

Main Panel Manual

Ample Bass Upright

Beijing Ample Sound Technology Co. Ltd

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1 Instrument Panel

1.1 Overview of Instrument Panel



1.	Save/Load Preset
2.	Alternate Tuner
3.	Capo Force Display
4.	String Force Display

1.2 Preset

Preset button displays current preset in use. The “Default” preset is loaded automatically when the plugin starts. Preset name is shown as “Preset” if the “Default” preset is not found. 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 Alternate Tuner

You can tune every string by turning its corresponding tuner, 2 semitones down at most. Tuning is fully compatible with strummer, tab and all articulations.



2 Main Panel

2.1 Overview of Main Panel



1.	Articulations & Poly Legato Keyswitches
2.	Mic 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.	Phase
11.	Capo
12.	Capo Logic Mode
13.	Auto Buzz
14.	Release Sound Gain
15.	FX Sound Gain
16.	Fingering Sound Toggle & Gain
17.	Playing Mode Switch
18.	Auto Legato Mode Switch
19.	Open String First
20.	Bend
21.	Vibrato Wheel
22.	Capo Force

23. FX Sound Group 1
24. Octave Pattern
25. Dead Note
26. Note Repeater
27. FX Sound Group 2
28. Manual Buzz
29. Auto Legato Mode Keyswitch
30. String Force
31. Open String First Keyswitch
32. Tab Play Keyswitch
33. Riff Play Keyswitch
34. Capo Logic Mode Toggle
35. Hold Pedal Toggle

2.2 Articulations & Poly Legato

2.2.1 Articulation List

Abbr.	Full Name	Keyswitch	Range
Sus	Sustain & Pop	C0	B0-F4
NH	Natural Harmonic	C#0	E2-G4
DN	Dead Note	D0	E1-F4
SIO	Slide In from below & Slide Out downwards	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 & Accentuation

Keyswitch is C0. Notes of velocity less than 127 will be Sustain. notes of velocity 127 will be Accentuation.

2.2.3 Natural Harmonic & Artificial Harmonic

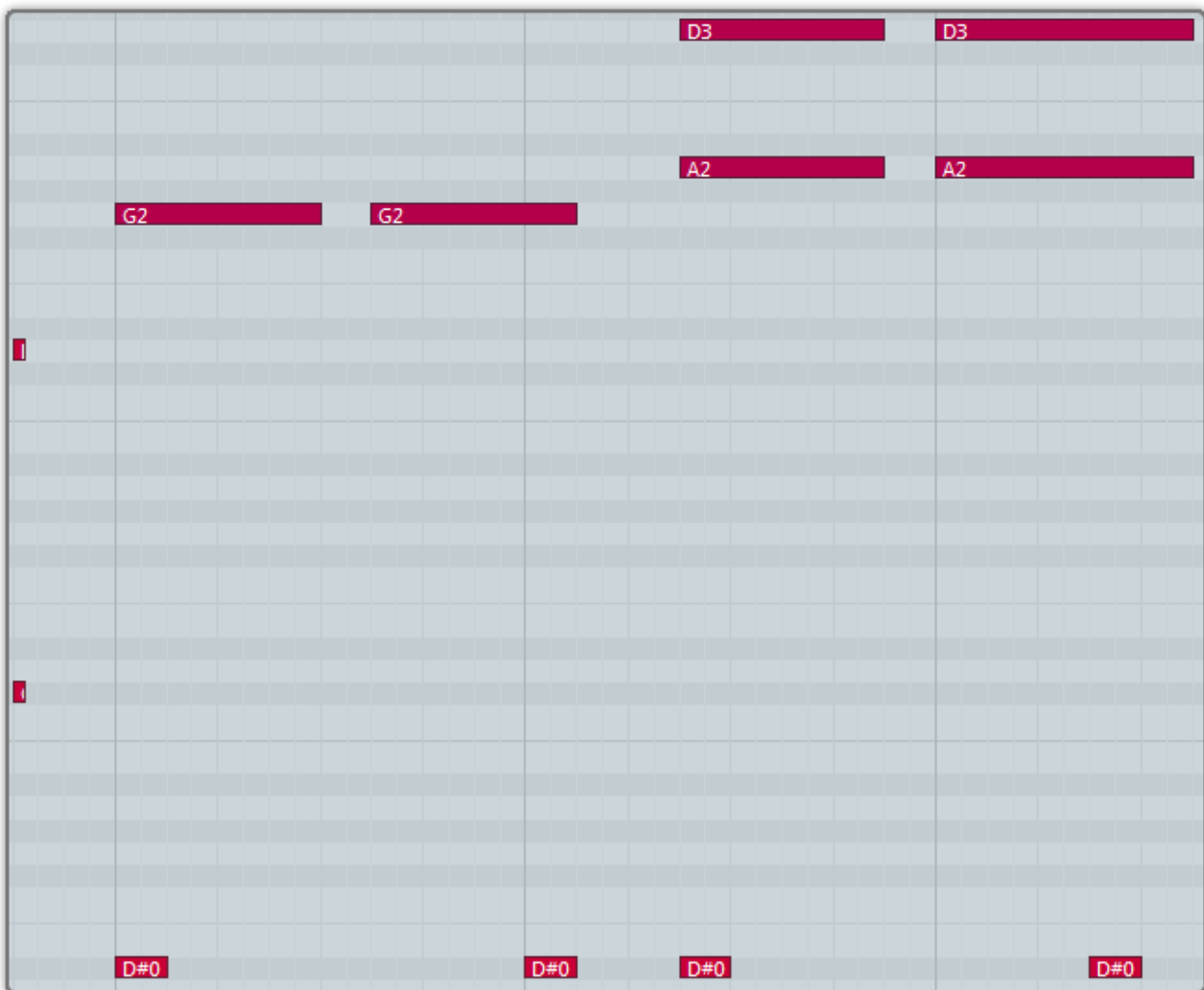
Keyswitch is C#0.

