

Strummer Panel Manual

Beijing Ample Sound Technology Co. Ltd

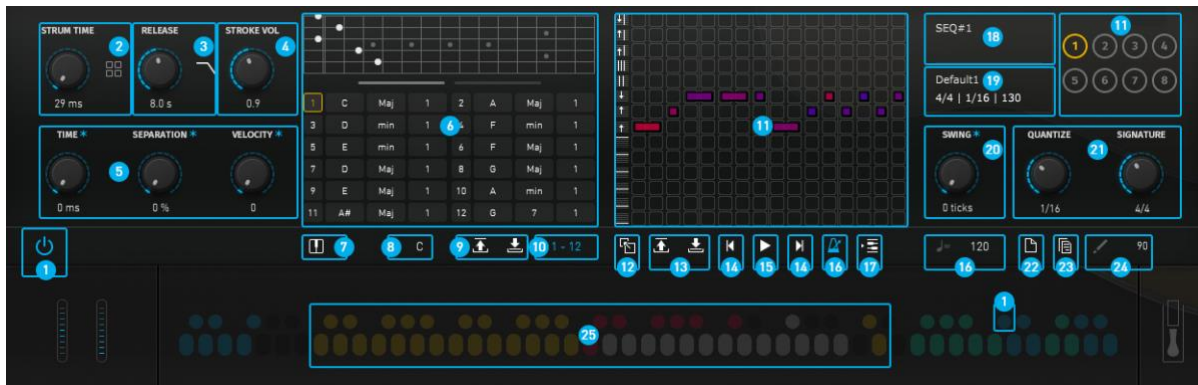
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1 Strummer Panel

1.1 Overview of Strummer Panel



1. Strum Mode Toggle (Keyswitch C#6)
2. Strum Time (Keyswitch C#5) & Mode
3. Release
4. Stroke Noise Volume
5. Strummer Humanizations
6. Chord Setting & Switch
7. Switch Chord Mode between Select Mode & Detect Mode
8. Transpose Whole Chord Bank
9. Save/Load Whole Chord Bank
10. Browse Chords 1-12 or 13-24
11. Chord Play & SEQ Edit: 14 Strum Notes + 28 Ways to Play
12. Drag to Host
13. Save/Load Pattern
14. Previous/Next Pattern
15. SEQ Play Toggle
16. SEQ Sync Toggle
17. Convert Pattern to Riffer
18. Articulation Display
19. Pattern Information
20. SEQ Swing
21. SEQ Quantize & Time Signature

22. Clear All SEQ Notes
23. Copy from Another SEQ
24. Set Default SEQ Note Velocity
25. Strummer Keys

1.2 Strum Time & 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.

1.3 Release

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.

1.4 Strummer Humanizations

1.4.1 Humanization Time

Applies random change to total strum time.

1.4.2 Humanization Separation

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

1.4.3 Humanization (Velocity)

Randomly assigns variations in note velocities.

1.4.4 SEQ Swing

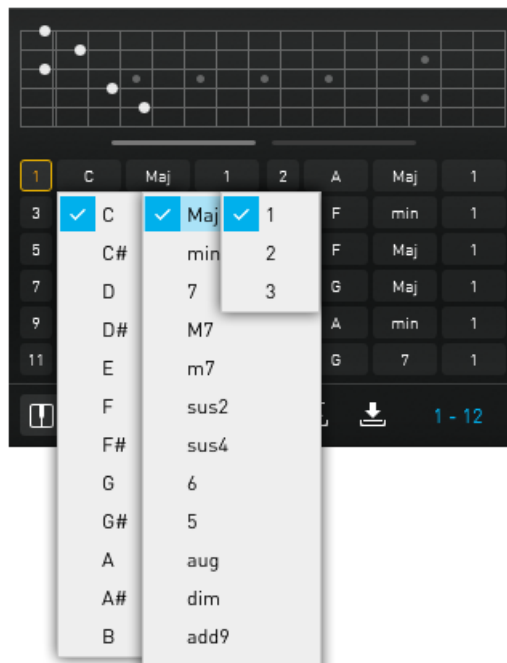
The timing grids of SEQ is randomized to avoid robotic performance.

