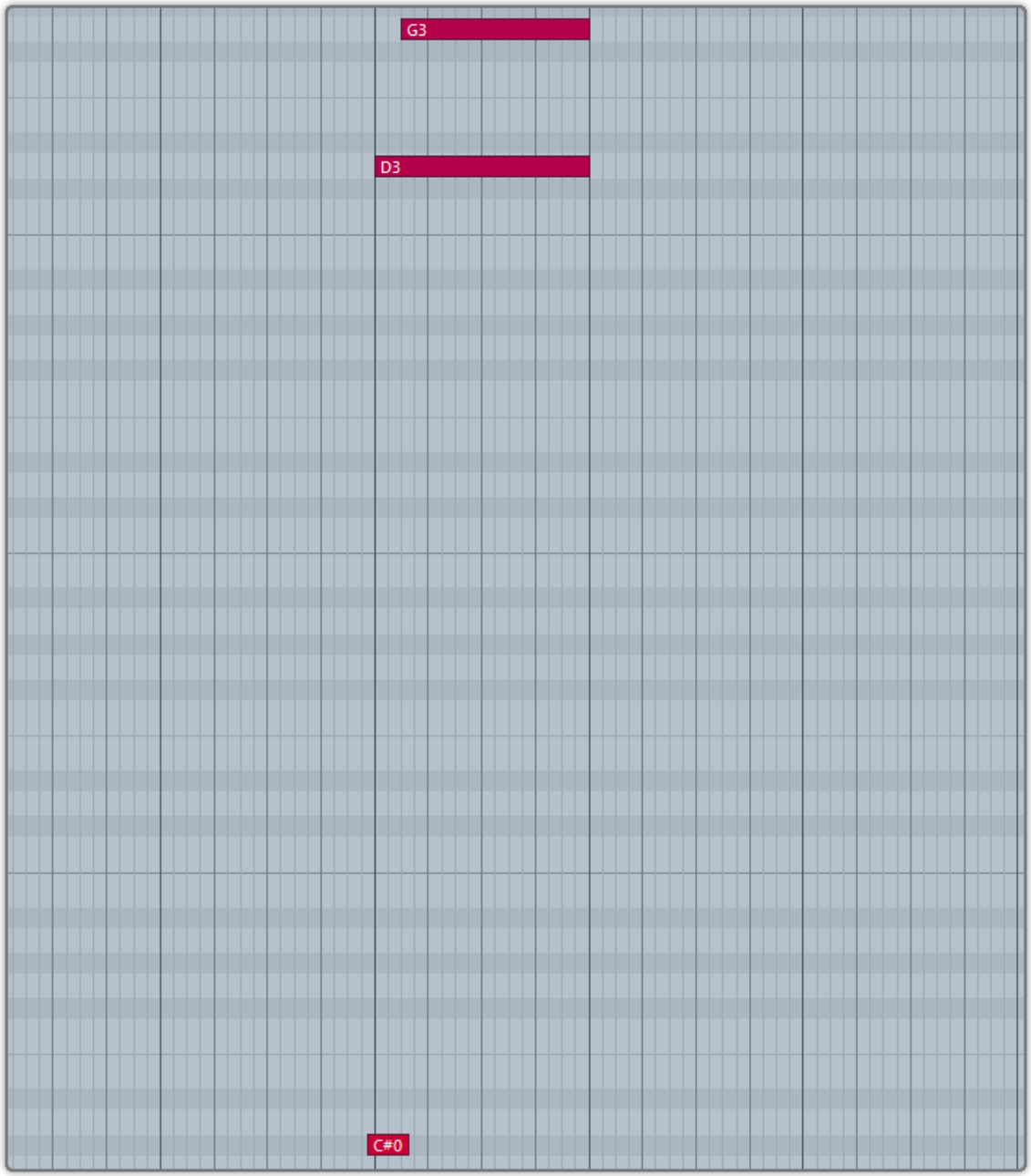
Abbr.	Full Name	Keyswitch	Range
SUS	Sustain	C0	B0-F4
NH	Natural Harmonic	C#0	E2-G4
PM	Palm Mute	D0	E1-F4
SIO	Slide In from below & Slide Out downwards	D#0	F#1-F4
LS	Legato Slide (Poly Legato)	E0	F1-F4
HP	Hammer On & Pull Off (Poly Legato)	F0	E1-F4
STA	Staccato	F#0	E1-F4
SLAP	Slap	G0	E1-F4
TAP	Tap	G#0	E1-F4
POP	Pop	A0	E1-F4

