

Ample China Zheng Main Panel Manual



Ample Sound Technology Co.

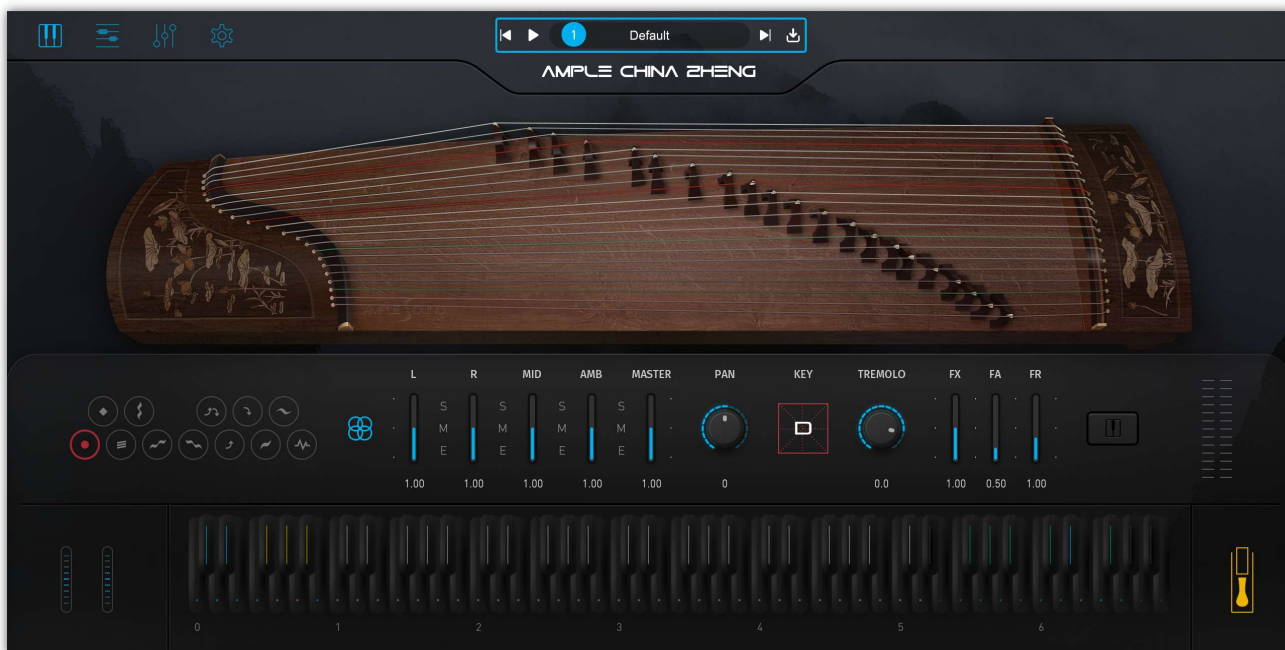
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1 Instrument Panel

