

# **Ample Bass Manual**

Beijing Ample Sound Technology Co. Ltd



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## **1** Installation and Activation

### **1.1 Installation on Mac**



1. Continue to install.



2. Read and accept the license agreement.

900	💝 Install Ample Gu	itar M II		
	Custom Install on "Maci	ntosh HD"		
	Package Name	Location	Action	Size
Introduction	AAX (for PT11 and up)		Install	14.3 MB
License			Install	14 MB 7 5 MB
Destination Select	✓ VST		Install	13.9 MB
Installation Type	AGM Library	i Ample Sound	Install	6.25 GB
	ASHost		Install	5.8 MB
Installation	VST3		Install	14.1 MB
MALE				
4	Space Required 9.33 GB	~	Remainin	ig: 51.9 GB
		Go	Back	Continue

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.

Please r	greement ead the following important information before continuing.
Please r agreeme	ead the following License Agreement. You must accept the terms of this ent before continuing with the installation.
Ample (	Guitar End User General License Agreement
By insta it, you agreem agree v	alling, copying, or otherwise using this software or any files provided with agree to be bound by all of the terms and conditions of this license ent. If you are not the original purchaser of the Software, or if you do not with the License Agreement, you must promptly remove the software from mputer, and cease any and all use of it.
your co	the second
your co If you a use of t	are accepting the License Agreement on behalf of another legal entity, the terms "you" and "your" in the License Agreement shall refer to such
your co If you a use of t	are accepting the License Agreement on behalf of another legal entity, the the terms "you" and "your" in the License Agreement shall refer to such ept the agreement

2. Read and accept the license agreement.



	Setup - A	mple Guitar M	П	
Select Desti	nation Location			
Where sho	uld Ample Guitar M II be ins	italled?		
). Se	etup will install Ample Guitar	M II into the following	folder.	
To continue	a, dick Next. If you would li	ike to select a differen	t folder, dick Bro	wse.
C: Progran	n Files Ample Sound		Br	owse
Abbreak F. (		and the second second		
At least 5,9	972.8 MB of free disk space	: is required.		

3. Specify location to install standalone.

	Setup -	Ample Guitar IVI	ш	
Select 64bi	it VST Plugins Directory	<i>i</i>		1
Ignore an	id dick next if you do not h	ave a directory for 64bit	VST plugins	
Please cho have a dir	oose the path of your 64bi rectory for 64bit VST plugir	it VST plugins: (Ignore an ns)	d click next if y	ou do not
C: Progra	am Files\Steinberg\VSTPlug	pins	в	rowse

4. Specify location to install 64bit VST.





#### 5. Specify location to install 32bit VST.

	Set	up Ampie	Ourtar IVI		
Select you	ur Sample Data Dir	ectory			<b>r</b>
This is th	ne place where you co	ommonly store yo	ur samples/au	udio data	
Please c for samp path you	hoose the install path ole data storage or, y u set for the program	f <mark>or samples/data</mark> ou do not know v at first page)	a: (if you do n vhat this mear	ot have a com ns, just choose	mon place the same
C:\Prog	ram Files\Ample Soun	d			Browse
					1

6. Specify location to install sample library.



Select Components Which components should be insta	alled?	ſ
Select the components you want f install. Click Next when you are re	to install; clear the components you do not want to ady to continue.	0
Install custom components		~
✓ Instrument Data	5,972.1 MB	~
Ample Guitar M II (VST2 Win3	2) 16.0 MB	
Ample Guitar M II (VST2 x64)	8.9 MB	
Ample Guitar M II (VST3 Win3	2)	
Ample Guitar M II (VST3 x64)		
Ample Guitar M II (RTAS)	8.4 MB	
Ample Guitar M II (AAX)	16.9 MB	
Ample Guitar M II (AAX) for Pr	ro Tools 11 17.0 MB	
		¥

#### 7. Select plugin formats to install.

	Setup - A	Ample Guitar M	П	
Select Star	t Menu Folder			
Where sho	ould Setup place the progra	m's <mark>shortcuts?</mark>		Ļ
¥ .	Setup will create the program	m's shortcuts in the follo	wing Start Mer	ou folder
	cap will a cate the program		wing ordiner file	id folder.
To continu	ue, click Next. If you would	like to select a different	folder, click Br	owse.
Ample So	und		B	rowse
🗌 Don't c	reate a Start Menu folder			
Don't c	reate a Start Menu folder			

