Ample China Dadi

Ample Sound

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1 Instrument

Ample China Dadi is sampled on 5 flutes (in the key of C, D, E, F, and G) of The Singing of Dragon series Dadi (Xuehua Dong Masterbuilt)

1.1 Overview of Instrument

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1.2 Save/Load Preset

To load a preset, click preset name to open the file chooser window. Left and right arrow can also be used to quickly change preset. To save current preset, click the down arrow to open the preset save window.

1.3 Language

Switch Language, will take effect after reopening the window.

2 Main Panel

2.1 Overview of Main Panel

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2.2 Articulations

2.2.1 Articulation Classification

There are 3 kinds of articulations in The Singing of Dragon – Head Group(blue keyswitches), Body Group(yellow keyswithces) and Special Effect Group(red keyswitches). Each group occupies one octave.

The head group is used to perform grace notes at head. Articulations with more grace notes are assigned to higher keyswitches; Ascending and descending articulations are close together.

The body group can not only perform grace notes at head, but also can be used for articulation legatos to express changes of the sound body.

The The Singing of Dragon 's body group can be used for endless articulation legatos. For example, you can start with a Sustain, hold the note, then play the Expression Keyswitch (C1) to play legato to an Expression note; then play Marking keyswitch (E1) to play legato to a Marking note, and then press Laying keyswitch (F1) to play legato to a Laying note, and so on.

2.2.2 How to play the keyswitches

Most articulations will automatically return to Sustain after playing one phrase;

You can also stay on one articulation by holding the keyswitch.

Playing the keyswitch when a note is sounding will play legato to the articulation.

2.2.3 Articulations of Head Group

Full Name	Keyswitch	Range
Sustain	C0	G2-E5
Grace Up	D0	A2-E5
Grace Down	D#0	G2-D5
Pentatonic Up	E0	B2-E5
Pentatonic Down	F0	G2-D5
Ripple	F#0	G2-D5
Trembling	G0	G2-D5
Impulse	G#0	G2-E5
Scattering Up	A0	B2-E5
Scattering Down	A#0	G2-C5
Howling	C#2	G2-E5

2.2.4 Articulations of Body Group

Full Name	Keyswitch	Range
Tonguing	C#0	G2-E5
Howling Legato	B0	G2-E5
Expression	C1	G2-E5
Vibrato	C#1	G2-E5
Trill	D1	G2-D5
Flutter	D#1	G2-E5

Marking	E1	A2-E5
Layering	F1	G2-E5
Slide Up	F#1	G2-D5
Slide Down	G1	A2-E5
Sforzando	G#1	G2-E5
Wolf Tone	A1	G2-E5
Slide Out Downwards	A#1	G2-E5
Impulse Release	B1	G2-E5

2.2.5 Special Effects

Abbr.	Full Name	Keyswitch	Range
Lick	Lick	C2	F2-E5
Reverse	Mirroring	D2	-

2.2.6 Sustain

Keyswitch is C0. Four velocity layers. Howling is triggered when velocity higher than 125.

2.2.7 Tonguing (Repeated Tonguing)

Keyswitch is C#0. High velocity triggers Hard Tonguing. Low velocity triggers Repeated Tonguing.

2.2.8 Grace Up

Keyswitch is D0. Major 2nd or minor 3rd Grace Up will be used automatically based on current Key setting.

2.2.9 Grace Down

Keyswitch is D#0. Major 2nd or minor 3rd Grace Down will be used automatically based on current Key setting.

2.2.10　Pentatonic Up

Keyswitch is E0. High velocity triggers Impulse Pentatonic Up, low velocity triggers Pentatonic Up.

2.2.11　Pentatonic Down

Keyswitch is F0. High velocity triggers Impulse Pentatonic Down, low velocity triggers Pentatonic Down.

2.2.12　Ripple

Keyswitch is F#0. Minor or major 2nd Ripple will be used automatically based on current Key setting.

2.2.13　Trembling

Keyswitch is G0. High velocity triggers Short Trembling. Low velocity triggers Long Trembling.

2.2.14　Impulse

Keyswitch is G#0. Velocity higher than 95 triggers Grace Impulse. Velocity between 95 and 64 triggers Impulse. Lower velocity triggers light Impulse.

2.2.15 Scattering Up

Keyswitch is A0.

2.2.16 Scattering Down

Keyswitch is A#0.

2.2.17 Howling Legato

Keyswitch is B0. Playing the keyswitch when a note is sounding will play legato to Howling Legato.

2.2.18 Expression

Keyswitch is C1. Playing the keyswitch when a note is sounding will play legato to Expression.

High velocity triggers Wolf Tone Expression, low velocity triggers Expression.

The music note velocity controls the sample's starting point. Higher the velocity, the more part of the sample's beginning will be bypassed.

2.2.19 Vibrato

Keyswitch is C#1. Playing the keyswitch when a note is sounding will play legato to Vibrato.

High velocity triggers Uniform Vibrato. Low velocity triggers Variable Vibrato.

The music note velocity controls the sample's starting point. Higher the velocity, the more part of the sample's beginning will be bypassed.

2.2.20 Trill

Keyswitch is D1. Playing the keyswitch when a note is sounding will play legato to Trill.

High velocity triggers Uniform Trill. Low velocity triggers Variable Trill.