1.1 Overview of Instrument Panel



1. Preset Bar

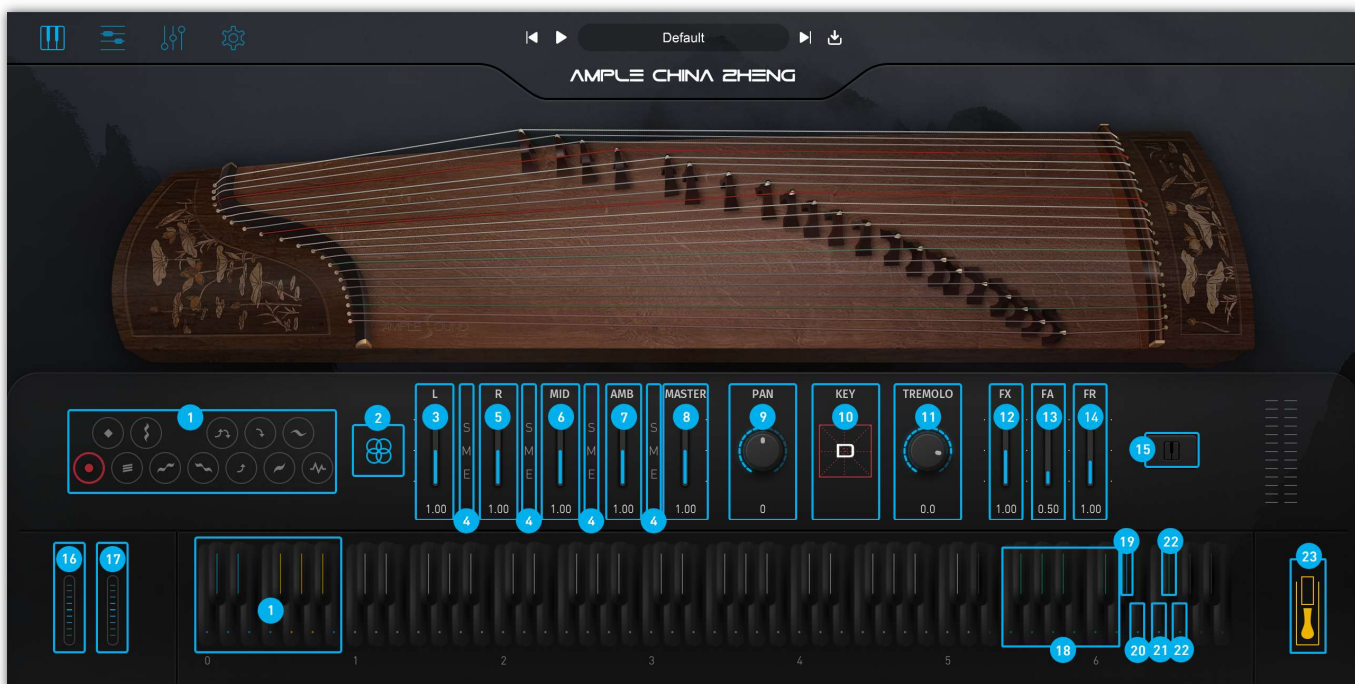
1.2 Preset Bar

There are four buttons: Previous  , Next  , Play  , and Save  .

Clicking the preset name text box will open the preset file list window.

2 Main Panel

2.1 Overview of Main Panel



1.	Articulations
2.	Sound Mode
3.	L Mic Volume
4.	Mic Solo Mute & Channel EQ
5.	R Mic Volume
6.	Body Mic Volume
7.	Room Mic Volume
8.	Master Volume
9.	Pan
10.	Key
11.	Tremolo Expression
12.	FX Sound Gain
13.	Finger Noise Volume
14.	Playing Gap Noise Volume
15.	Playing Mode
16.	Bend
17.	Mod Wheel

18. FX Sound Group
19. Playing Mode Switch
20. Keyboard Mode
21. Poly Repeater
22. Percussion Group
23. Hold Pedal Toggle

2.2 Articulations

2.2.1 Articulation Classification

Ample China Zheng' s articulations are grouped into 3 categories: **Head Group** (blue keys), **Body Group** (yellow keys), and **Licks**.

The Head Group is used for grace notes at the beginning of note.

The Body Group can not only be used for grace notes, but also produce articulation legato to express the variability of the Zheng performance. When a Sustain note is playing (pressed), pressing the Body Group keyswitch will make the note play legato to the articulation. For example, first play a Sustain note, then press the Vibrato keyswitch (A#0), the Sustain note will begin to vibrato.

Licks contain 51 improvised passages.

2.2.2 How to Play the Keyswitches

When a Head Group keyswitch is pressed, the following musical notes will stay in this articulation. When a Body Group keyswitch is held (kept pressed), the following musical notes will stay in this articulation. Once the keyswitch is released, the articulation will return to Sustain.

When a musical note is playing (kept pressed), then a Body Group keyswitch is pressed, this playing note will play legato to the pressed articulation.

2.2.3 Articulations of Head Group

Full Name	Keyswitch	Range
Sustain	C0	C1-D5
Natural Harmonic	C#0	C1-D5
Tremolo	D0	C1-D5
Glissando	D#0	C1-D5
Glissando Up	E0	G1-D5
Glissando Down	F0	C1-F#4

2.2.4 Articulations of Body Group

Full Name	Keyswitch	Range
Bend and Release	F#0	C2-D5
Bend Up	G0	C2-D5
Bend Down	G#0	D2-E5
Single Vibrato	A0	C1-D5
Vibrato	A#0	C1-D5

2.2.5 Lick

Name	Keyswitch	Range
Lick	B0	C1 - D5

2.2.6 Sustain

Keyswitch is C0. Head Group.

- When legato to this keyswitch, the length and volume is controlled by the previous note.

2.2.7 Nature Harmonic

Keyswitch is C#0. Head Group.

