

Ample China Erhu



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1 Instrument

Ample China Erhu (ACEH) is sampled on 3 Erhus in the key of D, C and Low G. Main notes (D3~G5) are sampled on the Erhu in the standard key of D. Lower notes (G2~C#3) are sampled on the Erhus in the key of C and low G.

1.1 Overview of Instrument



1. Save/Load Preset
2. Language

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



1. Articulations
2. Mic Mode
3. Middle Low Mic Volume
4. Mic Solo Mute & Channel EQ
5. Middle High Mic Volume
6. Front Mic Volume
7. Back Mic Volume
8. Far Mic Volume
9. Master Volume
10. Pan
11. Key

12. Expression Gain
13. FX Sound Gain
14. Bowed Attack Gain
15. Bowed Release Gain
16. Playing Mode
17. Fingering Position Mode
18. Legato Mode
19. Sample Loop Switch
20. Bend
21. Mod Wheel
22. Position Force & String Force
23. FX Sound Group
24. Legato Mode Switch
25. Fingering Position Mode
26. Hold Pedal

2.2 Articulations

2.2.1 Articulation Classification

There are 4 kinds of articulations in ACEH – Head Group(blue keyswitches), Body Group(yellow keyswitches), Legato Group(red keyswitches), and Special Effects Group(the 2 right-most red keys in Articulation keyswitches area).

The head group is used to perform grace notes at head. Bowing type keyswitches are assigned to the left of fingering types.

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

ACEH 's body group can be used for endless articulation legatos. For example, you can start with a Sustain, hold the note, then play the Expressive Keyswitch (C1) to play legato to an Expressive note; then play Mordent keyswitch (D#1) to play legato to a Mordent note, and then press Inverted Mordent keyswitch (E1) to play legato to an Inverted Mordent note, and so on.

The Legato group contains legato slide and virtual slide. Playing the keyswitch, then play 2 legato notes, the first note will slide to the second note.

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

Name	Type	Keyswitch	Range
Sustain	Bowed	C0	G2-G5
Staccato	Bowed	C#0	G2-G5
Ricochet	Bowed	D0	G2-G5
Pizzicato	Fingered	D#0	G2-A#4
Whispering	Expression	E0	A2-G5
Sighing	Expression	F0	F#2-F5

2.2.4 Articulations of Body Group

Name	Type	Keyswitch	Range
Crying	Expression	F#0	A2-A4
Hoarse	Expression	G0	G#2-G5

Tremolo	Bowed	G#0	G2-G5
Portato	Bowed	A0	G2-G5
Diminuendo	Fingered Vibrato	A#0	G#2-G5
Sforzando	Fingered Vibrato	B0	G2-G5
Expressive	Fingered Vibrato	C1	G#2-G5
Vibrato	Fingered Vibrato	C#1	G#2-G5
Trill	Fingered Trill	D1	G2-F#5
Mordent	Fingered Trill	D#1	G2-F#5
Inverted Mordent	Fingered Trill	E1	G#2-G5
Double Mordent	Fingered Trill	F1	G2-F#5
Full Slide Up	Fingered Slide	F#1	G#2-F#5
Full Slide Down	Fingered Slide	G1	A2-G5
Slide In from below & Slide Out downwards	Fingered Slide	G#1	A2-G5
Slide in Above & Slide Out Upward	Fingered Slide	A1	G#2-F5

2.2.5 Articulations of Legato Group

Name	Type	Keyswitch	Max Interval
Portamento	Fingered Slide	A#1	One Octave
Virtual Portamento	Fingered Slide	B1	Major 3rd

2.2.6 Articulations of Special Effects Group

Name	Keyswitch	Range
Lick	C2	G2-G5
Mirroring	D2	-

2.2.7 Sustain

Keyswitch is C0. Head Group, Bowed Articulation - 4 velocity layers. Hard Bow is triggered for velocity higher than 125. Playing the keyswitch when a note is sounding

will play legato to Sustain.

2.2.8 Staccato

Keyswitch is C#0. Head Group, Bowed Articulation.

2.2.9 Ricochet

Keyswitch is D0. Head Group, Bowed Articulation.

2.2.10 Pizzicato

Keyswitch is D#0. Head Group, Fingered Articulation - The Pizzicato can only be played on the D string.

2.2.11 Whispering

Keyswitch is E0. Head Group, Expression.

2.2.12 Sighing

Keyswitch is F0. Head Group, Expression.

2.2.13 Crying

Keyswitch is F#0. Body Group, Expression – Combined techniques of strong attack, portamento, and slow full slide down. The highest note is on the 12th fret. Playing the keyswitch when a note is sounding will play legato to Crying.

2.2.14 Hoarse

Keyswitch is G0. Body Group, Expression. The velocity controls the start time. Playing

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

2.2.15 Tremolo

Keyswitch is G#0. Body Group, Bowed Articulation - High velocity triggers Grace Tremolo, low velocity triggers Expressive Tremolo. Playing the keyswitch when a note is sounding will play legato to Tremolo.

2.2.16 Portato

Keyswitch is A0. Body Group, Bowed Articulation. Playing the keyswitch when a note is sounding will play legato to Portato.

2.2.17 Diminuendo

Keyswitch is A#0. Body Group, Fingered Vibrato Articulation. Playing the keyswitch when a note is sounding will play legato to Diminuendo.