4.2.1 Sustain



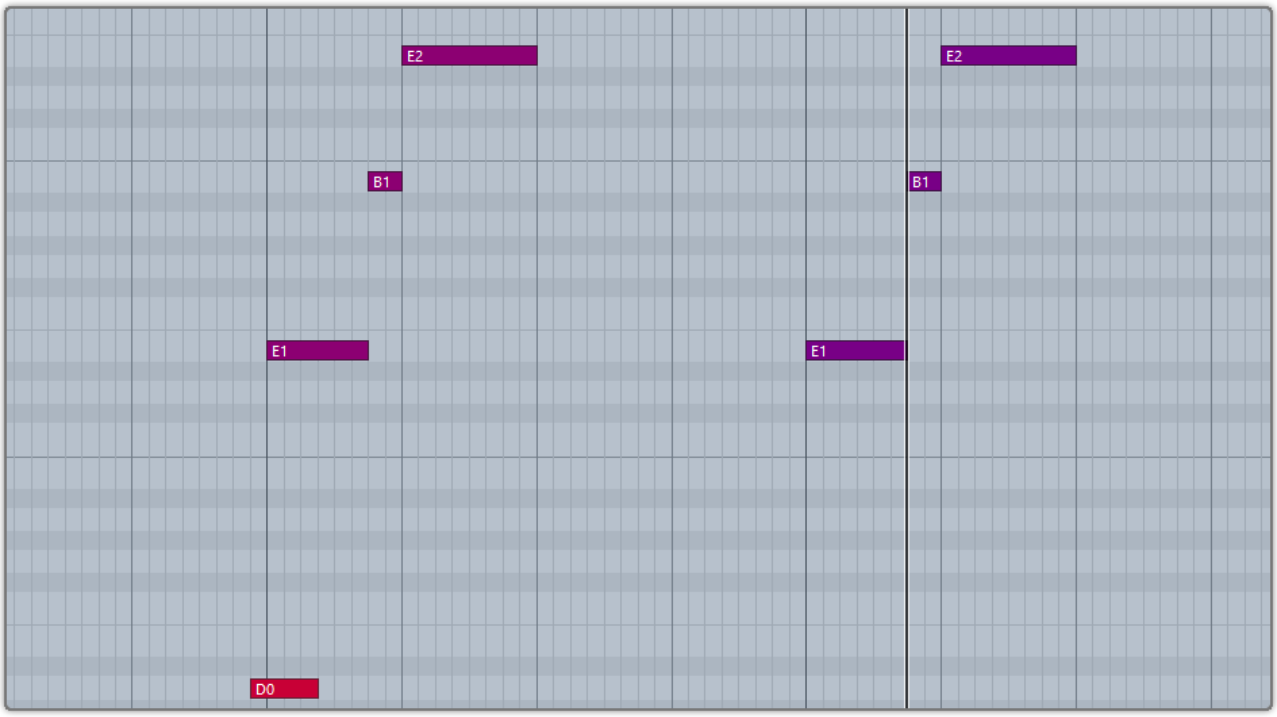
Keyswitch is C0.

4.2.2 Natural Harmonic



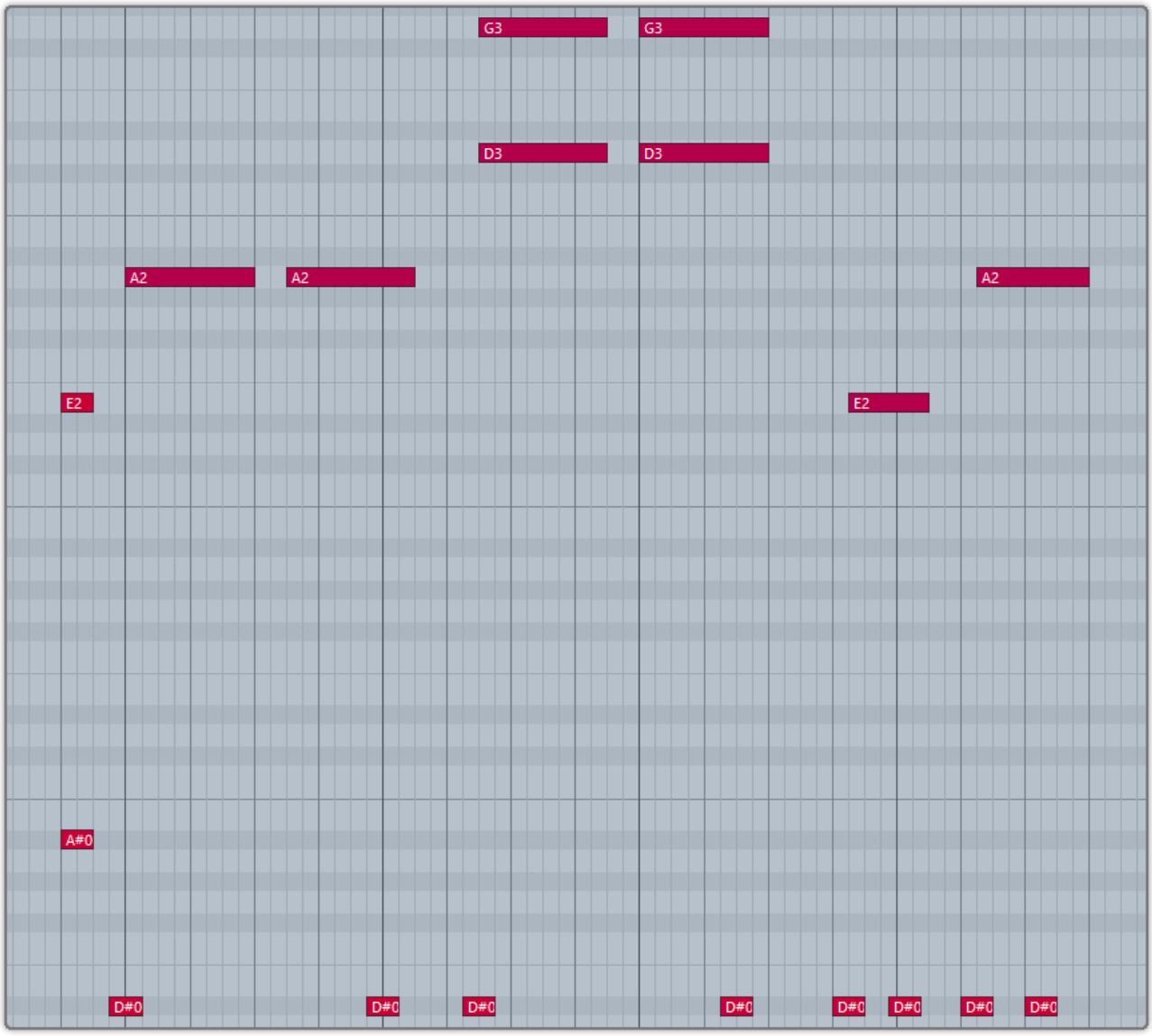
Keyswitch is C#0.