2.2.8 Tremolo

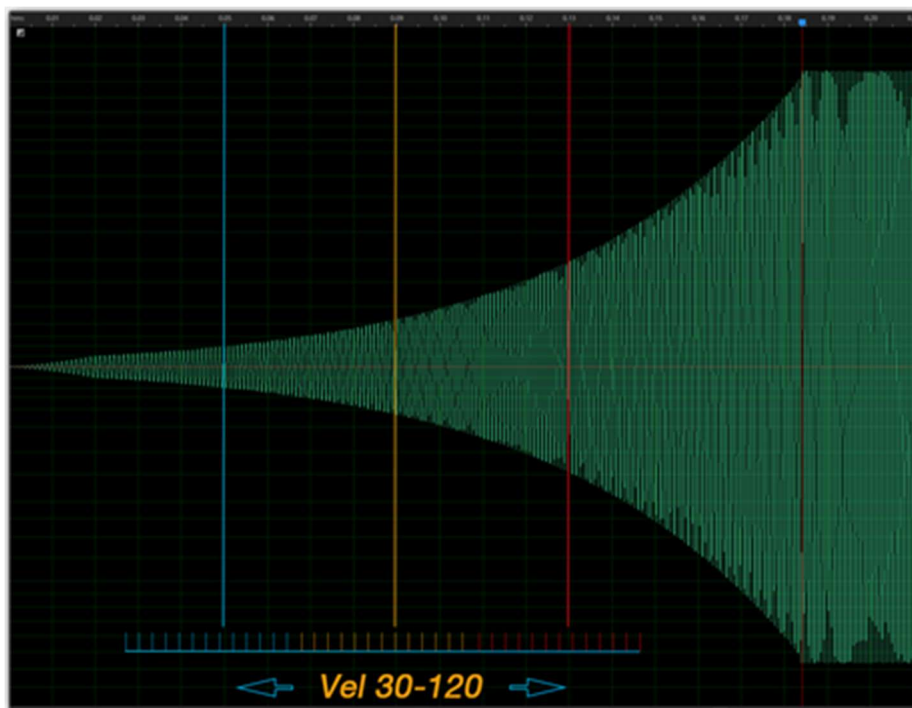
Keyswitch is D0. Head Group.

- Pressing this key with high velocity triggers an Expressive Tremolo, while pressing it with low velocity triggers a Straight Tremolo.
- The velocity determines the starting point of the Tremolo.
- When legato to this keyswitch, the length and volume are controlled by the previous note.

* The Tremolo is not controlled by Hold Pedal.

2.2.8.1 Velocity controls the start time of tremolo samples

When playing tremolo, the start time needs to be adjusted according to the music. The recorded samples of tremolo use a long fade-in time. The start time can be adjusted with velocity from below 30, to above 120. Larger velocity will cause shorter fade in time.



2.2.8.2 Loop

Tremolo notes will loop seamlessly once they reach the end of the sample.

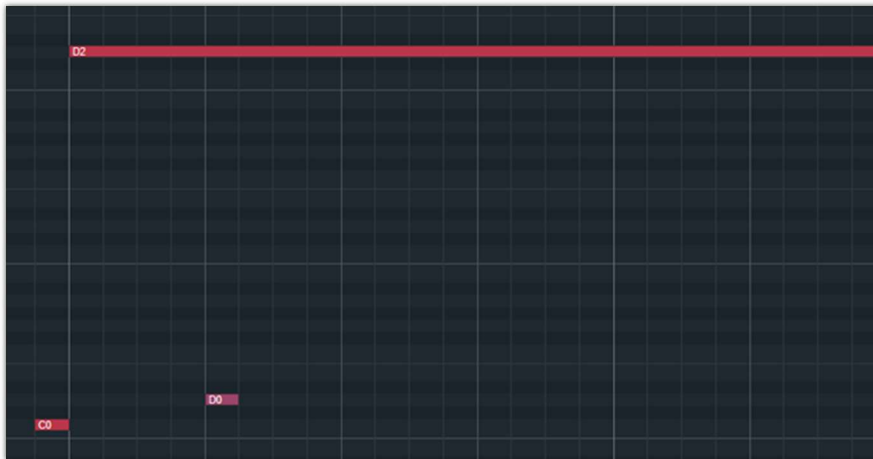
2.2.8.3 Release

Dedicated tremolo release samples will be triggered when tremolo notes are released.

*When note off velocity is equal or greater than 126, the release samples will not be triggered.

2.2.8.4 Tremolo Legato

When current articulation is sustain, keyswitch D0 will trigger the same note with articulation Tremolo. The length and volume of the Tremolo note is controlled by the previous note. The start time of the Tremolo note is controlled by its velocity.



