

# Settings and CPC



Ample Sound

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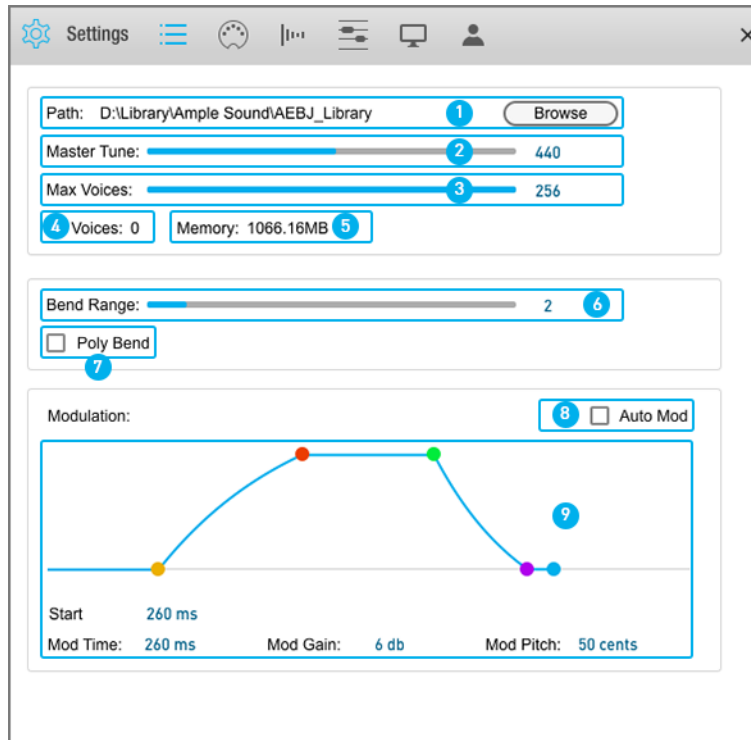
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# 1 Settings Panel

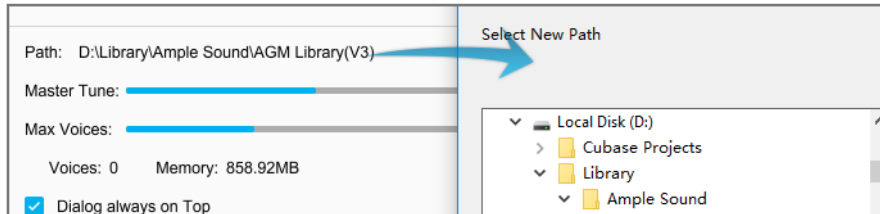
## 1.1 System Settings



- |                     |
|---------------------|
| 1. Library Path     |
| 2. Master Tune      |
| 3. Max Voices       |
| 4. Voices           |
| 5. Memory           |
| 6. Bend Range       |
| 7. Poly Bend Toggle |
| 8. Auto Mod Toggle  |
| 9. Mod Settings     |

## 1.1.1 Instrument Path Setting

You can set the sample library location here when it is moved.



## 1.1.2 Master Tune

Default tuning standard is in 440Hz. The range is 430 - 450Hz.

## 1.1.3 Max voices

Defines the maximum number of voices which can be played simultaneously. Voices will be stopped if the amount goes beyond this value.

## 1.1.4 Voices Display

Shows the current number of voices in usage.

## 1.1.5 Memory Display

It shows the current memory consumption.

## 1.1.6 Mod Wheel Range

The range is from minor second to one octave.

## 1.1.7 Poly Bend Toggle

Only lower note is bended when playing poly bends without this feature.

## 1.1.8 Advanced Bend Toggle

When toggled on, the tone of the bend notes can be changed by a Physical Modeling system.

## 1.1.9 Advanced Bend Toggle

The hold pedal triggers a muted noise. If don't need it, please turn it off.

## 1.1.10 Auto Mod Toggle

When toggled on, modulation will follow the SAHDS envelope. You can get natural and realistic vibratos while keeping the Mod wheel in one position.

