

# Ample Metal Hellrazer 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. Position Assignment
4. Note Information
5. Pick Attack Accentuate Ratio
6. Pick Attack Accentuate Ratio Humanization
7. String Assignment Display

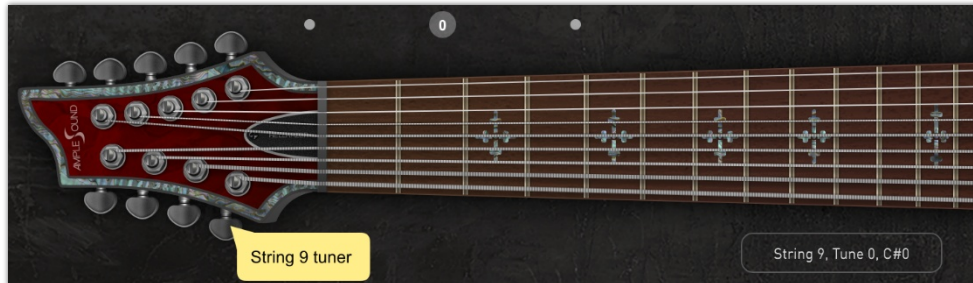
## 1.2 Preset Bar

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

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

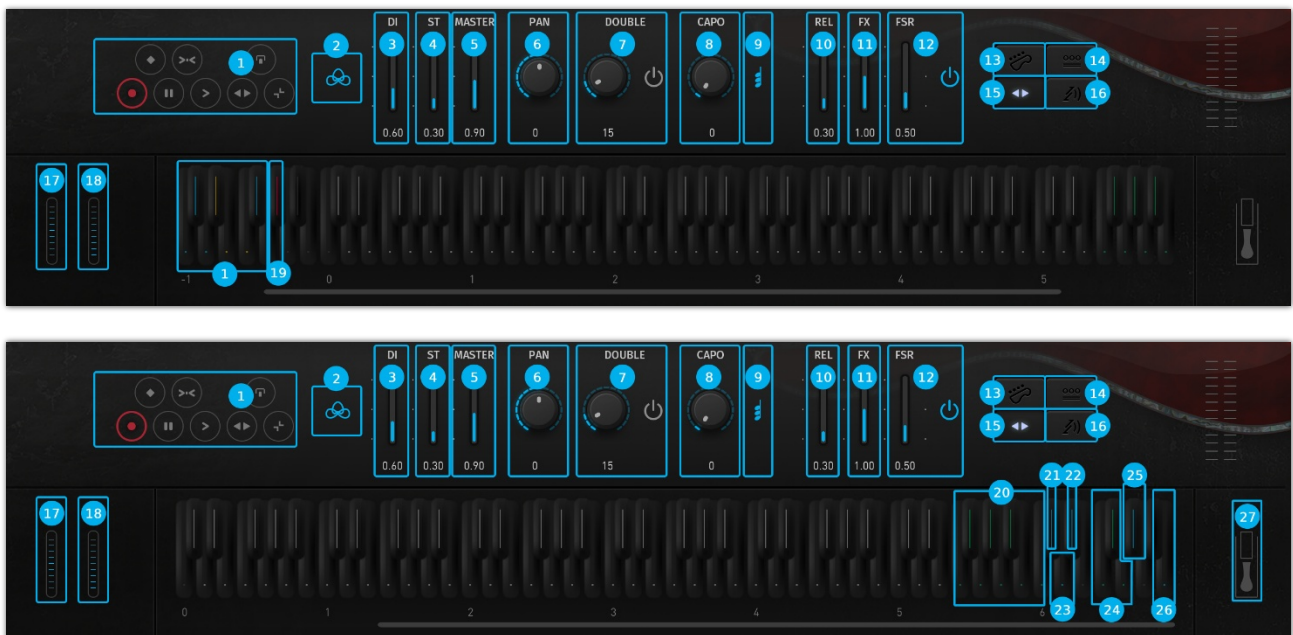
## 1.3 Tuner

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.	DI Volume
4.	Stereo Volume
5.	Master Volume

6. Pan
7. Doubling Toggle & Width
8. Capo
9. Position Mode
10. Release Sound Gain
11. FX Sound Gain
12. Fingering Sound Toggle & Gain
13. Play Mode
14. Open String First Toggle
15. Auto Legato Mode
16. Stroke Noise Toggle
17. Bend
18. Vibrato Wheel
19. String Assignment & Position Assignment
20. FX Sound Group
21. Strum Mode Keyswitch
22. Auto Legato Mode Keyswitch
23. Note Repeater
24. FX Sound Group 2
25. Open String First Keyswitch
26. Position Mode Keyswitch
27. Hold Pedal Toggle

## 2.2 Articulations & Poly Legato

### 2.2.1 Articulation List

Abbr.	Full Name	Keyswitch	Range
Sus	Sustain & Pop	C0	C#0-E5
NH	Natural Harmonic	C#0	C#0-B4
PM	Palm Mute	D0	C#0-E5
SIO	Slide In & Slide Out	D#0	D#0-E5
LS	Legato Slide (Poly Legato)	E0	C#1-E5
HP	Hammer-On & Pull-Off	F0	C#1-E5
Tap	Tap	F#0	C#1-E5

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PH	Pinch Harmonic	G0	C#1-E5
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## 2.2.2 Sustain & Pop

Keyswitch is C0.