2.2.4 Dead Note

Keyswitch is D0.

2.2.5 Slide In from below & Slide Out downwards

Keyswitch is D#0. When D#0 is before a note, subsequent note will be Slide In. When D#0 is during a note, Slide Out is triggered whose velocity is determined by D#0. Articulation will revert to Sustain when note ends.

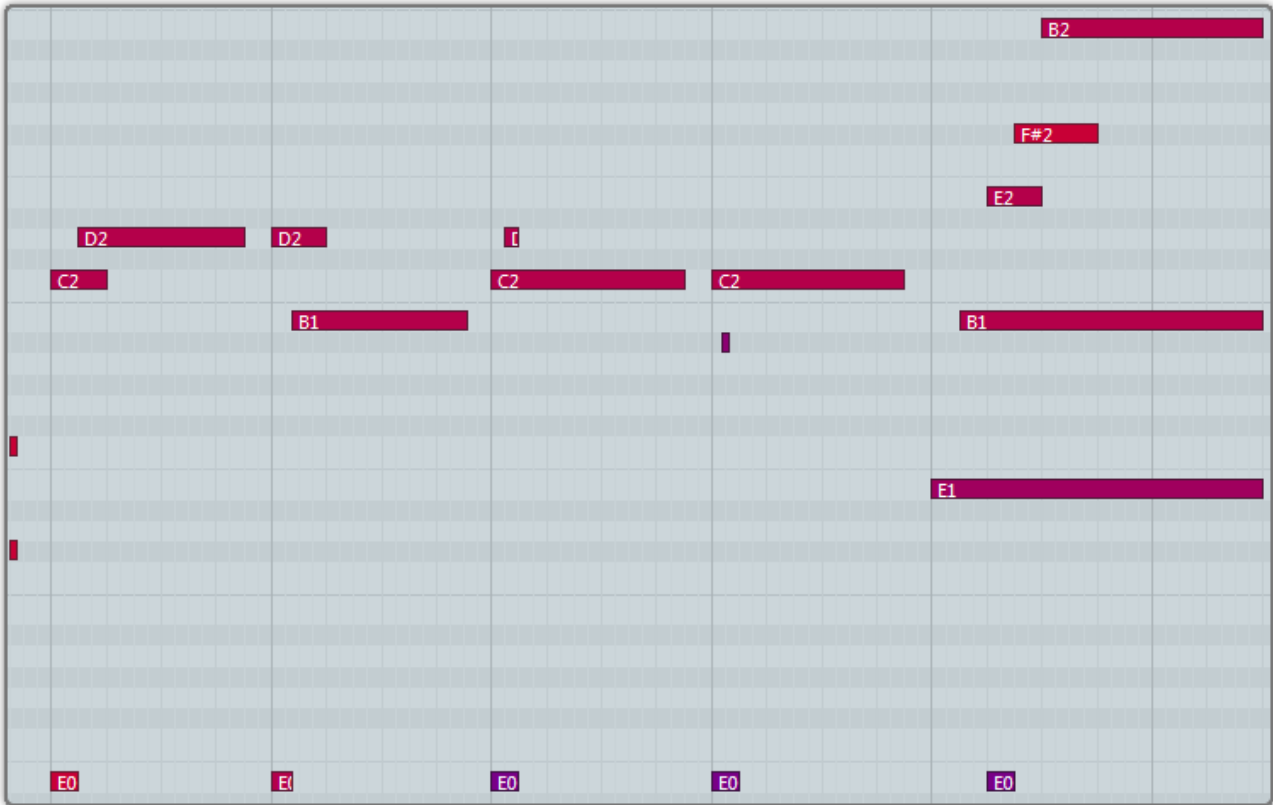


2.2.6 Legato Slide (Poly Legato)

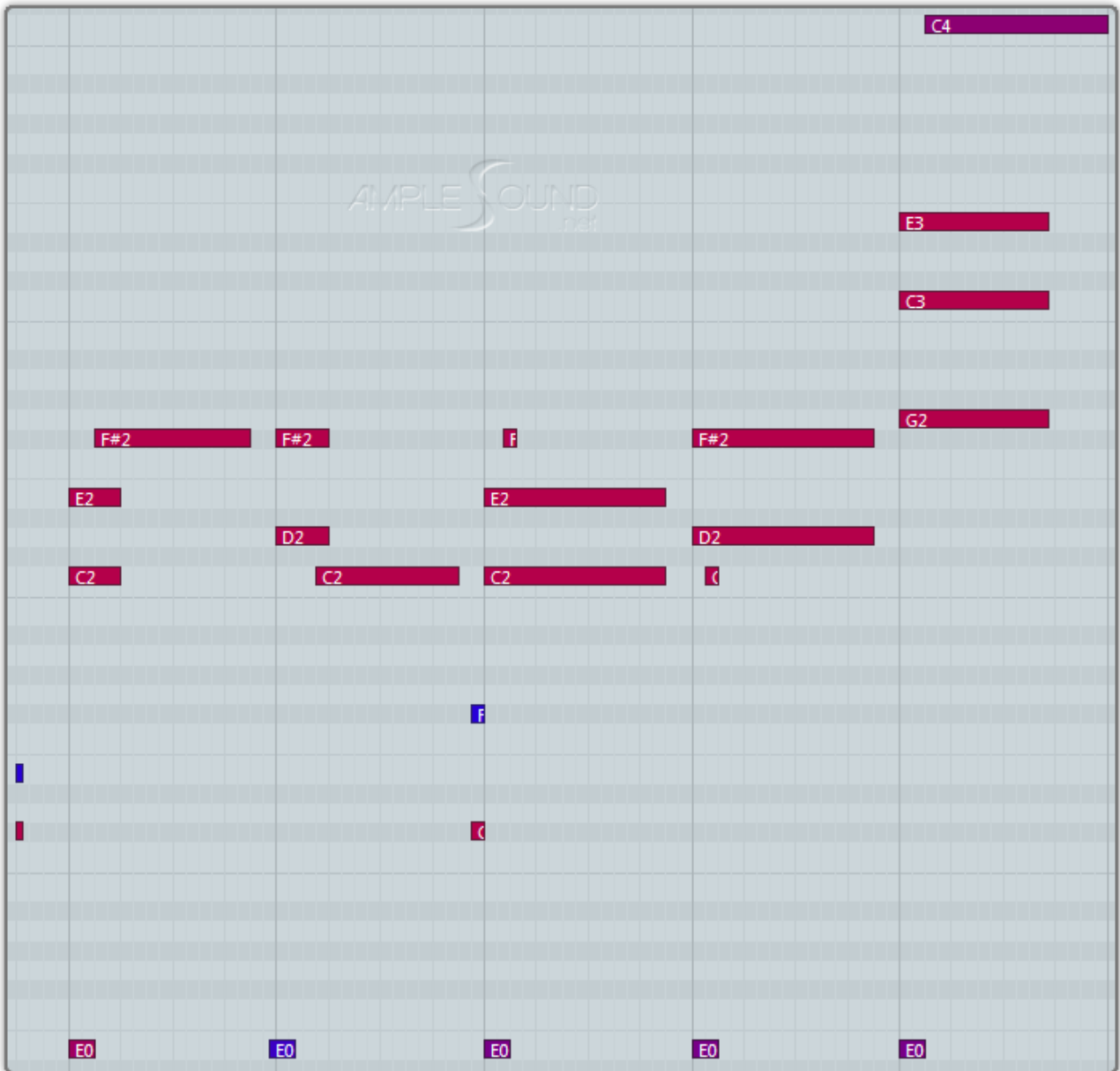
Keyswitch is E0. You can do any speed and pitch slides, the articulation will revert to previous one when destination note ends. Slide triggered by E0 of high velocity will change fret position.