2.2.8.5 Tremolo legato to Sustain

Keyswitch C0 changes the articulation from Tremolo to Sustain, and triggers a Sustain note, whose length and volume is controlled by the velocity of previous note.



2.2.9 Glissando

Keyswitch is D#0. Head Group. Recorded as individual notes with glissando technique, close to the right end of the instrument.

- The individual notes of a Glissando.
- Can play legato to Body Group.

2.2.10 Glissando Up

Keyswitch is E0. Head Group.

- Only key of C, C#, D are provided.
- The Glissando Up is not controlled by Pitch Wheel.
- Can play legato to Body Group.

2.2.11 Glissando Down

Keyswitch is F0. Head Group.

- Only key of C, C#, D are provided.
- The Glissando Down is not controlled by Pitch Wheel.
- Can play legato to Body Group.

2.2.12 Bend and Release

Keyswitch is F#0. Body Group.

- Pressing this key with high velocity triggers a Fast BR, while pressing it with low velocity triggers a Slow BR.
- The length and volume are controlled by the previous note.
- The BR is not controlled by the Pitch Wheel. When pressing the keyswitch, this articulation is played continuously. When releasing the keyswitch, the articulation automatically returns to Sustain.
- Key setting controls a major 2nd or minor 3rd of the BR.

2.2.13 Bend Up

Keyswitch is G0. Body Group.

- Pressing this key with high velocity triggers a Fast BU, while pressing it with low velocity triggers a Slow BU.
- The length and volume are controlled by the previous note.
- The BU is not controlled by the Pitch Wheel. When pressing the keyswitch, this articulation is played continuously. When releasing the keyswitch, the articulation automatically returns to Sustain.
- Key setting controls a major 2nd or minor 3rd of the BU.

2.2.14 Bend Down

Keyswitch is G#0. Body Group.

- The length and volume are controlled by the previous note.
- The BD is not controlled by the Pitch Wheel. When pressing the keyswitch, this articulation is played continuously. When releasing the keyswitch, the articulation automatically returns to Sustain.
- Key setting controls a major 2nd or minor 3rd of the BD.

2.2.15 Single Vibrato

Keyswitch is A0. Body Group.

- The length and volume are controlled by the previous note.
- The SV is not controlled by the Pitch Wheel. When pressing the keyswitch, this articulation is played continuously. When releasing the keyswitch, the articulation automatically returns to Sustain.

2.2.16 Vibrato

Keyswitch is A#0. Body Group.

- Pressing this key with high velocity triggers a Fast Vibrato, while pressing it with low velocity triggers a Slow Vibrato.
- The length and volume are controlled by the previous note.
- When pressing the keyswitch, this articulation is played continuously. When releasing the keyswitch, the articulation automatically returns to Sustain.

2.2.17 Lick

Keyswitch is B0.

- The Lick is not controlled by Hold Pedal.

2.3 Sound Mode

Ample China Zheng has 4 mic modes: All, AB, Left MS, Right MS, recorded with 5 microphones. You can adjust the volume and channel EQ of different microphones to get more sounds.

1.  All Mics Mode
2.  AB Mode
3.  MS L Mode
4.  MS R Mode

2.4 Key

The key sets the tuning of the strings on UI, which affects the tuning in Gliss mode as well. It also determines the intervals when bending (major 2nd/minor 3rd).

2.5 Rich Fret Noise

In real performance, a lot of playing noises are generated. Virtual instrument would sound

unnatural without those noises. Ample Sound Engine can generate rich Fret Noise automatically.

FA: Nail Sound Gain.

FR: Fret Release Sound Gain.

2.6 Playing Mode

- **Keyboard Mode:**  12 semitones for each octave, which can be played like a piano.
- **Instrument Mode:**  Specially designed for traditional pentatonic scales.
- 21 strings are controlled by 21 white keys over 3 octaves. The tuning is automatically changed by Key setting.
- **Gliss Mode:**  Original technology created to simulate two-hand glissandos. It is able to generate two glissandos at the same time (like played with two hands), and will automatically change the sample groups between left hand (mellow) and right hand (bright). Users only need to set the beginning and end notes, and the system will automatically generate the pentatonic scale notes (according to the Key setting) in between.

The time between the two notes will determine the speed of the glissando.

The velocity difference will control the velocity change of the generated glissando notes, which enables users to create rich performances.

* Keyswitches are bypassed in Gliss Mode.

2.7 Bend

Each string can be bent individually, while other strings are generating normal notes.