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

5	Microsoft Visual C++ 2010 x86 Redistributable Setup	×							
8	Setup has detected that this computer does not meet the requirements to install this software. The following blocking issues must be resolved before you can install Microsoft Visual C++ 2010 x86 Redistributable Setup software package.								
Please resolve the following:									
A newer version of Microsoft Visual C++ 2010 Redistributable has been detected on the machine.									
		- 1							
Please,	Please, see the Microsoft Visual Studio website for more information.								
	Continue Close								

\*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.

S Plugin Options Keyboard								- ×
Main Strummer Tab FX Edit Settings	ım 📲 Finger	Stereo1						
Demo remaining: -55 days; or Activate Now				-		~		
		AS Activation Manager			1	RIG		
- Almple	AGG2	v2.0.0	Activated					
	AGL2	v2.0.0	Failed	Line and	1000			
	AGM2	v2.0.0	Activate	пп			**	
	AGML2	v2.0.0	Activated					
	AGT2	v2.0.0	Falled	W				
AFTICULATIONS MIC1 MIC2 M.				FSR	RES.R START	CAPO		1
NH SIQ SG				ON	Sold States	- State	EE	30
				OFF			-	E
508 PM LS HP 0.9 0.9 0				1.0	0.4s 35ms	0		0.62
			AMPLESOUND					
제 문학 전 문학	単単   単	[주주   주주   주주주		휘휘휘 !	휘휘   휘휘휘	単単	國國國	
	2	3	4	5		6		

3. Activation: open Activation Manager to activate products.



#### Ample Bass Manual

	Ample Sound Activation 🛞
Demo remaining: 0 days; or Activate No	Online Offline
Dear The mail, you received from amplesour Great thanks for your choice of our products. The download links on Windows are: The download link here The download link is for private use only, please do All Ample Sound's products are watermarked to the The registered mail: Your registered mail here The User ID is what you have set when you placed the Your UserID here The initial Password:	Ind.net       Please input your User ID and Password to activate. Make sure you have an Internet connection. Normal use does not require the Internet.         Inot share if original cust       User ID:         User ID:       yourUserID         Password:       User ID:
The initial Password: Your Password here How to install: http://www.amplesound.net/en/tutorial.asp#1.1 How to activate: http://www.amplesound.net/en/tutorial.asp#1.3 Please activate Ample Gutiar within 7 days. You can sign in to your online MyAmpleSound ac and Password (you can set a new password). http://www.amplesound.net/en/account.asp Upgrades and demo projects can be downloaded Account. Discounts for existing customers may also be pos Our current user forum is hosted at KVRaudio. http://www.kvraudio.com/forum/viewforum.php?f=: You may also find our Customer Service on Face free to Like us on the page. http://www.facebook.com/amplesoundtech Tech-Born Music Amplesound.net	Activate       Cancel       Forgot <b>Reset your password</b> , enter your registered email address and click the 'Reset' button. A new temporary password will be mailed to your email.         Registered Email: <b>4769 Get a new challenge</b> Write the characters in the image above:       Reset <b>Cancel</b>

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.



	Ample Sound Activation	8
	Online Offline	
	Please send your User ID and Challenge Code shown below to service@amplesound.net.	
	Challenge Code: Copy	
	?tkp3k!CkbzkPtkou#	
Demo remaining: 0 days; or Activate Now		d
Dear The mail you received from amplesound.net		
Below is your Key Code for your Windows system (corresp Challenge Code of:	User ID: yourUserID	registered email address and orary password will be mailed to
AGM Userid: Your UseriD here KeyCode: Your Keycode here	Key Code: The key code we sent to you           Activate         Cancel         Forgot	
Please be sure there is no space at the end of key codes. We are looking forward to your professional praise or commer	4789 Cet a new of Write the characters in the ima	challenge ge above:
Our current user forum is hosted at KVRaudio. http://www.kvraudio.com/forum/viewforum.php?f=245		
You may also find our Customer Service on Facebook helpful free to Like us on the page! http://www.facebook.com/amplesoundtech	And feel Reset C	Cancel
Best regards Ample Sound Co., Ltd		

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.