4.2.3 Palm Mute



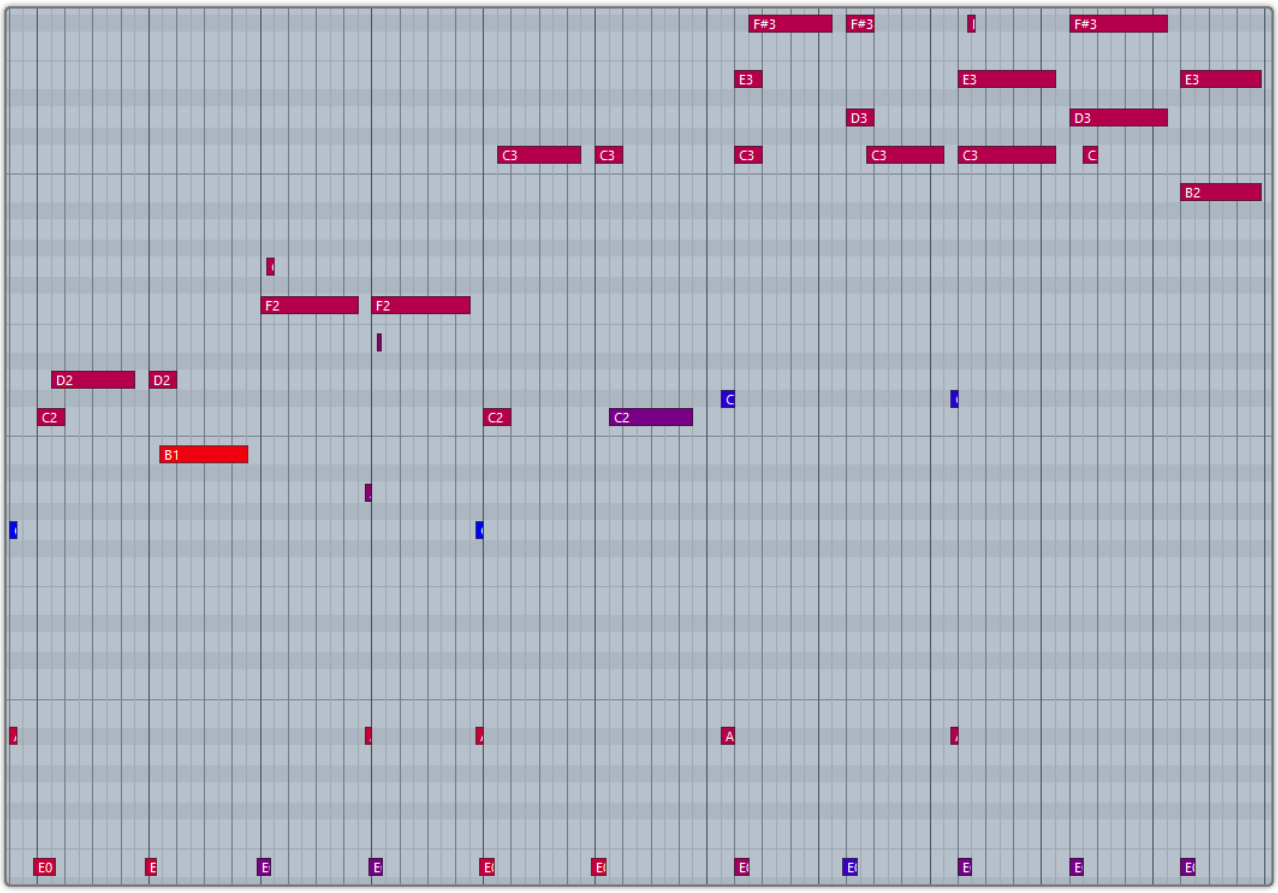
Keyswitch is D0. Subsequent note of low velocity will be dead note. If you press C0 and D0 at the same time, subsequent notes of high velocity will be Sustain and notes of low velocity will be Palm Mute.

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



Keyswitch is D#0. When D#0 is before a note, Slide In is triggered. When D#0 lies in a note, Slide Out is triggered. The velocity of slide is determined by D#0. Articulation will return to Sustain when note ends. Poly slide is supported.