1.5 Chord Setting & Switch

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.

*High-velocity switching chords automatically mutes the ringing of the last chord played.

1.5.1 Select Mode



Select Mode provides 24 chord slots. Each 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.

Name	Last Modified Time	Author	Rating	Key	Category
A-East-1	11/12/2018 03:53	Ample Sound	★★★★★	A	Pop
A-East-2	11/12/2018 03:53	Ample Sound	★★★★★	A	Pop
A-The First of Me	11/12/2018 03:53	Ample Sound	★★★★★	A	Rock
B-ARP-1	11/12/2018 03:53	Ample Sound	★★★★★	B	Pop
B-Yellow-AGT	11/12/2018 03:53	Ample Sound	★★★★★	B	Pop
B-Yellow	11/12/2018 03:53	Ample Sound	★★★★★	B	Pop
C-Default	11/12/2018 03:53	Ample Sound	★★★★★	C	Pop
C-One Day	11/12/2018 03:53	Ample Sound	★★★★★	C	Pop
C-Running Away	11/12/2018 03:53	Ample Sound	★★★★★	C	Rock
C-Running-AGM	11/12/2018 03:53	Ample Sound	★★★★★	C	Pop
C-Sweet as Pie	11/12/2018 03:53	Ample Sound	★★★★★	C	Pop

Click Save button to save whole chord bank.

Path: C:\Users\Ample Sound Jrf\Documents\Ample Sound\...

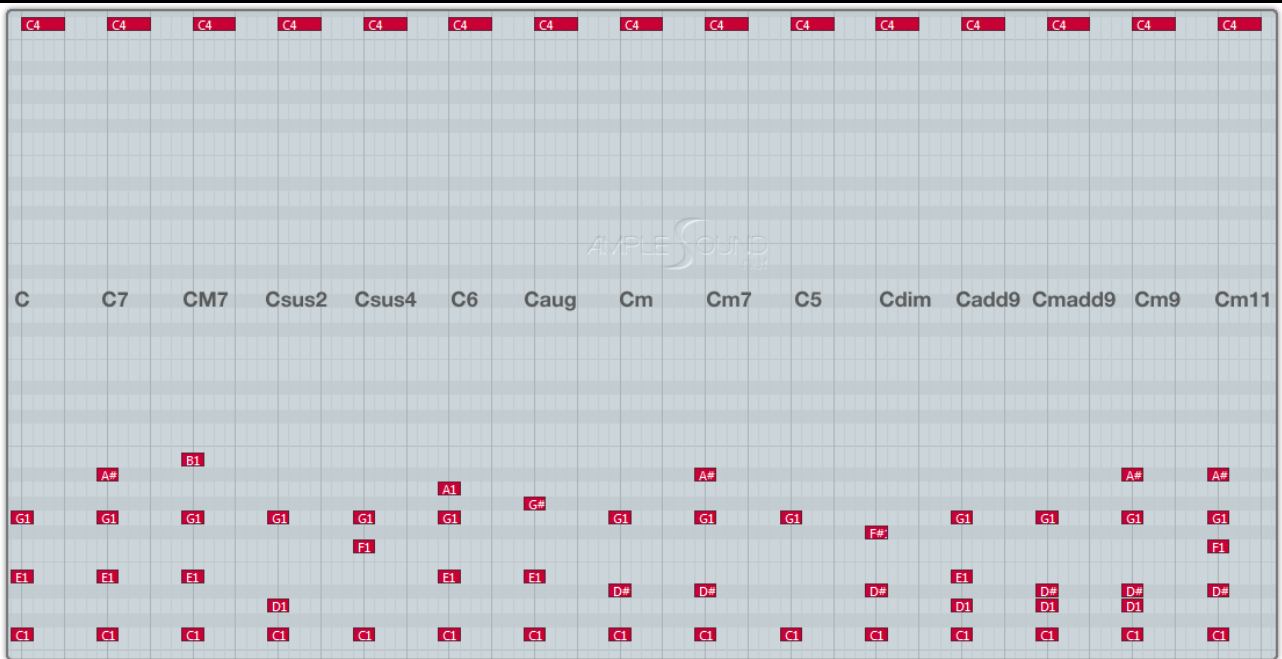
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Author:

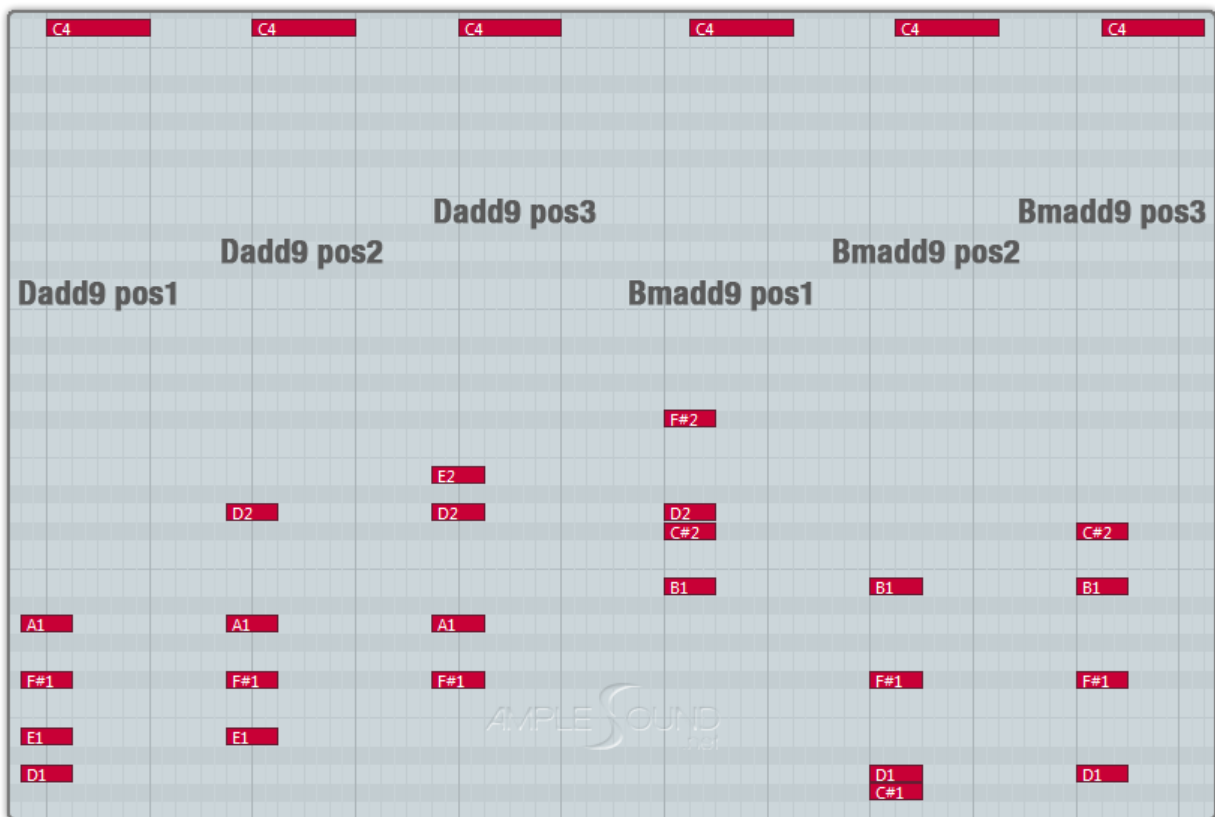
Category: Key:

1.5.2 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.

