Ample China Zheng

Main Panel Manual

Ample Sound Technology Co.
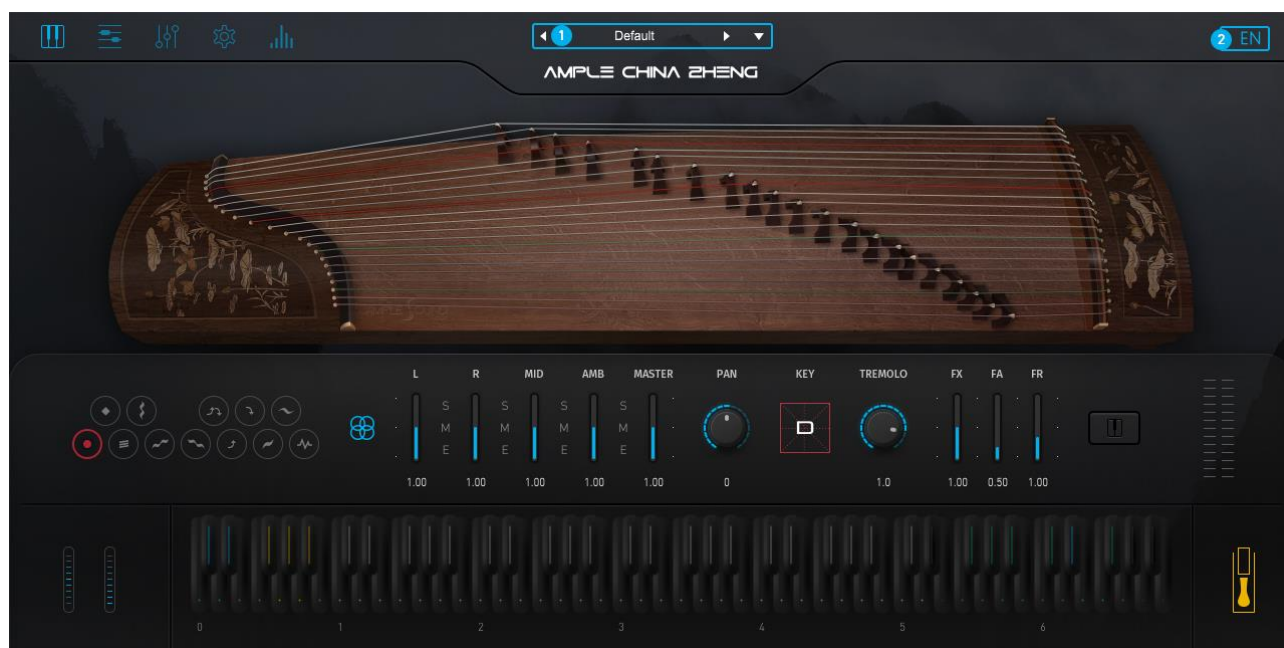
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1.2 Save/Load Preset

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 plugin UI.

2 Main Panel

2.1 Overview of Main Panel
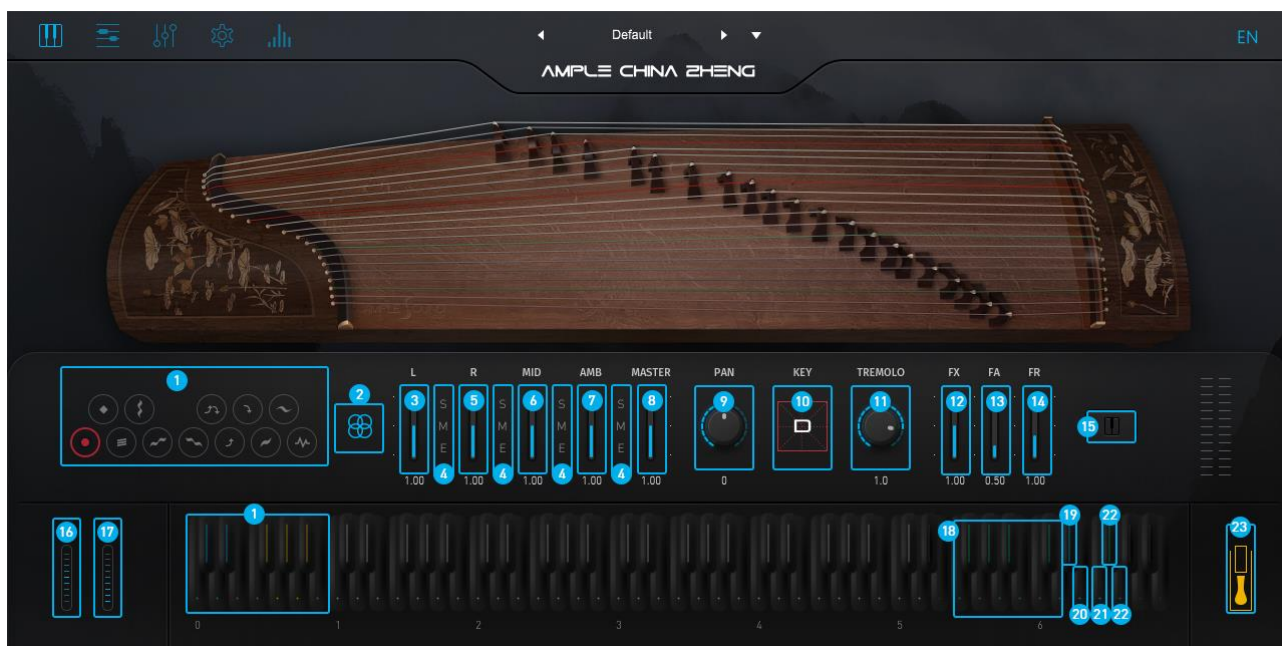
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2.2 Articulations