Low velocity will not.

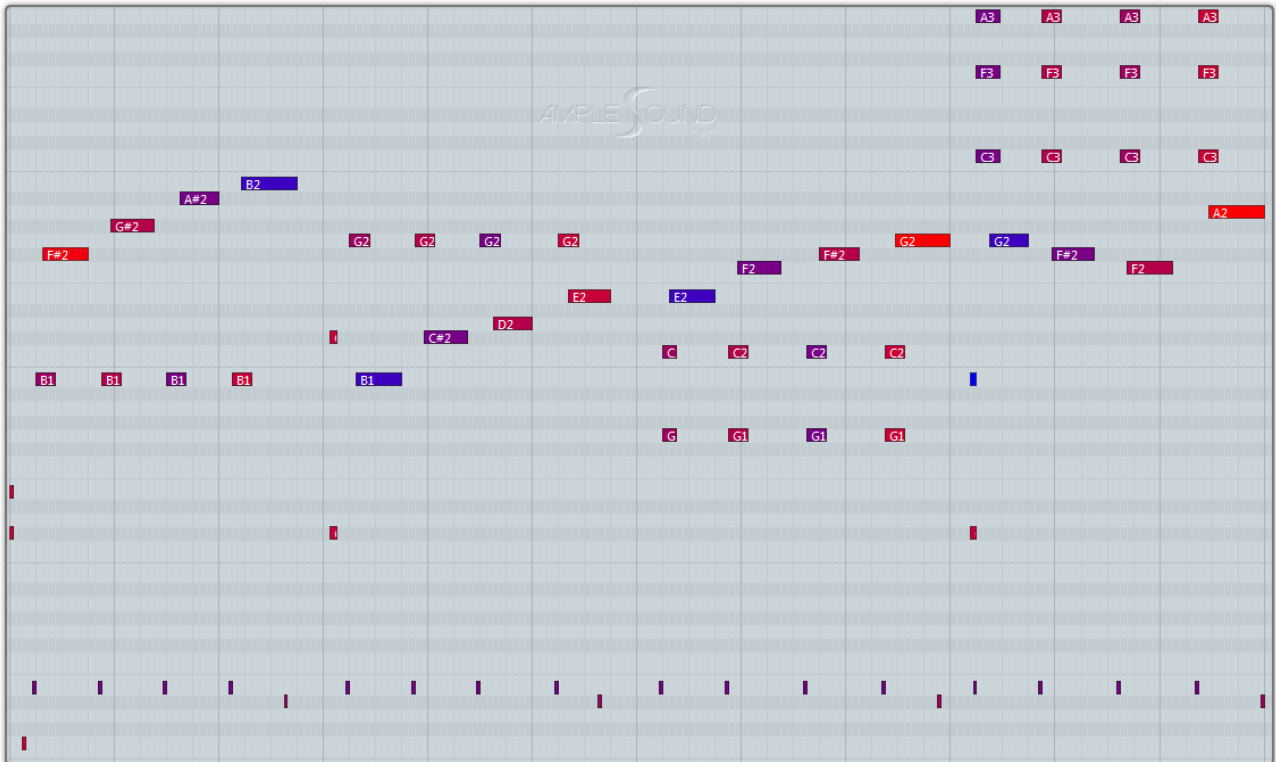
- * The two notes must overlap in time.
- * E0 must be ahead of the start note.
- * The two notes must be on the same string.



Poly Legato: Press the highest note of destination to slide upwards; Press the lowest note of destination to slide downwards.