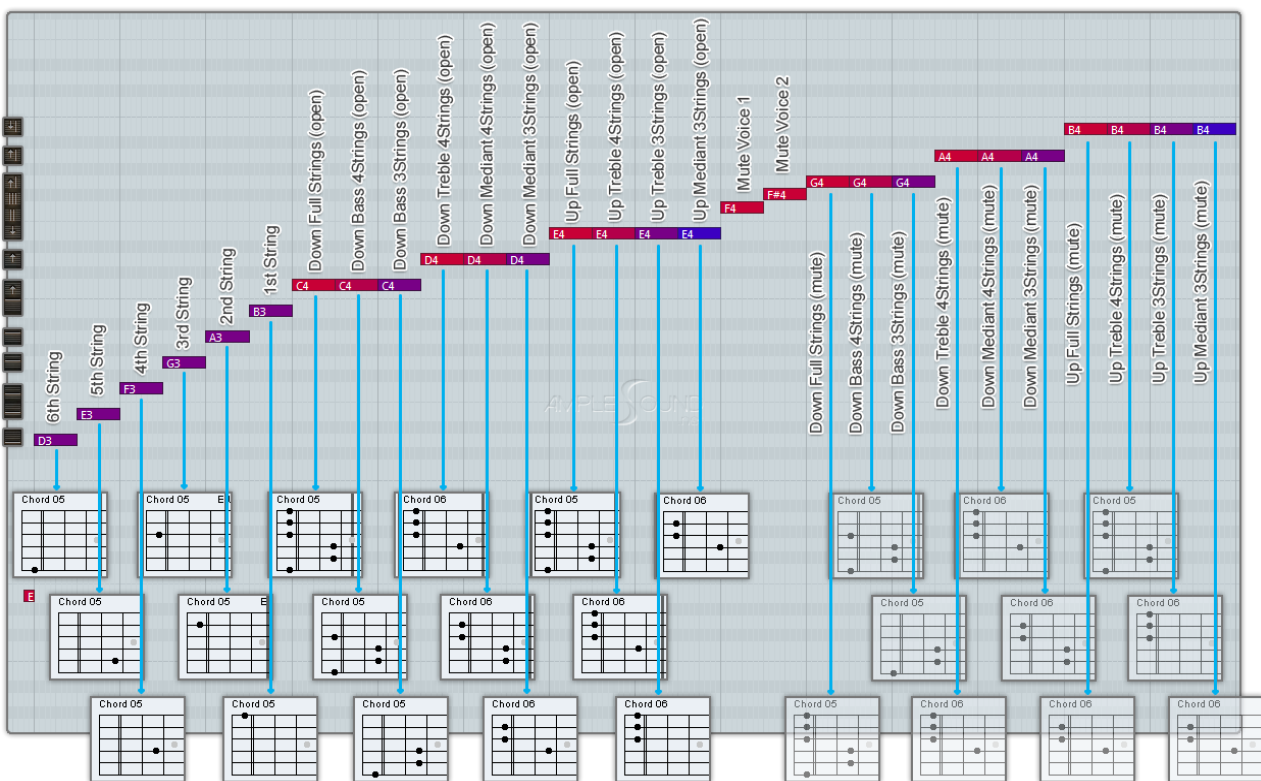
1.6 Chord Play & SEQ Setting

1.6.1 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).




1.6.2 SEQ Edit

Click 8 SEQ buttons to browse and edit SEQs.

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

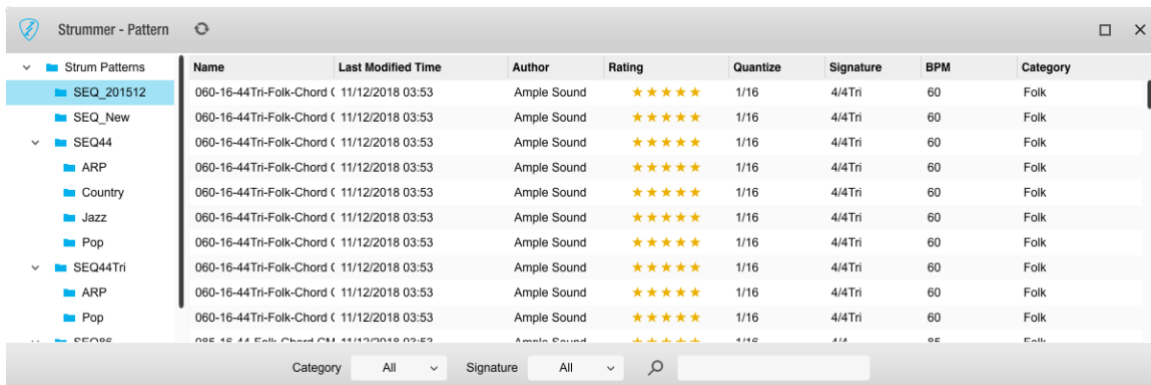
Click  to clear current SEQ notes. Click  to copy another SEQ to current. Click