## 1.1.11 Modulation Settings

### **Modulation Envelope:**

**Start:** The modulation doesn't work during the Start time. It ensures that fast notes will not be vibrated.

**Attack:** The time from the beginning to the maximum amount of vibrato.

**Hold:** Maximum amount of vibrato is kept during the Hold time.

**Decay:** The time from the maximum amount to the sustain level of vibrato.

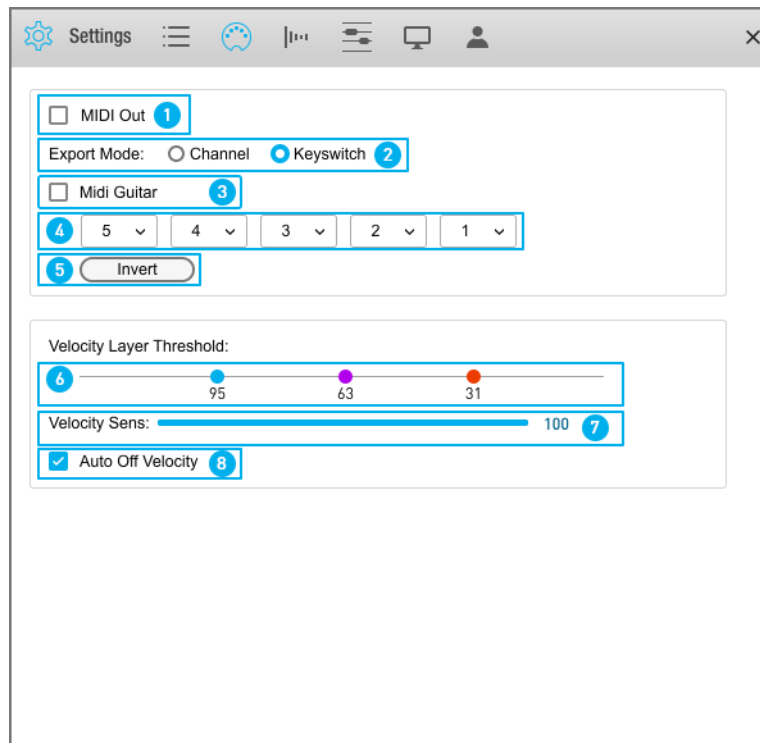
**Sustain:** Decrease the vibrato volume and speed to this ratio and keep this value until the end of the note. A new note will start vibrato again following the envelope.

**Mode Time:** The vibrato speed.

**Mod Gain:** The maximum volume gain during vibrato.

**Mod Pitch:** The maximum pitch change during vibrato.

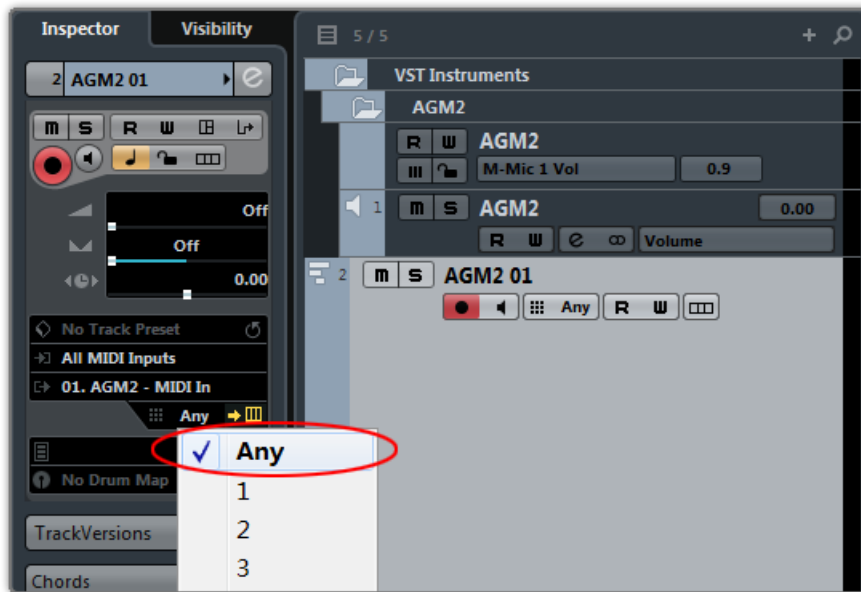
## 1.2 MIDI Settings



- |                             |
|-----------------------------|
| 1. MIDI Out Toggle          |
| 2. Export Mode              |
| 3. MIDI Guitar Mode Toggle  |
| 4. MIDI Channels            |
| 5. Invert                   |
| 6. Velocity Layer Threshold |
| 7. Velocity Sensitivity     |
| 8. Auto Off Velocity Toggle |

### 1.2.1 MIDI Out Toggle

Toggle on MIDI Out, add a MIDI track in project and set the input to MIDI Out of Ample Guitar. Then any note being played will be converted to MIDI, including those by strum and tab. \* \*Logic is the only one DAW which doesn't support MIDI out feature.