4.2.5 Legato Slide (Poly Legato)



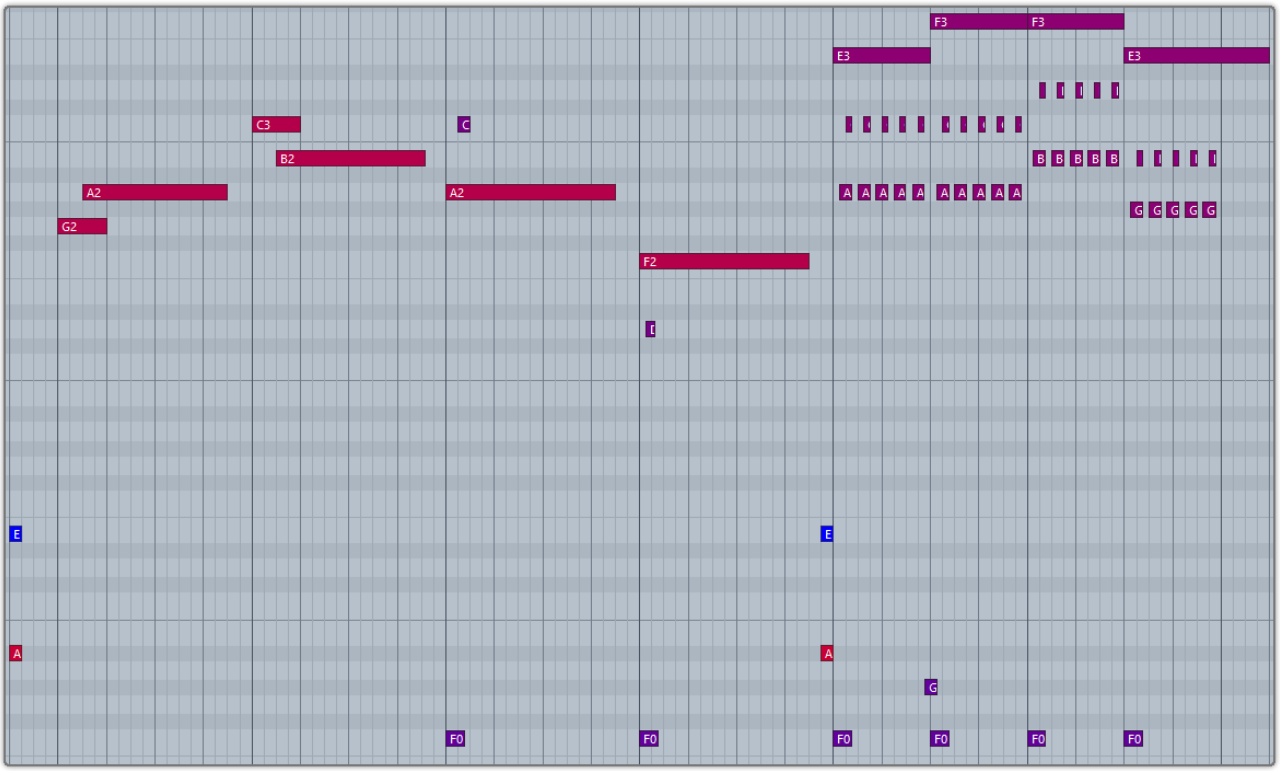
Keyswitch is E0. Two notes of Legato must overlap and E0 must be ahead of first note. Articulation will return to previous one when second note ends. Legato triggered by E0 of high velocity will change fret position. Low velocity will not.

Poly Legato (Original): The rule is same with mono legato except you only need to press the highest note of second set if you want to slide upward, or lowest note of second set if you want to slide downward.

Slide Smoother: The speed of a long legato slide (slide more than 2 frets) is determined by the velocity of second note. Higher the velocity, faster the speed.

Auto SL: When keyboard/solo mode is off and auto legato mode is Auto SL, two overlapped note on same string will legato automatically, no keyswitch needed.