 to select default velocity of SEQ note.

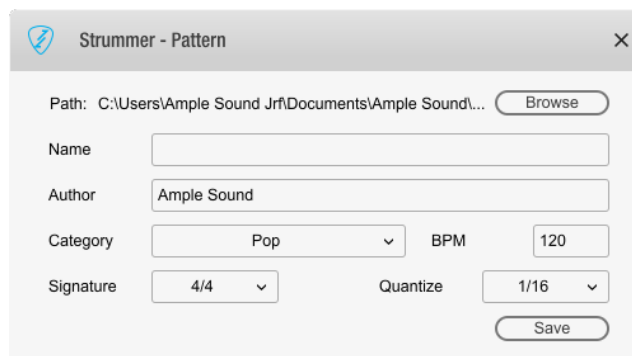
The color of SEQ note indicates velocity. Dragging mouse up/down or left/right will change the velocity and/or duration. Single clicking will enter a note. Double clicking on an existing note will remove it.

1.6.3 Save/Load Pattern

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



Click Save button to save pattern.

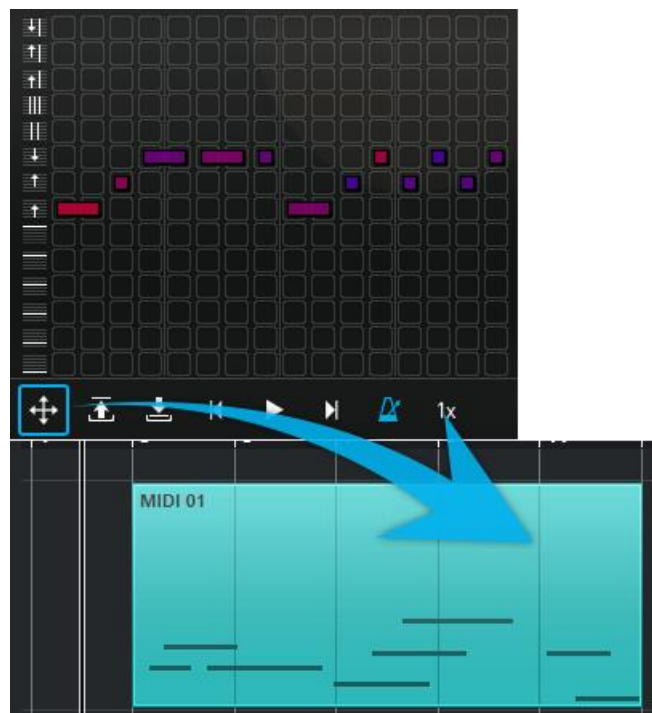