In metal guitars, the sustain articulation combines sustained notes with palm mutes to accommodate the frequent switching typical of metal riffs.

- Velocity 1–31: triggers Full Mute
- Velocity 32–63: triggers Half Mute
- Velocity 64–126: triggers Sustain

Velocity 127: triggers Pop or Pinch Harmonic (depending on the Settings)

## 2.2.3 Natural Harmonic

Keyswitch is C#-1.

## 2.2.4 Palm Mute

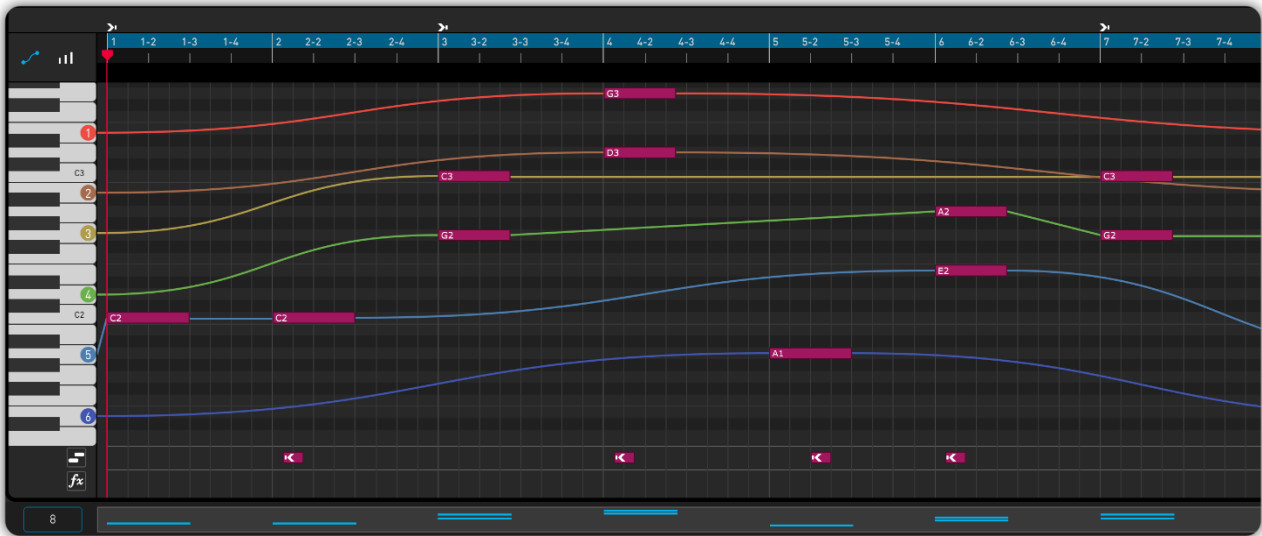
Keyswitch is D0.

Lower the velocity, greater the mute depth.

## 2.2.5 Slide In & Slide Out

Keyswitch is D#-1.

- Press D#-1 then play a note (above fret 2) will trigger Slide In.
- Press D#-1 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 E-1.

- Press E-1 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.
- E-1 with high velocity will change position. Otherwise the position will not be changed by slide.