4.2.6 Hammer On & Pull Off (Poly Legato)

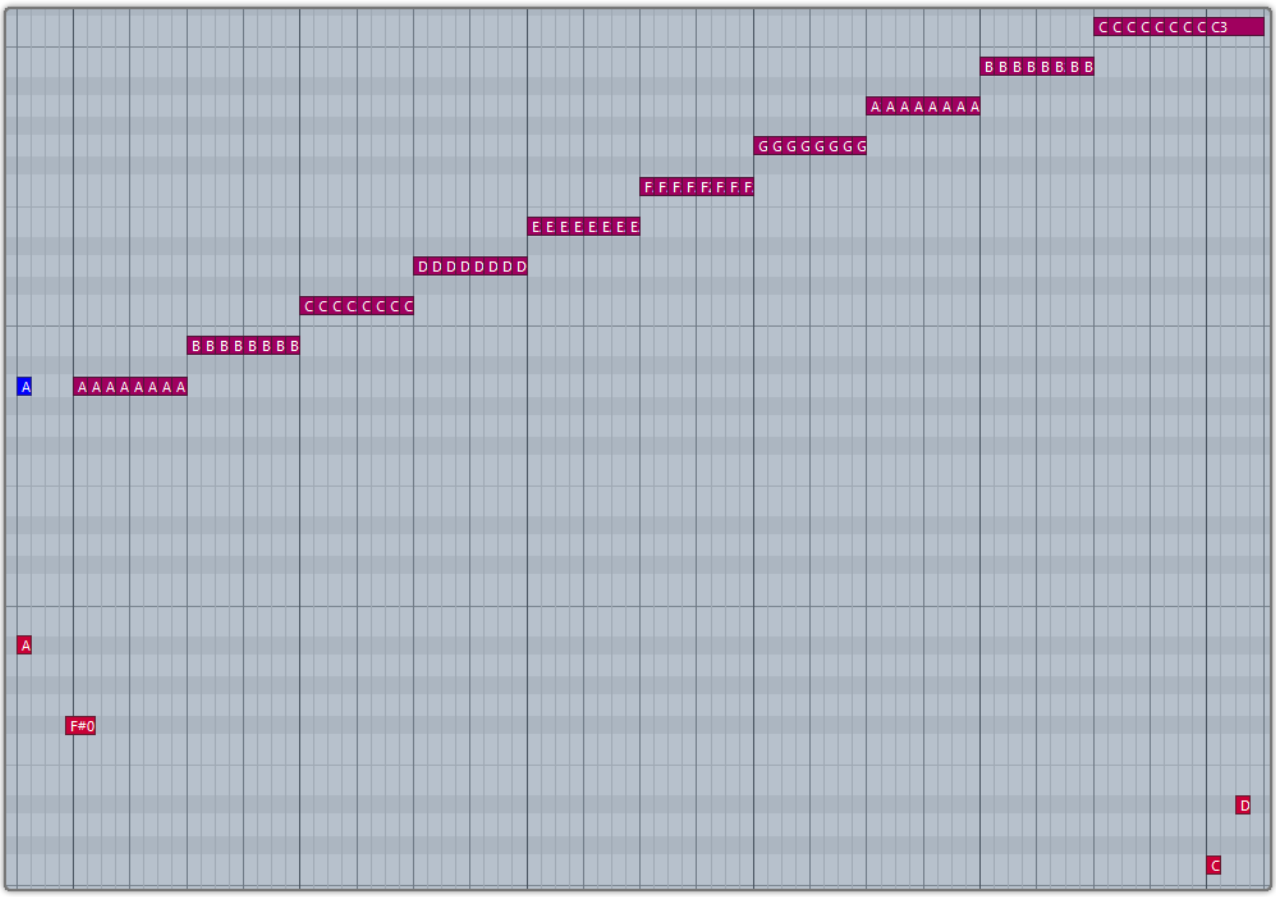


Keyswitch is F0. Two notes of Legato must overlap and F0 must be ahead of first note. Articulation will return to previous one when second note ends. Legato triggered by F0 of high velocity will change fret position if it goes beyond. Low velocity will not.

Auto HP: When keyboard/solo mode is off and auto legato mode is Auto HP, two overlapped note on same string will legato automatically, no keyswitch needed.

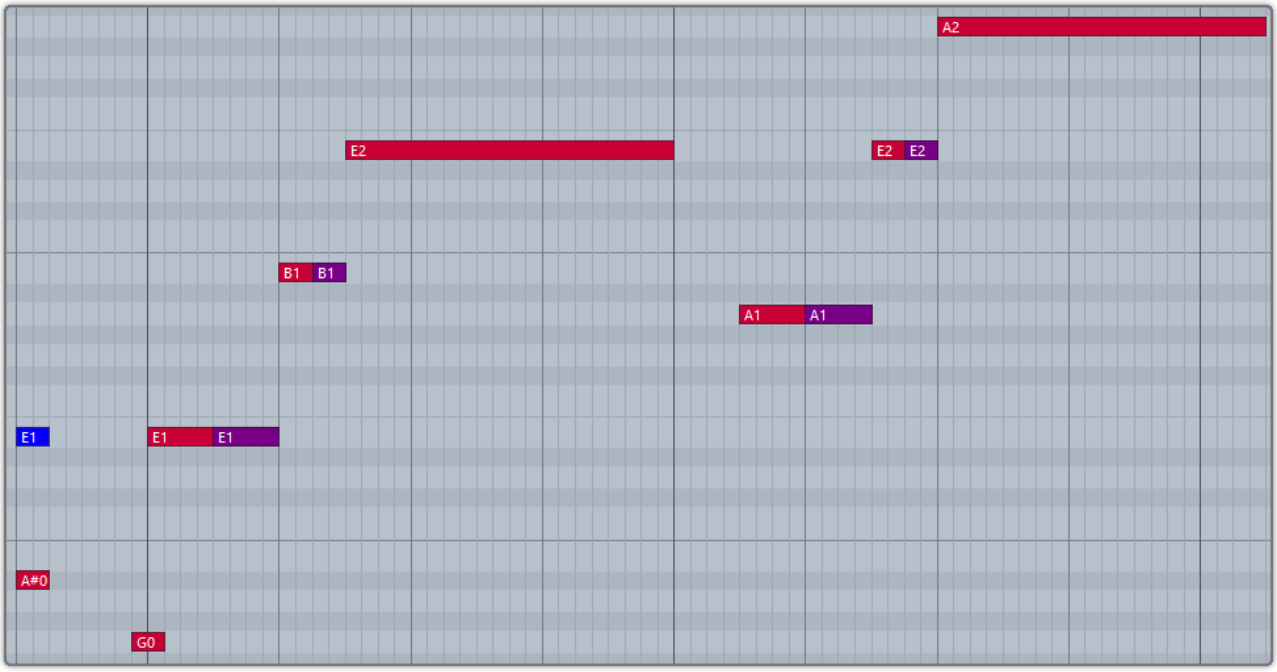
Poly Legato (Original): The rule is same with mono legato except you only need to press the highest note of second set if you want to hammer on, or lowest note of second set if you want to pull off.