1.6.4 SEQ Play

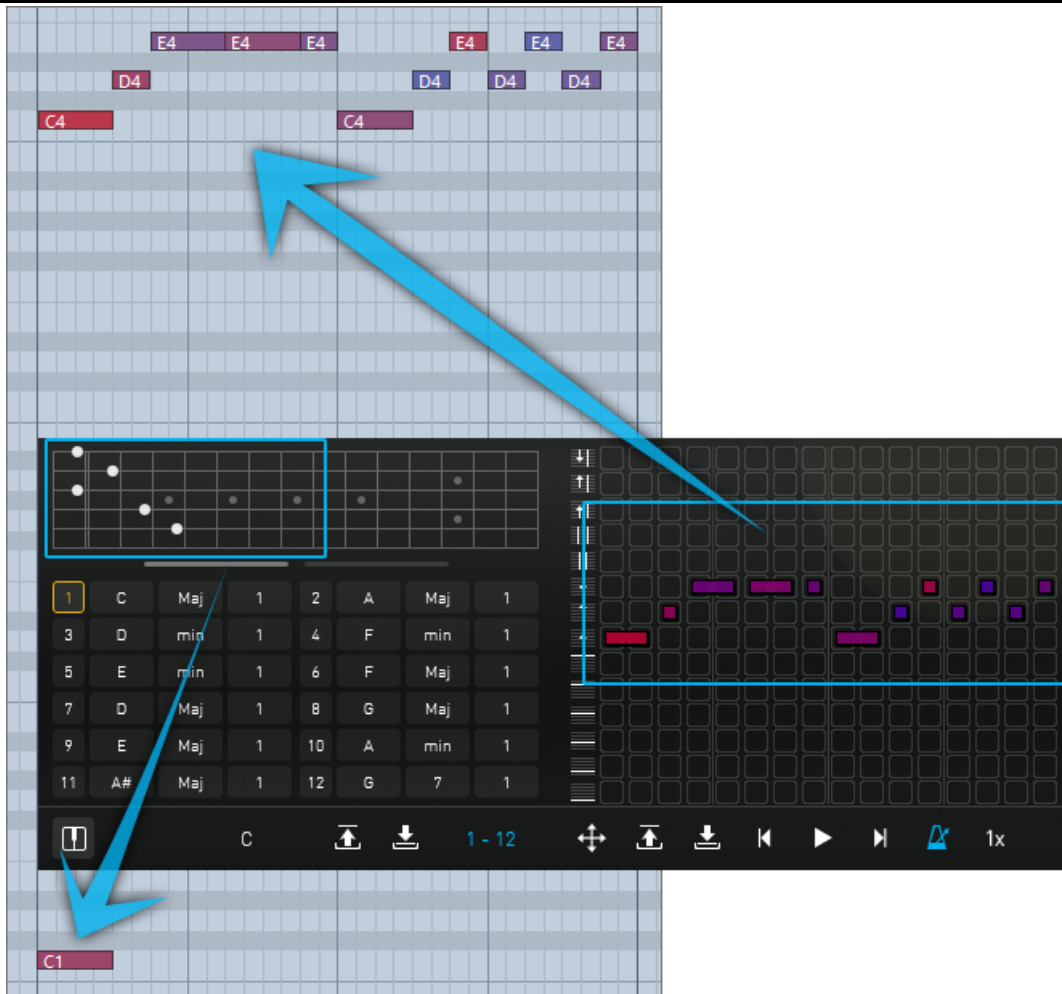
Press C3 C#3 D#3 F#3 G#3 A#3 C#4 D#4 to play SEQ 1-8 respectively.

1.6.5 SEQ Export

Drag export button to export current SEQ to host.



Transfer rhythm and chord to MIDI notes.



1.7 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.

1.7.1 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.



1.7.2 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.