## 1.2.2 Export Mode

Channel: Exported MIDI will contain channel information, this will also toggle on MIDI guitar mode on Setting panel. Make sure the input channel of MIDI track is set to Any, Not available for some DAWs such as Pro Tools, Ableton Live etc; keyswitch: Exported MIDI will contain keyswitch\String Force information, Available for all DAWs.

## 1.2.3 MIDI Guitar Mode Toggle

1. Supports MIDI guitar hardware, you can assign a MIDI channel for each string individually.
2. Provide one more method to specify fingering positions.
3. Make sure the input channel of midi track is set to any.

## 1.2.4 MIDI Channels

To assign each string to a specific MIDI Channel.



## 1.2.5 Invert

Invert MIDI channel settings.

## 1.2.6 Velocity Layer Threshold

Changes the threshold of each velocity layers. Different samples are used for different velocity layers.

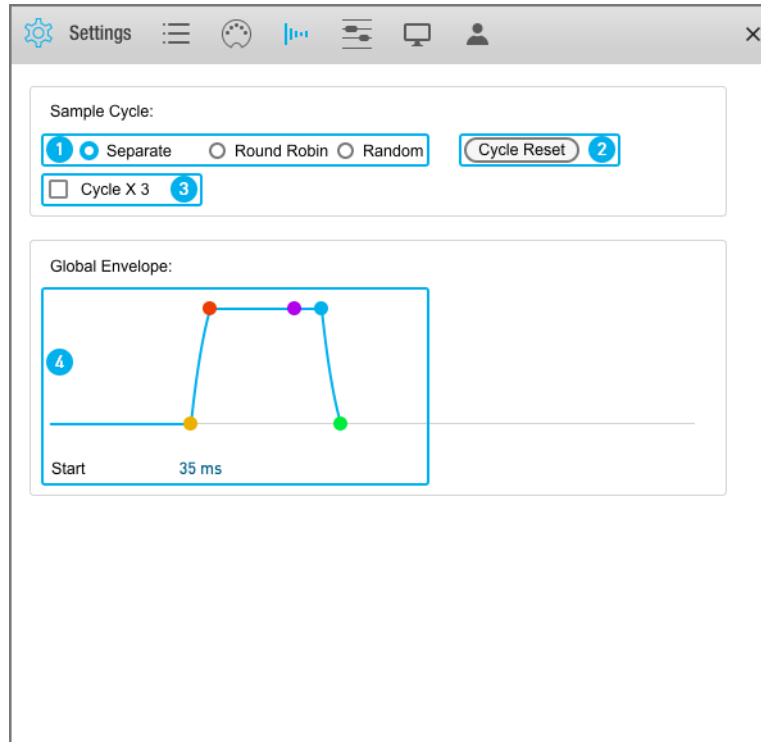
## 1.2.7 Velocity Sensitivity

Determines how much loudness is impacted by velocity. If the Velocity Sensitivity = 0, velocity doesn't change loudness.

## 1.2.8 Auto Off Velocity Toggle

This feature is used for MIDI keyboards which don't support Off Velocity, in order to trigger Release and Fret Release sounds.

## 1.3 Sample Settings



1. Sample Cycle
2. Cycle Reset
3. Cycle X 3
4. Envelope

### 1.3.1 Sample Cycle

**There are 3 different Sample Cycle modes:**

1. Separate Cycle: Samples cycle independently for each note and each velocity layer, more appropriate for ARP and Strumming.
2. Round Robin: More appropriate for solo melody and bass line.
3. Random: Samples cycle randomly.

### 1.3.2 Cycle Reset

Reset cycle index.