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 contains 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

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

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. Can be played legato to from Tremolo. The legato note length and velocity are controlled by the Sustain note.

2.2.7 Natural Harmonic

Keyswitch is C#0. Head Group.

2.2.8 Tremolo

Keyswitch is D0. Head Group. The keyswitch with high velocity triggers Expression Tremolo, low velocity triggers Straight Tremolo.

The Tremolo is not controlled by Hold Pedal.

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.
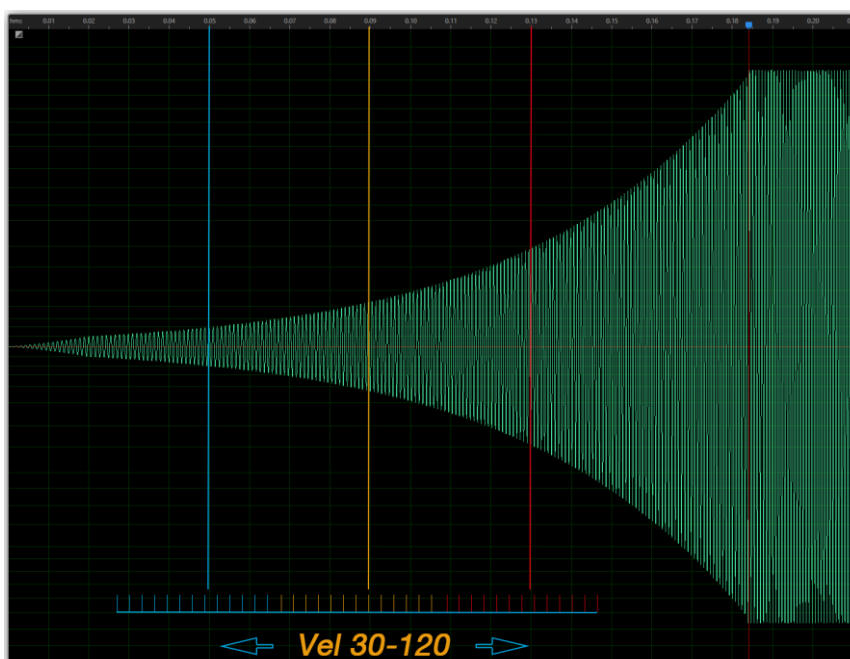
2. **Tremolo notes will seamlessly loop once reach the end of samples.**

3. **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.

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.
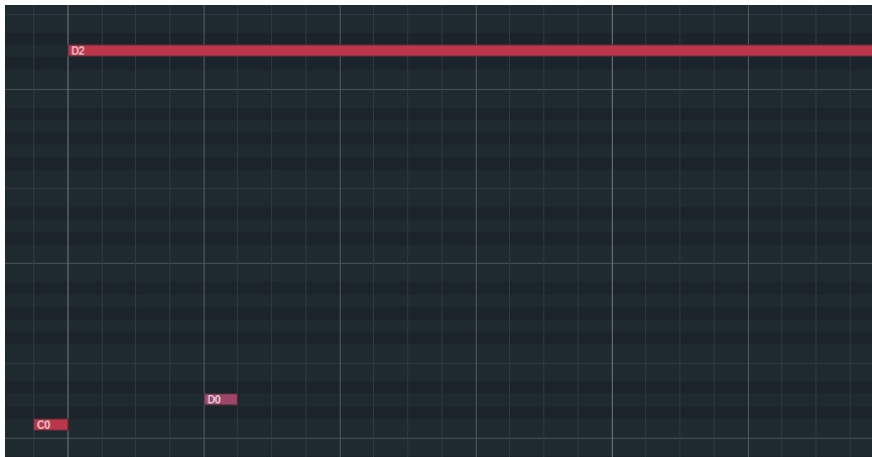
5. **Tremolo legato to Sustain**