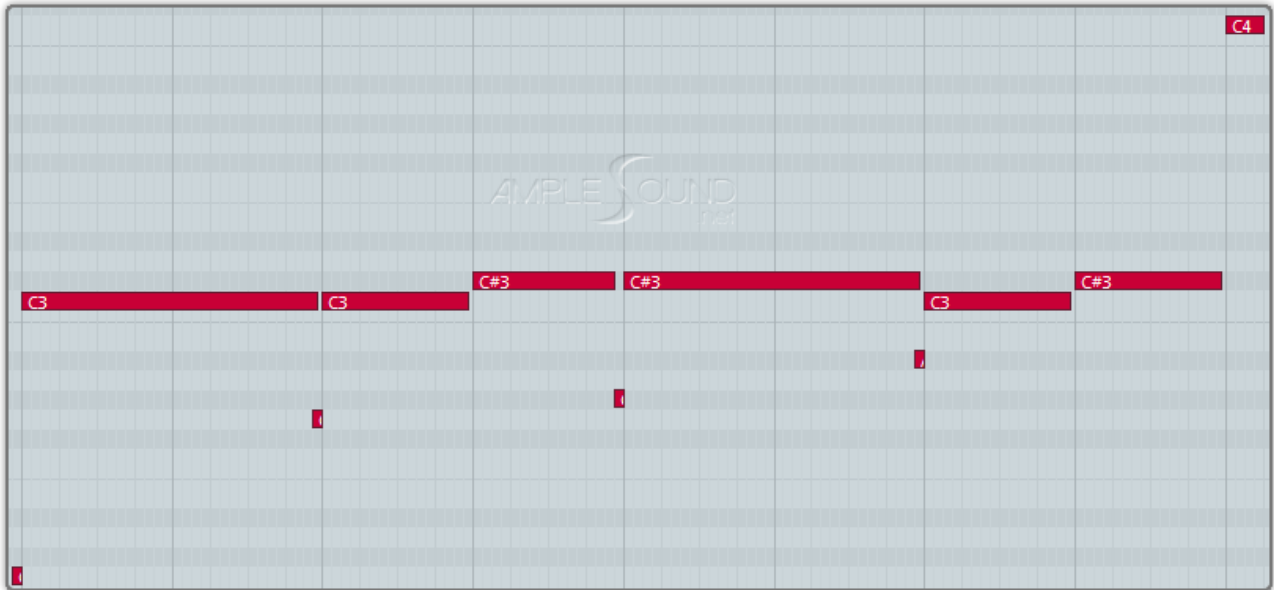
1.7.3 Slide In Strum

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

The diagram illustrates a sequence of notes and chords on a guitar fretboard. The notes are: C#5 (top left), F#4 (blue), D4 (dark purple), C4 (red), G (purple), C4 (red), F#4 (blue), D4 (dark purple), C4 (red), G (purple), C4 (red), F#4 (blue), D4 (dark purple), C4 (red), G (purple), C4 (red), F#4 (blue), D4 (dark purple), C4 (red), G (purple), C4 (red), F#4 (blue), D4 (dark purple), C4 (red), G (purple), C4 (red). A red box labeled 'E' is at the bottom center. The 'AMPLE SOUND .net' logo is in the center.

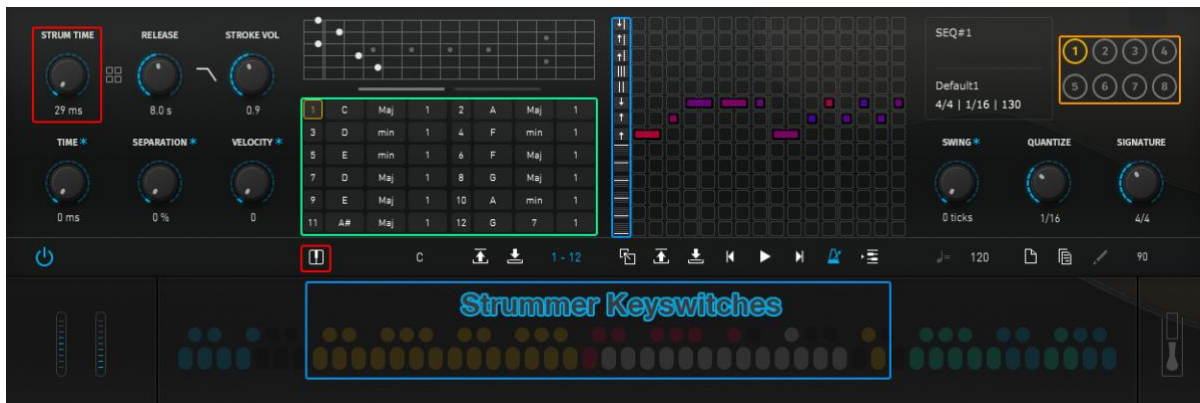
1.7.4 Harmonic Strum

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



1.8 Strummer Keys

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



1.9 Quantize & Time Signature

Quantize the Time Signature, for example 8/6 or 4/4 Triplet.

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