4.2.7 Staccato



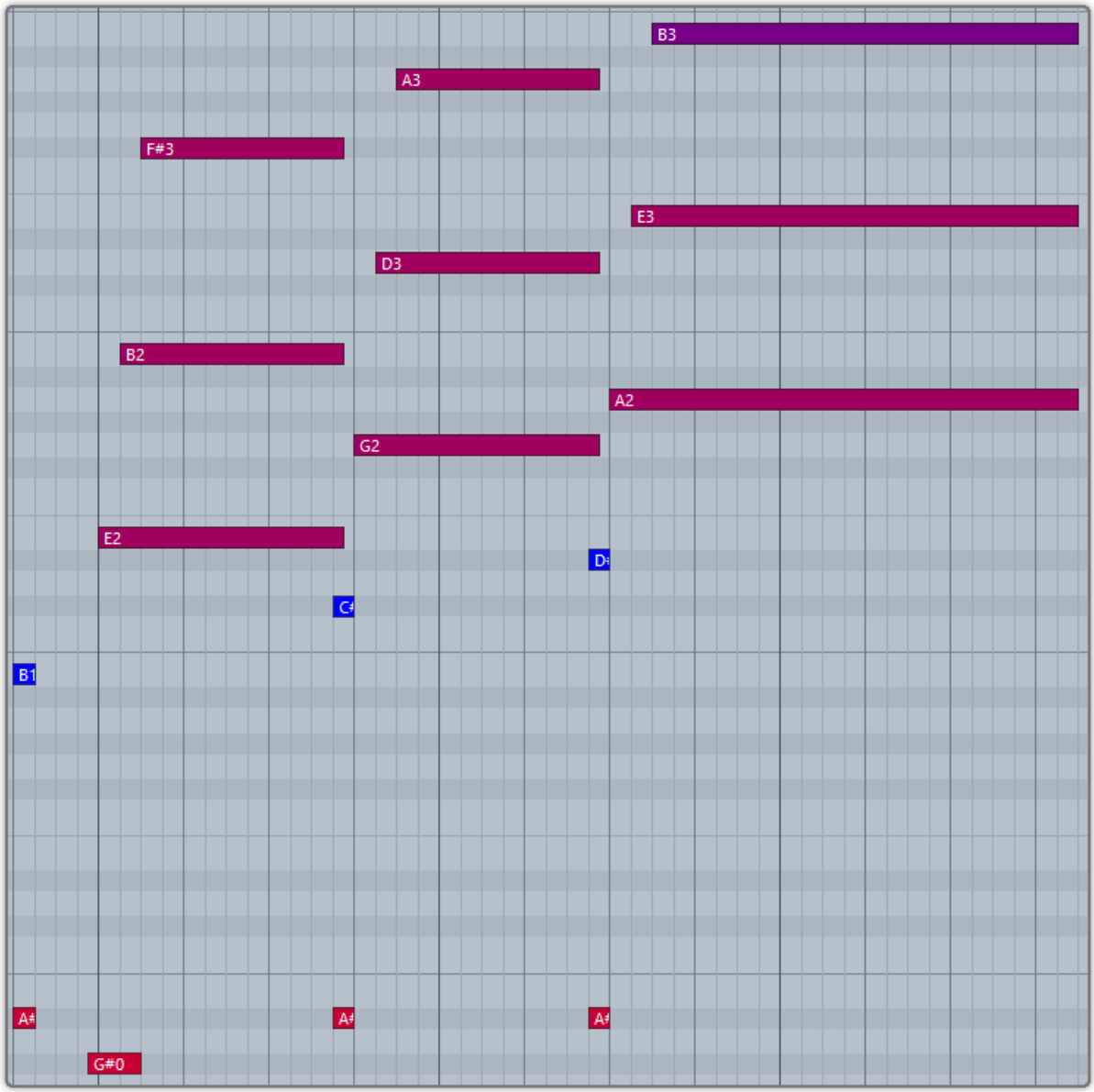
Keyswitch is F#0.