### 1.3.3 Cycle X 3

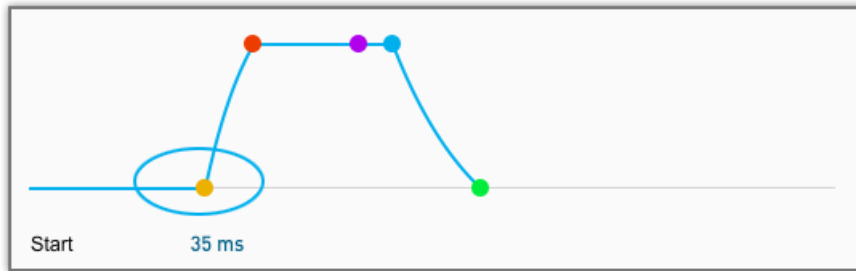
Cycles are 3 times longer for each note.

### 1.3.4 Envelope

Item	Range	unit
Start	0-50	ms
Attack	1-9000	ms
Decay	1-9000	ms
Sustain	0-99	db
Release	50-9000	ms

### 1.3.5 Global Sample Start Time

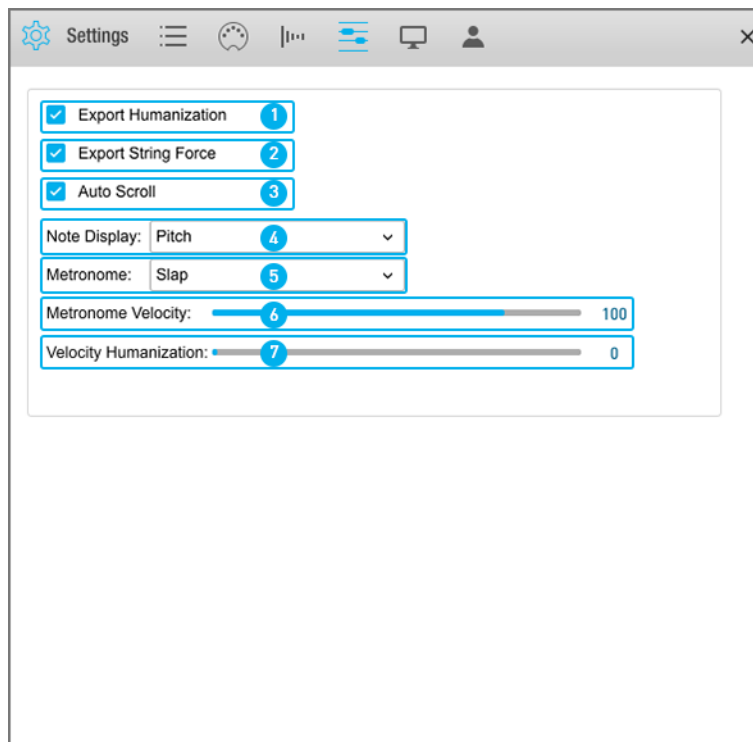
After stroke string, it takes around 50ms to get the string really vibrating. Ample Sound samples preserve this feature to avoid the samples of picked instruments sounding like piano.



Set Start Time to 50ms and Track Delay of DAWs to 0ms as shown in the figure above on the left for real-time playing. Set Start Time to 0ms and Track Delay of DAWs to -50ms as shown in the figure above on the right for playback or export. If your DAW doesn't support Track delay, you will need to drag tracks a few ms (according to start time) forward manually, or use the formula of Time to BPM:  $\text{Track Delay}(\text{beat}) = \text{Time}(\text{s}) * \text{Tempo} / 60$ , e.g. for 50ms, you need to drag tracks 0.1 beat or 48 ticks forward when Tempo = 120. You need to export audio one bar earlier after Track Delay is set as shown in the figure below.

