

# Ample Bass Upright Main Panel Manual



**Ample Sound Technology Co.**

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# 1 Instrument Panel

## 1.1 Overview of Instrument Panel



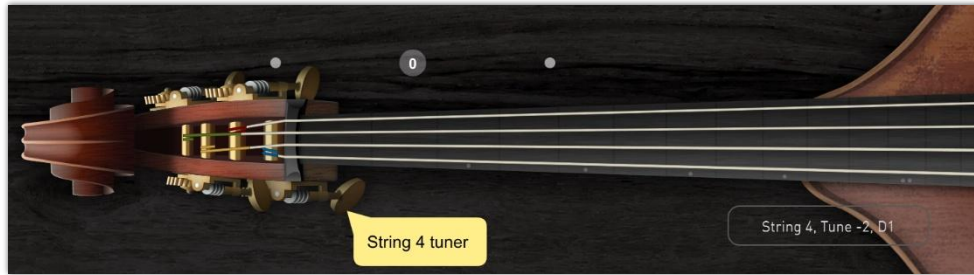
1. Preset Bar
2. Tuner
3. Current Position
4. Note Information
5. String Assignment Display

## 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.

## 1.3 Tuner

You can tune every string by turning its corresponding tuner, 2 semitones down at most.



## 2 Main Panel

### 2.1 Overview of Main Panel



1.	Articulations
2.	Sound Mode
3.	Neck Mic Volume
4.	Ambience Mic Volume
5.	Mic Solo Mute & Channel EQ
6.	Body Mic Volume
7.	DI Volume
8.	Master Volume
9.	Pan
10.	DI Delay
11.	Auto Buzz
12.	Capo
13.	Position Mode
14.	Release Sound Gain
15.	FX Sound Gain
16.	Fingering Sound Toggle & Gain

17. Play Mode
18. Auto Legato Mode
19. Bend
20. Vibrato Wheel
21. Position Assignment Keyswitch
22. FX Sound Group
23. Octave Pattern
24. Dead Note / Slap X / Pop X
25. Note Repeater
26. FX Sound Group 2
27. Buzzing
28. Auto Legato Mode Keyswitch
29. String Assignment
30. Position Mode Keyswitch
31. Hold Pedal Toggle

## 2.2 Articulations & Poly Legato

### 2.2.1 Articulation List

Abbr.	Full Name	Keyswitch	Range
Sus	Sustain & Accent	C0	B0-F4
NH	Natural Harmonic	C#0	E1-D4
PM	Palm Mute	D0	E1-F4
SIO	Slide In & Slide Out	D#0	F#1-F4
LS	Legato Slide (Poly Legato)	E0	F1-F4
HP	Hammer-On & Pull-Off	F0	E1-F4

### 2.2.2 Sustain & Accent

Keyswitch is C0.

- Notes of velocity less than 125 (incl.) will be Sustain.
- Notes of velocity 126 or 127 will be Accentuation.

## 2.2.3 Natural Harmonic

Keyswitch is C#0.

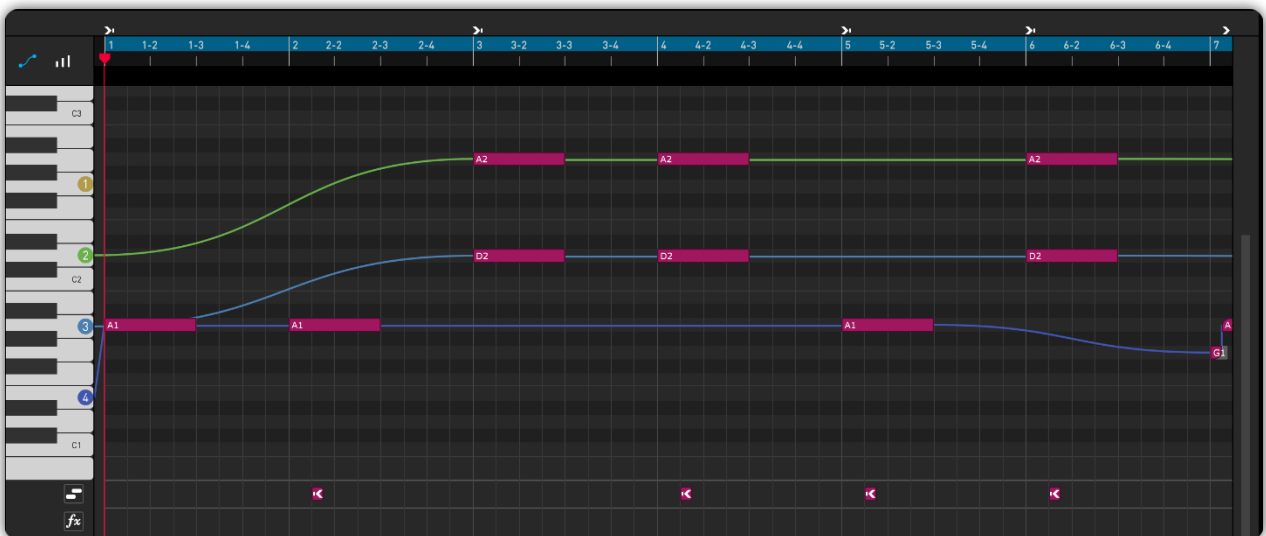
## 2.2.4 Palm Mute

Keyswitch is D0.