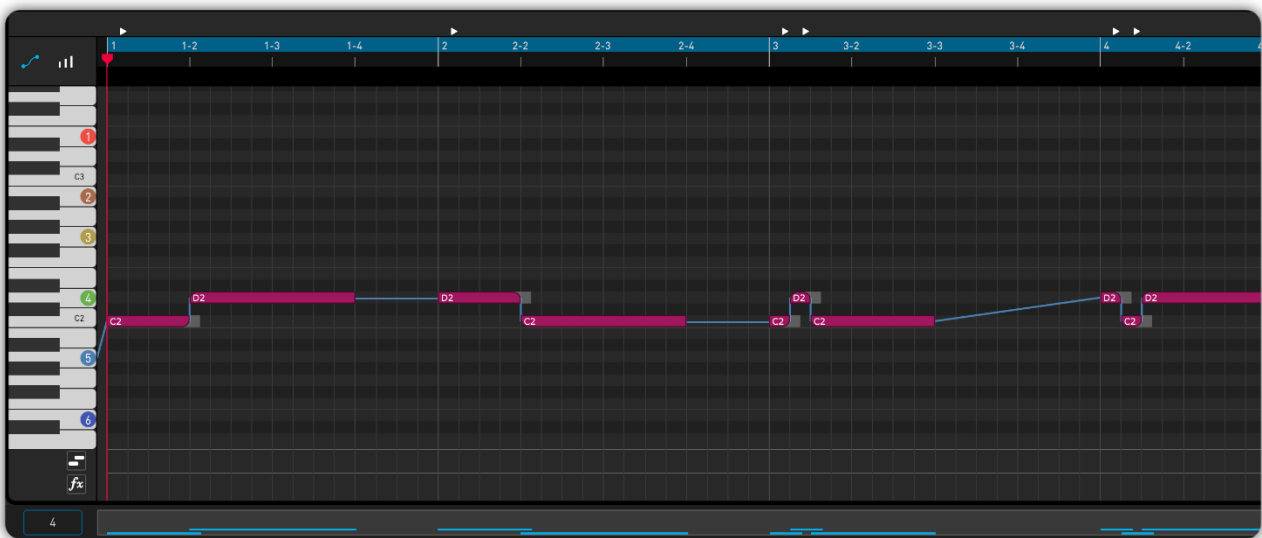
**Poly Legato:** Play multiple start notes on different strings at the same time, then play a higher or lower destination note. All start notes on different strings will trigger slides of the same interval, performing polyphonic legato.

**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 F-1.

- Press F-1 then play two overlapping notes will trigger HP between the notes.
- Reverts to previous articulation automatically after HP.
- F-1 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.

## 2.2.8 Tap

Keyswitch is F#-1.

## 2.2.9 Pinch Harmonic

Keyswitch is G-1.

## 2.2.10 Doubled Keyswitches

Pressing two articulation keyswitches simultaneously will combine both articulations in performance.

C0 and D0 pressed together: Notes of high velocity will be Sustain and notes of low velocity will be Palm Mute.

\* If you have questions about articulations or legato techniques, it is recommended to use Riffer for MIDI creation and editing. Once finished, simply drag Riffer directly into the host's MIDI track.

## 2.3 Sound Mode

Mono and Stereo DI modes are available.

1.  Stereo
2.  DI

## 2.4 Doubled Guitars

Two guitars (left and right) can trigger different samples. The knob adjusts the stereo width between the two guitars.

## 2.5 Rich Fingering Sound

Simulates the variety of fret noises that naturally occur during real performance.

FR: Noise of fingers releasing from the string.

## 2.6 Capo

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

## 2.7 Position Mode

Two position modes are available:



Melody Mode: Covers three octaves, suitable for melodic playing.

Keyswitch: B6 low velocity.



Chord Mode: Each position spans five frets, suitable for chord playing.


Keyswitch: B6 high velocity.


## 2.8 Open String First

C#0 F#0 B0 E1 A1 D2 G2 B2 and E3 9 notes will be played on open strings.


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


## 2.9 Play Mode

Instrument Mode:  Constrained by real instrument rules (e.g., two notes on the same string cannot sound simultaneously).

Keyboard Mode:  Not limited by real instrument rules.

Solo Mode:  Allows only monophonic playing.

Power Chord (Fifth) Mode:  Plays the root and the fifth simultaneously.

Octave Mode:  Plays the root and the octave simultaneously.

\* Keyboard Mode and Solo Mode will both disable automatic legato.

## 2.10 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.

## 2.11 Stroke Noise

A strummed noise will be generated automatically for polyphonic notes.

## 2.12 Vibrato Wheel

The default is Auto Vibrato Mode.

To change parameters such as vibrato depth or speed, adjust them in Settings.

When the vibrato depth in Settings is set to  $\geq 0.75$ , a vibrato noise will be triggered.

## 2.13 String Assignment and Position Assignment

### 2.13.1 String Assignment

Specify a string to be played. D#-2 - B-2 correspond to 9th string-1st string. High velocity String Force will affect fret position, while low velocity will not.

### 2.13.2 Position Assignment

Switch to a fret position manually. A yellow line will be displayed after pressing G#-1, notifying the notes that represent positions from 0 and up, then press the position note (C#0-A1) to switch to a particular position.

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



## 2.14 FX Sound Group

Note	FX Sound
F5	Scratch
F#5	Slap
G5	Muting
G#5	Strum Mute
A5	Downstroke Noise 1
A#5	Upstroke Noise 1
B5	Downstroke Noise 2
C6	Upstroke Noise 2
F6	Pick Scrape
F#6	FX Slide Turn
G6	FX Slide Down

## 2.15 Note Repeater

Press D6 to repeat notes being played. Multiple notes are supported.

## 2.16 Hold Pedal Toggle

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

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