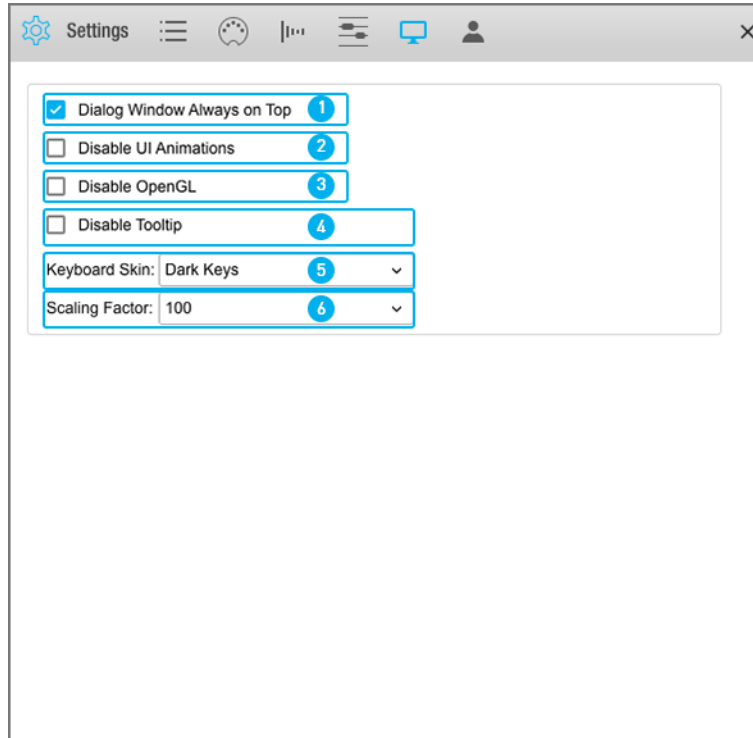


## 1.4 Riffer Settings



Export Humanization	Determines if the exported MIDI includes Velocity Humanization.
Export String Force	Determines if the exported MIDI includes String Force.
Auto Scroll	Auto Scroll during playback
Note Display	Select what information to be shown on top of notes Fret Pitch Pitch & Fret Velocity Duration Off Velocity
Metronome	Change the sound of Metronome
Metronome Velocity	Change the volume of Metronome
Velocity Humanization	For instance, set this value to 20, then for a note with velocity value 80, its real velocity value will be set in range 60-100 randomly.

## 1.5 Display Settings



1.	Dialog Window Always on top
2.	Disable UI Animations
3.	Disable OpenGL
4.	Disable Tooltip
5.	Select Keyboard Skin
6.	Scaling Factor

### 1.5.1 Dialog Window Always on Top

Dialog Window Always on Top.

### 1.5.2 Disable UI Animations

When toggled on, UI Animations will be disabled to improve performance.

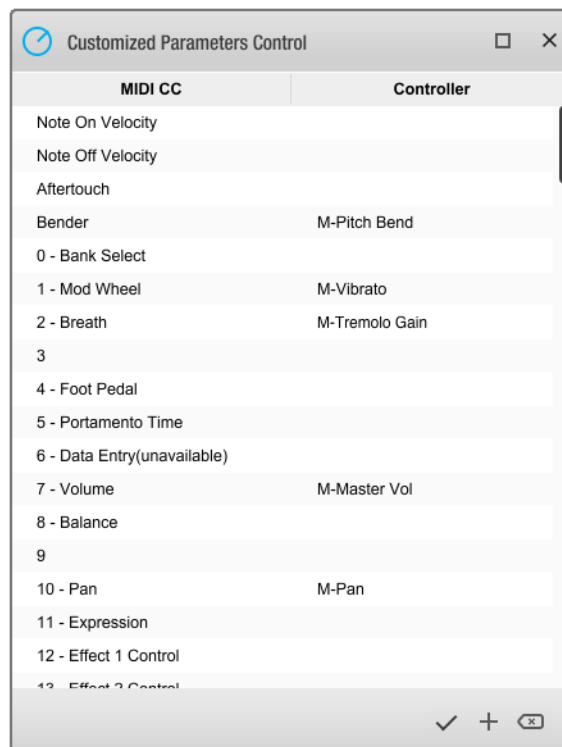
### 1.5.3 Disable OpenGL

Toggle this button to disable OpenGL in case of dated graphic cards or problematic graphic drivers.

## 1.6 Customized Parameters Control

### 1.6.1 MIDI Controller

All buttons, knobs and sliders on GUI can be controlled by MIDI Controllers. Alt + click or right-click a control to open the dialog below and assign a controller.



1. Left Column: Available controllers.
2. Right Column: Assigned parameters.
3. ✓: Assign the selected controller to the control.
4. + : MIDI Learn.
5. x : Clear the assigned controller of the control.



## 1.6.2 Fine adjustment & Value reset

Press Ctrl + click to reset a control to its default value.

Press Shift and drag the mouse to make fine adjustments.

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

Free Version Download: <http://www.amplesound.net/en/download.asp>

Online Service: <http://www.facebook.com/AmpleSoundTech>



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