4.2.8 Slap



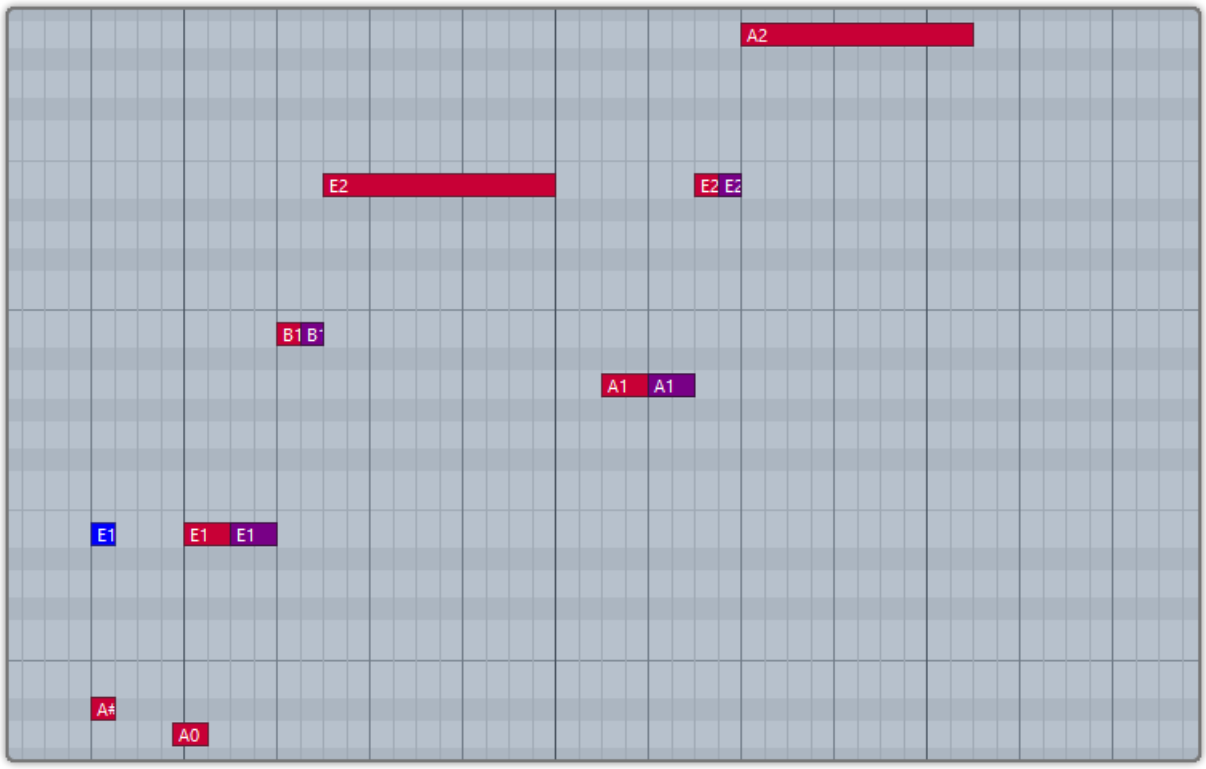
Keyswitch is G0. Subsequent note of low velocity will be slap noise.

4.2.9 Tap



Keyswitch is G#0.

4.2.10 Pop



Keyswitch is A0. Subsequent note of low velocity will be pop noise. If you press G0 and A0 at the same time, subsequent notes on string 3&4 will be Slap and string 1&2 will be Pop.

4.3 Auto Buzz

When toggled on, notes will be randomly buzzed depending on frequency.

4.4 Auto Accentuation Noise

When toggled on, a noise will be randomly applied to sustain articulation depending on frequency.

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 Total Start Time

After pick strokes string, it takes around 50ms to get the string really vibrating. Ample Bass 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 when you are playing a MIDI keyboard.

Set Start Time to 0ms and Track Delay of DAWs to -50ms as shown in the figure above on the right when you are playing tracks or exporting audio.

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: Track Delay(beat) = Time(s) * 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 musician does. An intensive vibrato is triggered when the wheel position exceeds 3/4.

4.9 StrMan and CapoMan

4.9.1 StrMan

Specify a string to be played manually. B5-D6 correspond to 4th string-1st string. High velocity StrMan will affect fret position while low velocity will not.