When a string is bent, the status will be kept so it can be released when it is played again.

The Advanced Bend system simulates real instrument by modeling the change of sound such as timbre and velocity.

2.8 Mod Wheel

Please refer to the Settings manual.

2.9 FX Sound Group

Note	FX Sound
F5	Scratch Noise
F#5	Fast Strum
G5	Muting Sound
G#5	Wind
A5	Downstroke
A#5	Upstroke
B5	Glissando Down
C6	Glissando Up
C#6	Glissando Down&Up
D6	Free Glissando
F6	Slap on the Top
F#6	Slap on the Rim

2.10 Poly Repeater

Press F6 to repeat last played note.

2.11 Hold Pedal Toggle

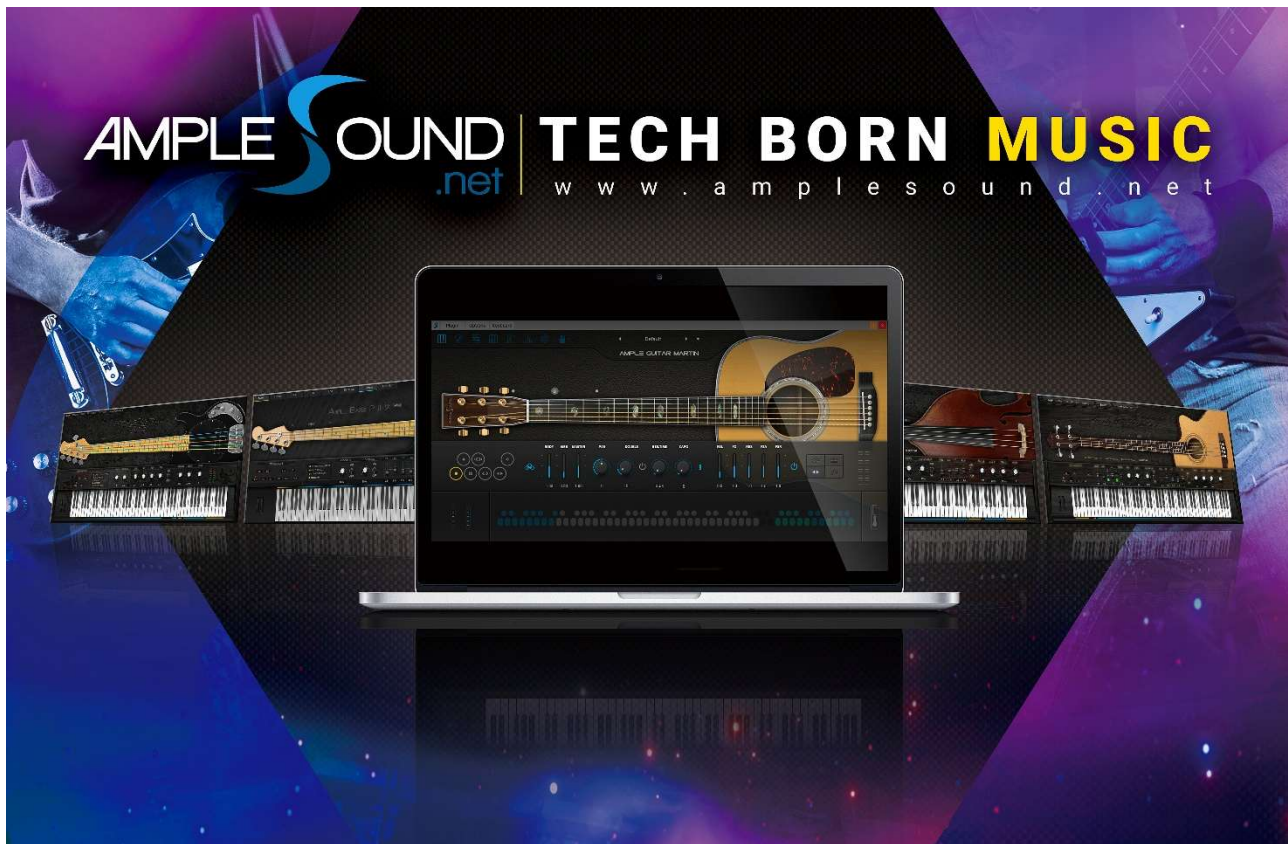
Guzheng notes are played with sustain, so please turn on hold pedal.

*When note off velocity is equal to or greater than 126, the note does not sustain even when the hold pedal is on.

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