## 2.2.5 Slide In & Slide Out

Keyswitch is D#0.

- Press D#0 then play a note (above fret 2) will trigger Slide In.
- Press D#0 while a note (above fret 3) is playing will trigger Slide Out.
- Reverts to Sustain automatically.

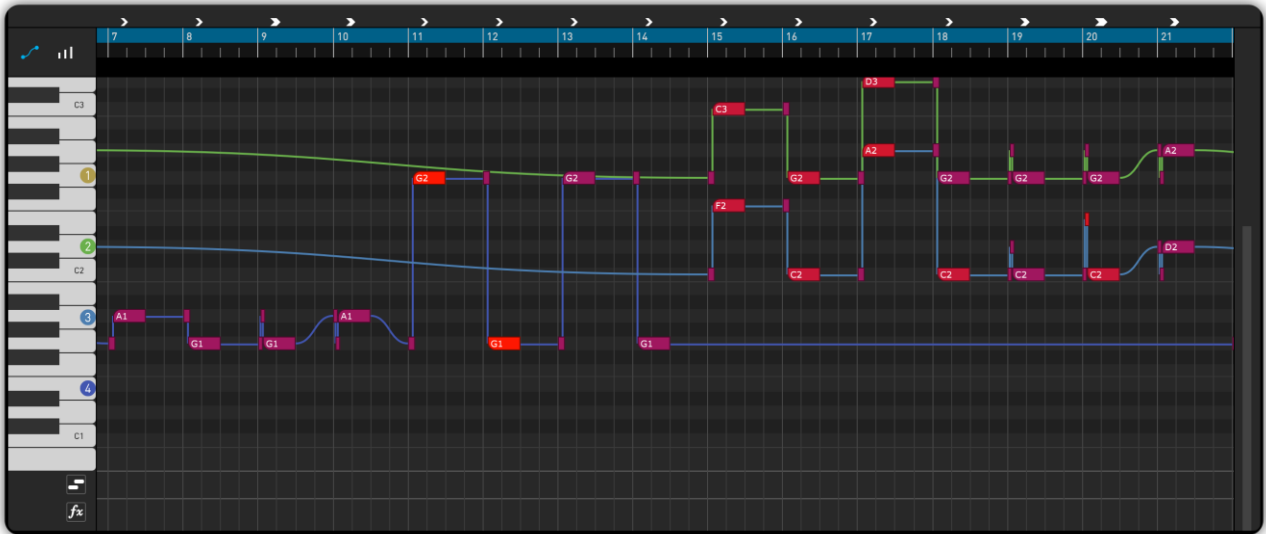


## 2.2.6 Legato Slide (Poly Legato)

Keyswitch is E0.

- Press E0 then play two overlapping notes will trigger slide between the notes.
- Support controllable slide speed (by note velocity) and intervals.
- Reverts to previous articulation automatically after slide.
- E0 with high velocity will change position. Otherwise the position will not be changed by

slide.



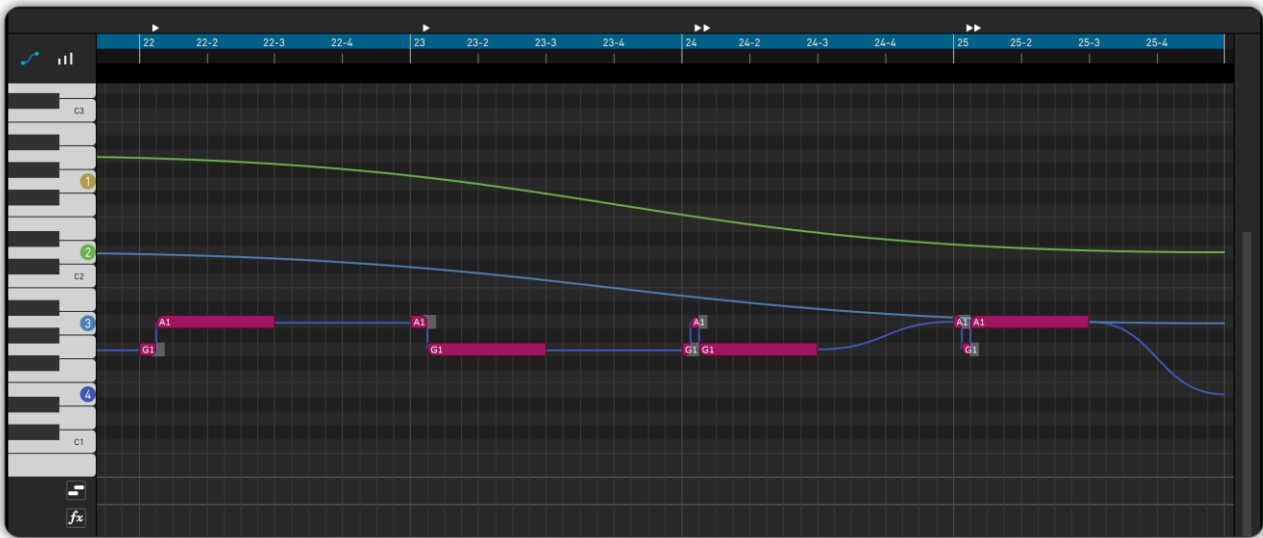
**Poly Legato:** Play multiple start notes on different strings at the same time, then play a higher or lower destination note. All start notes on different strings will trigger slides of the same interval, performing polyphonic legato.