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.
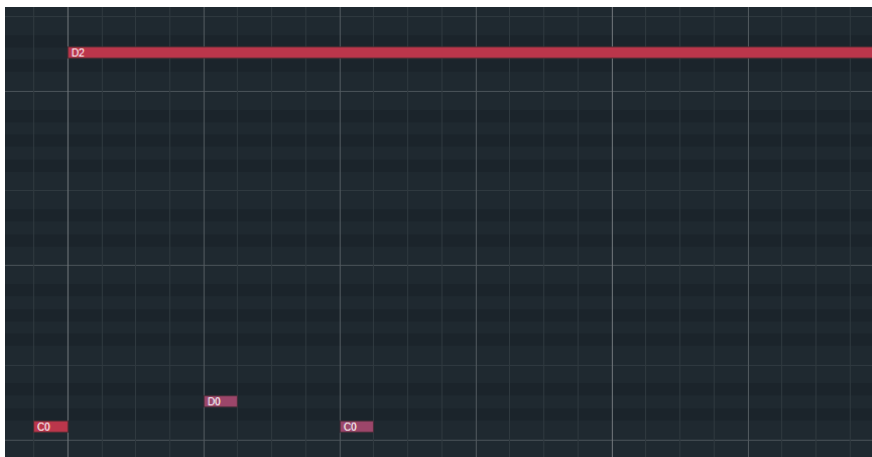
2.2.9 Glissando

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

Can play legato to Body Group.

2.2.10   Glissando Up

Keyswitch is E0. Head Group. The Glissando Up is not controlled by Pitch Wheel. Only key of C, C#, D are provided.

Can play legato to Body Group.

2.2.11   Glissando Down

Keyswitch is F0. Head Group. The Glissando Down is not controlled by Pitch Wheel. Only key of C, C#, D are provided.

Can play legato to Body Group.

2.2.12   Bend and Release

Keyswitch is D#0. Body Group. High velocity notes (Vel = 127-64) are fast, low velocity notes (Vel = 63-1) are slow.

When the Key setting is selected, the system will automatically determine the notes in the key for bending notes (major 2nd or minor 3rd).

When current articulation is sustain, keyswitch F#0 will trigger the same note with the Full Bend. The length and volume of the Full Bend note is controlled by the previous note.

The Full Bend is not controlled by Pitch Wheel. The articulation stays when keyswitch is held, and returns to Sustain when keyswitch is released.

2.2.13　Bend Up

Keyswitch is E0. Body Group. High velocity notes (Vel = 127-64) are fast, low velocity notes (Vel = 63-1) are slow.

When the Key setting is selected, the system will automatically determine the notes in the key for bending notes (major 2nd or minor 3rd).

When current articulation is sustain, keyswitch G0 will trigger the same note with the Bend Up. The length and volume of the Bend Up note is controlled by the previous note.

The Bend Up is not controlled by Pitch Wheel. The articulation stays when keyswitch is held, and returns to Sustain when keyswitch is released.

2.2.14　Bend Down

Keyswitch is G#0. Body Group.

When the Key setting is selected, the system will automatically determine the notes in the key for bending notes (major 2nd or minor 3rd).

When current articulation is sustain, keyswitch G#0 will trigger the same note with the Bend Down. The length and volume of the Bend Down note is controlled by the previous note.

The Bend Down is not controlled by Pitch Wheel. The articulation stays when keyswitch is held, and returns to Sustain when keyswitch is released.

2.2.15　Single Vibrato

Keyswitch is A0. Body Group.

When current articulation is sustain, keyswitch A0 will trigger the same note with the Tap. The length and volume of the Tap note is controlled by the previous note.

The Tap is not controlled by Pitch Wheel. The articulation stays when keyswitch is

held, and returns to Sustain when keyswitch is released.

2.2.16 Vibrato

Keyswitch is A#0. Body Group. High velocity notes (Vel = 127-64) are fast, low velocity notes (Vel = 63-1) are slow.

When current articulation is sustain, keyswitch A#0 will trigger the same note with the Vibrato. The length and volume of the Vibrato note is controlled by the previous note.

The articulation stays when keyswitch is held, and returns to Sustain when keyswitch is released.

2.2.17 Lick

Keyswitch is B0.

The Lick is not controlled by Hold Pedal.

2.2.18 Mic 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

2.3 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).

2.4 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.

2.5 Play Modes

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 generates 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.

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

2.7 Mod Wheel

To vibrate automatically, open Settings Panel and toggle on Auto Mod. The vibrato range, speed, and envelope can also be changed in the Settings Panel.

2.8 FX Sound Group

Note	Name
F5	Scratch Noise
F#5	Fast Strum
G5	Muting Sound
G#5	Wind
A5	Gliss Down
A#5	Gliss Up
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

2.9 Repeat

Press F6 to repeat last played note.

2.10 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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