Customized	Paramet	ers Control	x
Aftertouch			
Bender		M-Bender	
0 - Bank Select			
1 - Mod Wheel		M-Mod	
2 - Breath		M-Vol FA	
3			
4 - Foot Pedal			
5 - Portamento T	ime		
6 - Data Entry(ur	navailable)		
7 - Volume		M-Vol Master	
8 - Balance			
9			-
ОК	Cancel	Learn	Clear

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



### 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





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)	EO	F1-F4
HP	Hammer On & Pull Off (Poly Legato)	F0	E1-F4
STA	Staccato	F#0	E1-F4
SLAP	Slap	G0	E1-F4
TAP	Тар	G#0	E1-F4
POP	Рор	A0	E1-F4



### 4.2.1 Sustain

	B2	B2
B1 B1 B1		

Keyswitch is C0.



### 4.2.2 Natural Harmonic

<b>G</b> 3		
<u>D3</u>		
<b>C#0</b>		
المتعادية والالا الالالا الالالا الالال المتعادية والالا		

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 Тар



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

OUBLE REL FX RES FSA FSR ON	RES.R START SENS VEL LAYER
15 0.6 1.0 1.0 1.0	0.4s 0ms 100 32 64 96
	AGP AGP C AGP C C C C C C C C C C C C C
► MIDI Thru ▼ Solo-AGF1	MIDI Thru
Lon:       Core Audio: Inst 2         MDD Channel: All       Image: Core Audio: Inst 2         MDD Channel: All       Image: Core Audio: Inst 2         Freeze Mode: Pre Fader       Image: Core Audio: Inst 2         Transposition:       Image: Core Audio: Inst 2         Velocity:       Image: Core Audio: Inst 2         Key Limit:       C-2         Velocity:       Image: Core Audio: Inst 2         Key Limit:       C-2         Velocity:       Image: Core Audio: Inst 2         Key Limit:       C-2         Velocity:       Image: Core Audio: Inst 2         Key Limit:       C-2         No Transpose:       Image: Core Audio: Inst 2         No Reset:       Image: Core Audio: Inst 2         Style:       Auto	Icon:       Core Audio: Inst 2         MIDI Channel: All       Freeze Mode: Pre Fader         Freeze Mode: Pre Fader       Core Audio: Inst 2         Transposition:       Core Audio: Inst 2         Velocity:       PM-AGF1         Velocity:       ARP&PM-AGF2         Velocity:       AGF-Autum         No Transpose:       No Reset:         Style: Auto       Colobal Tracks
ARP-AGF2 III = 1 + A Timebase Beats III Group None AGF CH Layers Delay 0.00 ms NH-AGF2 Transpose 0 0 ms AGF CH AGF 2 CH AII Inputs	ARP-AGF2 III = 1 + A & C Timebase Beats I Group None Layers Delay Transpose 0 0 ms Transpose 0 0 ms
Ch: 1 Forward V Key - 0 Patch Browser Normal V	Ch: 1  Forward Forward  Key + 0  Time + -50  Patch Browser Normal
Real-Time Properties         Apply to:       track "Inst 1"         Quantize       swing         Duration       output         Delay       output         Velocity       Dyn:         Transpose       output	Real-Time Properties         Apply to:       track "Inst 1"         Quantize       swing         Duration       50 ms         Velocity       yn:         Transpose       State
Write to Track	Write to Track

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

Main Tab Edit Settin	gs J Finger Version Number 2.1.0	
	Ample Bass PI OPEN STRING FIRST OLD PEDAL OSTANDARD MODE OLD OPEN	
	Welcome to Bass Tab Player	Tempo = 110
		9 10 11 Vel Hum 0 Swing Otick Duration 100%
	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

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)			2		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

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

Free Version Download: http://www.amplesound.net/en/download.asp

Online Service: http://www.facebook.com/amplesoundnet

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