Slide Smoother: The speed of long legato slide (slide more than 2 frets) is determined by the velocity of destination note. Higher the velocity, faster the speed.



Auto Slide requires:

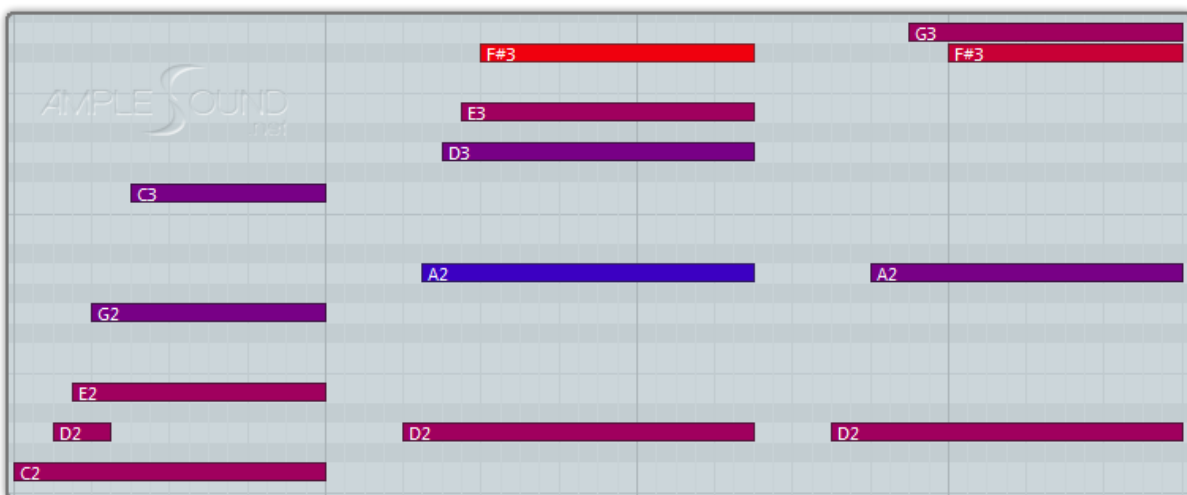
1. Auto legato mode is Auto Legato Slide.
2. The two notes must overlap in time.
3. The two notes must be on the same string.
4. Instrument Mode.

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

Keyswitch is F0. Articulation will return to previous one when destination note ends. HP triggered by F0 of high velocity will change fret position if it goes beyond current position. Low velocity will not.

- * The two notes must overlap in time.
- * F0 must be ahead of the start note.

* The two notes must be on the same string.





Poly Legato: Press the highest note of destination to Hammer On; Press the lowest note of destination to Pull Off.

Auto HP requires:

1. Auto legato mode is Auto Legato HP.
2. The two notes must overlap in time.
3. The two notes must be on the same string.
4. Instrument Mode

2.3 Mic Mode

Mono and Stereo modes are available. You can adjust the volume of different microphones to get more sound.

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


2.4 Capo

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

2.5 Capo Logic Mode

2 kind of Capo Logic modes:

1. 
Melody Mode: Melody Mode, the range is 3 octaves.

2. 
Chord Mode: the range is 5 frets.

2.6 Auto Buzz

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


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: Fingering Attack Sound Gain

FR: Fingering Release Sound Gain

2.8 Play Mode Switch

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 Switch

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

Note D#6 with high velocity sets the mode to Automatic Slide, and low velocity sets the mode to Off.

2.10 Open String First

E1 A1 D2 and G2 4 notes will be played on open strings.

It can be toggled on with note G#6, High velocity toggles on, Low velocity toggles off.

2.11 Vibrato Wheel

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

To vibrate automatically, open Settings Panel and toggle on Auto Mod.

2.12 String Force & Capo Force

2.12.1 String Force

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.

2.12.2 Capo Force

Switch to a fret position manually. Press C#1, then press E1-A#2 to switch to position 0-18 respectively.



2.13 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	String Slap
G#5	Slap Noise by Left hand
A5	Slap Noise by Right hand
A#5	FX Slide 1: SIO on E string
B5	FX Slide 2: SIO on A string
C6	FX Slide 3: SO on E string
C#6	FX Slide 4: SO on A string

2.14 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.

2.15 Note Repeater

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

2.16 Hold Pedal Toggle

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