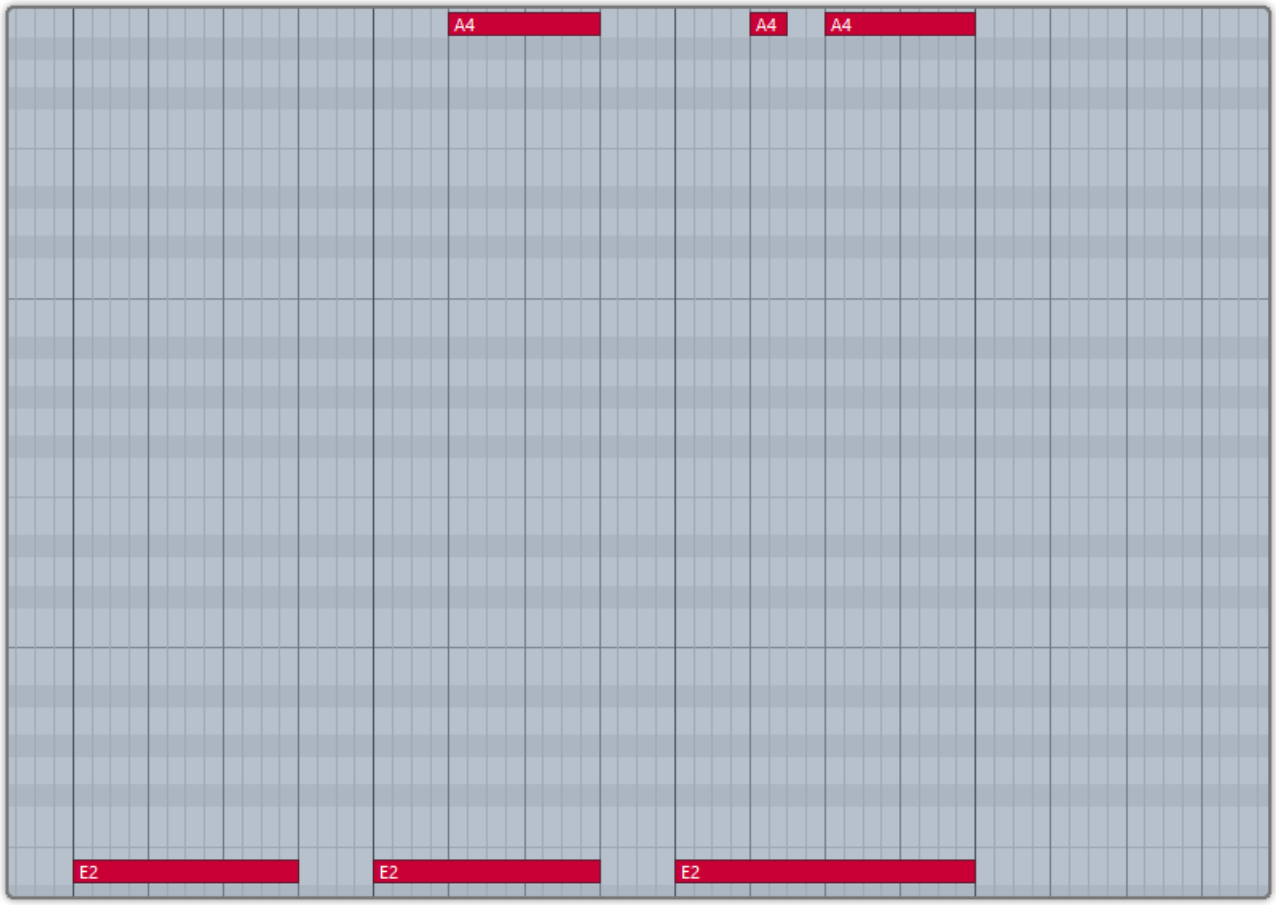
4.9.2 CapoMan

Switch to a fret position manually. Press A#0 and the CapoMan line (yellow) will appear. Then press E1-A#2 to switch to position 0-18 respectively.

4.10 FX Sound Group

Note	FX Sound
F5	Scratch 1
F#5	Scratch 2
G5	Accentuation Noise
G#5	Slap Noise by Left Hand
A5	Slap Noise by Right Hand
A#5	Fx Slide 1: SIO on E string
B5	Fx Slide 2: SIO on A string
C6	Fx Slide 3: SO on E string
C#6	Fx Slide 4: SO on A string

4.11 Buzz



When you press A4, all ringing notes will be buzzed.

4.12 Octave Pattern

Press B4, C5, D5 and E5 will respectively trigger descending fourth, unison, ascending fifth and ascending octave of current note or last ended note with octave shape.

4.13 Single Note Repeat

You can press C#5 and D#5 to repeat notes being played or last ended note. Multiple notes are supported.

5 Tab Panel

5.1 Overview of Tab Panel

1. Track Select
2. Load a Tab
3. Reload Tab
4. Tab Sync
5. Go to...
6. Tab Play Toggle (Note A6)
7. Tab Loop Toggle
8. Velocity Proportion
9. Velocity Humanization
10. Tab Swing
11. Tab Duration Proportion

5.2 Tab Load

Ample Bass 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.

5.3 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 audio.

5.4 Velocity Proportion and Humanization

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

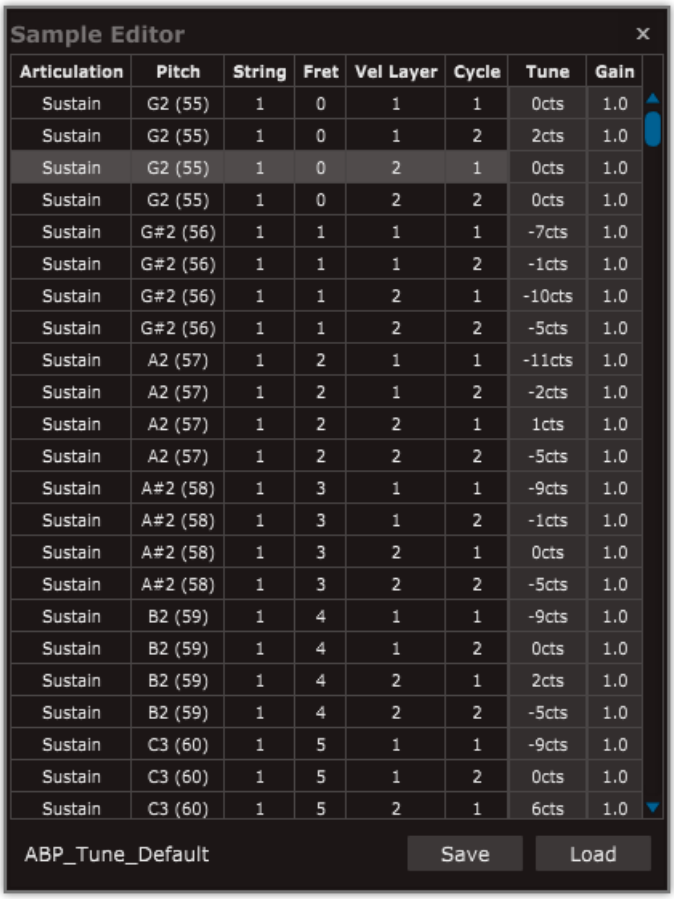
5.5 Tab Swing

Randomly flexes the timing of tab to avoid mechanical performance.

5.6 Tab Duration Proportion

Controls the percentage of sustain notes' duration with which to play tab.

6 Edit Panel



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.

Website: http://www.amplesound.net

Online Manual: http://www.amplesound.net/en/tutorial.asp

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