**Slide Smoother:** For slides over two frets, the destination note's velocity determines the slide speed. Higher the velocity, faster the speed.

## 2.2.7 Hammer-On & Pull-Off (Poly Legato)

Keyswitch is F0.

- Press F0 then play two overlapping notes will trigger HP between the notes.
- Reverts to previous articulation automatically after HP.
- F0 with high velocity will change position, otherwise the position will not be changed by HP.







**Poly Legato:** Play multiple start notes on different strings at the same time, then play a higher or lower destination note. All start notes on different strings will trigger HP of the same interval, performing polyphonic legato.

\*If you're unsure about articulation or legato techniques, we recommend using Riffer to create and edit your MIDI. Once done, simply drag it into your DAW's MIDI track then you will have the same playback result as in Riffer.

## 2.3 Sound Mode

Mono and Stereo DI modes are available.

1.  All of Mics
2.  MS Mode
3.  Mono
4.  DI

## 2.4 Capo

It simulates the real bass capo. It can transpose the pitch without changing the fingering.

## 2.5 Position Mode

Supports 2 kinds of position modes of different fingering pattern:



1. 

Melody Mode: An ascending/descending fingering pattern over 3 octaves, suitable for playing solo/melody.

Press keyswitch B6 with low velocity to switch to this mode quickly.

2. 

Chord Mode: The common fingering pattern that covers 5 frets of each string, suitable for play chords.

Press keyswitch B6 with high velocity to switch to this mode quickly.

## 2.6 Buzz

When toggled on, notes will be randomly buzzed depending on frequency.

When you press A4, all ringing notes will be buzzed.


## 2.7 Rich Fingering Sound


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: Finger Touch Noise

FR: Finger Release Noise

## 2.8 Play Mode

Instrument Mode:  It is limited by the real playing rules of the instrument, such as two notes on the same string cannot ring simultaneously.

Keyboard Mode:  When Keyboard Mode is on, multiple notes can be played on same string simultaneously.

Solo Mode:  Only a single note can be played simultaneously.

\* Both Keyboard Mode and Solo Mode will disable Automatic Legato.

## 2.9 Auto Legato Mode

There are 3 modes: Automatic Slide; Automatic Hammer On and Pull Off; Off.

\* High velocity D#6 turns on Automatic Slide mode; Low velocity D#6 turns on Automatic Hammer-On & Pull-Off mode.

## 2.10 Vibrato Wheel

Play the mod wheel back and forth to manually control vibrato. It triggers a vibrato noise when the value  $\geq 0.75$ .

- \* To vibrate automatically, open Settings Panel and toggle on Auto Mod.
- \* Mod time, mod gain, mod pitch, and the ADSR of auto modulation curve can be set in the Settings panel.

## 2.11 String Assignment and Position Assignment

### 2.11.1 String Assignment

Specify a string to be played. E6-G6 correspond to 4th string-1st string. High velocity String Force will affect fret position, while low velocity will not.

### 2.11.2 Position Assignment

Switch to a fret position manually. A yellow line will be displayed after pressing A#0, notifying the notes that represent positions from 0 and up, then press the position note (E1-A#2) to switch to a particular position.

\*A position covers a range of 5 frets (12 frets in Melody mode).



## 2.12 FX Sound Group

Note	FX Sound
F#4	Hit Rim (Mute)
G4	Hit Top (Palm Mute)
G#4	Hit Top (Finger Mute)
A4	Hit Top (Open)
A#4	Hit Rim (Open)
F5	Scratch
F#5	Breath
G5	Single String Slap
G#5	Left-Hand Slap Noise
A5	Right-Hand Slap Noise
A#5	Fx Slide Turn 4
B5	Fx Slide Turn 3
C6	Fx Slide Down 4
C#6	Fx Slide Down 3

## 2.13 Octave Pattern

Press B4, C5, D5 and E5 will respectively trigger descending fourth, unison, ascending fifth and

ascending octave of current note or last ended note with octave shape.

## 2.14 Note Repeater

Press D#5 to repeat notes being played. Multiple notes are supported.

## 2.15 Hold Pedal Toggle

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

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

**Online Service:** <https://www.facebook.com/AmpleSoundTech>



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