Major 2nd or minor 3rd Trill will be used automatically based on current Key setting.

2.2.21 Flutter

Keyswitch is D#1. Playing the keyswitch when a note is sounding will play legato to Flutter.

High velocity triggers Scattering Flutter. Low velocity triggers Flutter.

The keyswitch velocity also controls fade time.

2.2.22 Marking

Keyswitch is E1. Playing the keyswitch when a note is sounding will play legato to Marking.

2.2.23 Layering

Keyswitch is F1. Playing the keyswitch when a note is sounding will play legato to Layering.

2.2.24 Slide Up

Keyswitch is F#1. Playing the keyswitch when a note is sounding will play legato to Slide Up.

Major 2nd or minor 3rd Slide will be used automatically based on current Key

setting.

2.2.25   Slide Down

Keyswitch is G1. Playing the keyswitch when a note is sounding will play legato to Slide Down.

Major 2nd or minor 3rd Slide will be used automatically based on current Key setting.

2.2.26   Sforzando

Keyswitch is G#1. Playing the keyswitch when a note is sounding will play legato to Sforzando. 2 velocity layers.

2.2.27   Wolf Tone

Keyswitch is A1. Playing the keyswitch when a note is sounding will play legato to Repeated Wolf Tone.

2.2.28   Slide Out Downwards

Keyswitch is A#1. Playing the keyswitch when a note is sounding will play legato to Slide Out Downwards.

Flutter Slide out is triggered for velocity larger than 125, Fast Slide out is triggered for velocity larger than 63, Slow Slide out is triggered for velocity smaller than 64.

2.2.29   Impulse Release

Keyswitch is B1. Playing the keyswitch when a note is sounding will play legato to Impulse Release.

2.2.30   Lick

Keyswitch is C2. There are 36 improvisation licks.

2.2.31   Howling

Keyswitch is C#2. High velocity triggers Grace Howling. Low velocity triggers Howling.

2.2.32   Mirroring

Keyswitch is D2. Playing the keyswitch when a note is sounding will reverse the sample at current position. It changes for example a Slide Up to Slide Down, or a Slow-Fast Vibrato to Fast-Slow Vibrato.

2.3 Mic Modes

The The Singing of Dragon has 3 mic modes: Middle Mode and Front Mode、Mono Mode, recorded with 5 microphones. You can adjust the volume and channel EQ of different microphones to get more sound.
1.   L&R Mode
2.   Middle Mode
3.   Mono Mode

2.4 Expression

The default MIDI CC is CC11. The Expression controls the dynamic of the sound.

2.5 Key

he Key setting determines the intervals of some articulations, for example major

2nd or minor 3rd, minor 2nd or major 2nd.

2.6 Wind

The Wind is the sound of air blowing in the Dadi tube. We extracted this sound from each real sample to enable the independent control of this element.

The sound of the Dadi without the Wind is very pure. Moderately control the volume of the Wind, and make some changes during the performance, can increase the feeling of "dirty" and breath, and improve the realism.

2.7 Play Modes

Keyboard Mode: You can play polyphonic notes in this mode.

Instrument: You can play mono note and legato in this mode.

2.8 Random Grace Note

After playing a phrase, it will randomly switch to a random head articulation for the next phrase. This mode is used for live playing.

2.9 Legato Mode

2.9.1 Legato Mode

The mode triggers straight legato when the note duration is shorter than Legato Time, which can be adjusted in the Settings.

When note duration is longer than Legato Time:

Velocity (126-127)	Groups of Howling, Impulse and Wolf Tone trigger Howling Legato;
	Other groups trigger Layering Legato(Ascending) and Ripple

	Legato(Descending)
Velocity (96-125)	triggers Grace Legato
Velocity (32-96)	triggers Straight Legato
Velocity (16-31)	triggers Soft Legato 1
Velocity (1-15)	triggers Soft Legato 2

2.9.2 Slide Mode

Slide Legato: When playing major 2nd and minor 3rd legatos.

Velocity (16-31)	triggers Slide Legato 1
Velocity (1-15)	Triggers Slide Legato 2

2.9.3 Legato Smooth

In the real performance of the Dadi, the legatos are ever-changing, sometimes hard and sometimes soft. Legatos with no changes cannot completely simulate real performance.

You can adjust the Legato Smooth in the Settings to suit different legato needs.

2.10 Sample Loop

The sample length of the The Singing of Dragon is about 8 seconds on average. In most cases, it can meet the requirements of a Dadi note. If you need longer notes, you can turn on the Sample Loop.

On: Samples such as Sustain and Legato will keep looping.

Off: Samples reach its natural release.

2.11 Bend

Please refer to the Settings manual.

2.12 Mod Wheel

Please refer to the Settings manual.

2.13 FX Group

Note	Name
F5	FXS_Breath
F#5	FXS_Hit
G5	Impulse Effect 1
G#5	Impulse Effect 2
A5	Impulse Effect 3
A#5	Vibrato Effect 1
B5	Vibrato Effect 2
C6	Vibrato Effect 3
C#6	Howling Effect 1
D6	Howling Effect 2

2.14 Hold Pedal

Hold Pedal On: Double Legato Mode. For example when playing a legato from D to E, and release E while holding the D, the D will be automatically triggered.

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