2.2.18 Sforzando

Keyswitch is B0. Body Group, Fingered Vibrato Articulation. Playing the keyswitch when a note is sounding will play legato to Sforzando.

2.2.19 Expressive

Keyswitch is C1. Body Group, Fingered Vibrato Articulation. The velocity controls the start time. Playing the keyswitch when a note is sounding will play legato to Expressive.

2.2.20 Vibrato

Keyswitch is C#1. Body Group, Fingered Vibrato Articulation. Playing the keyswitch when a note is sounding will play legato to Vibrato.

2.2.21 Trill

Keyswitch is D1. Body Group, Fingered Trill Articulation - High velocity triggers Uniform Trill. Low velocity triggers Variable Trill. Major or minor 2nd Trill will be used automatically based on current Key setting. Playing the keyswitch when a note is sounding will play legato to Trill.

2.2.22 Mordent

Keyswitch is D#1. Body Group, Fingered Trill Articulation. Major or minor 2nd Mordent will be used automatically based on current Key setting. Playing the keyswitch when a note is sounding will play legato to Mordent.

2.2.23 Inverted Mordent

Keyswitch is E1. Body Group, Fingered Trill Articulation. Major or minor 2nd Inverted Mordent will be used automatically based on current Key setting. Playing the keyswitch when a note is sounding will play legato to Inverted Mordent.

2.2.24 Double Mordent

Keyswitch is F1. Body Group, Fingered Trill Articulation. Major or minor 2nd Double Mordent will be used automatically based on current Key setting. Playing the keyswitch when a note is sounding will play legato to Double Mordent.

2.2.25 Full Slide Up

Keyswitch is F#1. Body Group, Fingered Slide Articulation. Playing the keyswitch when a note is sounding will play legato to Full Slide Up.

2.2.26 Full Slide Down

Keyswitch is G1. Body Group, Fingered Slide Articulation. Playing the keyswitch when a note is sounding will play legato to Full Slide Down.

2.2.27 Slide in Below & Slide Out Downward

Keyswitch is G#1. Body Group, Fingered Slide Articulation. Playing the musical note triggers Slide in Below. Playing the keyswitch when a note is sounding will play legato to Slide Out Downward.

2.2.28 Slide in Above & Slide Out Upward

Keyswitch is A1. Body Group, Fingered Slide Articulation. Playing the musical note triggers Slide in Above, Playing the keyswitch when a note is sounding will play legato to Slide Out Upward.

2.2.29 Portamento

Keyswitch is A#1. Legato Group, Fingered Slide Articulation - High velocity triggers Fast Portamento. Low velocity triggers Slow Portamento. Playing the keyswitch, then play 2 legato notes, the first note will slide to the second note. The Portamento supports intervals within one octave with real samples.

2.2.30 Virtual Portamento

Keyswitch is B1. The Portamento speed can be customized with note velocity. It supports intervals within Major 3rd.

2.2.31 Lick





Keyswitch is C2. There are 37 improvisation licks.

2.2.32 Mirroring

Keyswitch is D2. Playing the keyswitch when a note is sounding will reverse the sample at current position.

2.3 Mic Modes

The ACEH is recorded with 5 microphones. You can adjust the volume and channel EQ of different microphones to get more sound.

1.  AB Mode
2.  Wide AB Mode
3.  MS Mode
4.  Bright MS Mode

2.4 Expression


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


2.5 Key

The key setting determines the intervals of Trill articulations (Trill, Mordent, Inverted

Mordent and Double Mordent), for example major 2nd or minor 2nd.


2.6 Play Modes


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

Polyphonic Mode:  You can play chord in this mode.

2.7 Fingering Position Mode

D String Mode:  it is the most popular fingering mode in pop music.

A String Mode: 

Position Mode:  notes will be arranged automatically on different strings. A position covers 7 semitones.

2.8 Legato Mode

2.8.1 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)	triggers Mordent Legato
Velocity (96-125)	triggers Straight Legato
Velocity (32-95)	triggers Expressive Legato
Velocity (1-31)	triggers Soft Legato

2.8.2 Slide Mode

Portamento Legato: Velocity(1-31) triggers Portamento within one octave.

* The two notes must be on the same string.

2.8.3 Legato Smooth

In the real performance of the Erhu, the legatos are ever-changing, sometimes hard and sometimes soft. Legatos without changes cannot completely simulate real performance.

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

2.9 Sample Loop

As to bowed string instruments, for higher velocity, the tone is brighter and cleaner and the duration is shorter; for lower velocity, the tone is darker and the duration is longer. If longer notes are needed, it can be done by turning on Sample Loop.

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

Off: Samples reach its natural release.

2.10 Bend

Please refer to the Settings manual.

2.11 Mod Wheel

Please refer to the Settings manual.

2.12 FX Sound

Note	Name
G#5	Scratch noise
A5	Hit
A#5	Portamento FX
B5	Horse

C6	Bird
C#6	Laughing
D6	Crying

2.13 Hold Pedal

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

2.14 Position Force

The keyswitch for Position Force is C#2. Playing the keyswitch in Position mode, then play one note in D2 - E4 will set the position to 0 - 14.

* A position covers 7 semitones.



2.15 D String Force

The keyswitch is D#2.

2.16 A String Force

The keyswitch is E2.

Website: <https://www.amplesound.net>

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