

Woodwinds Settings and CPC



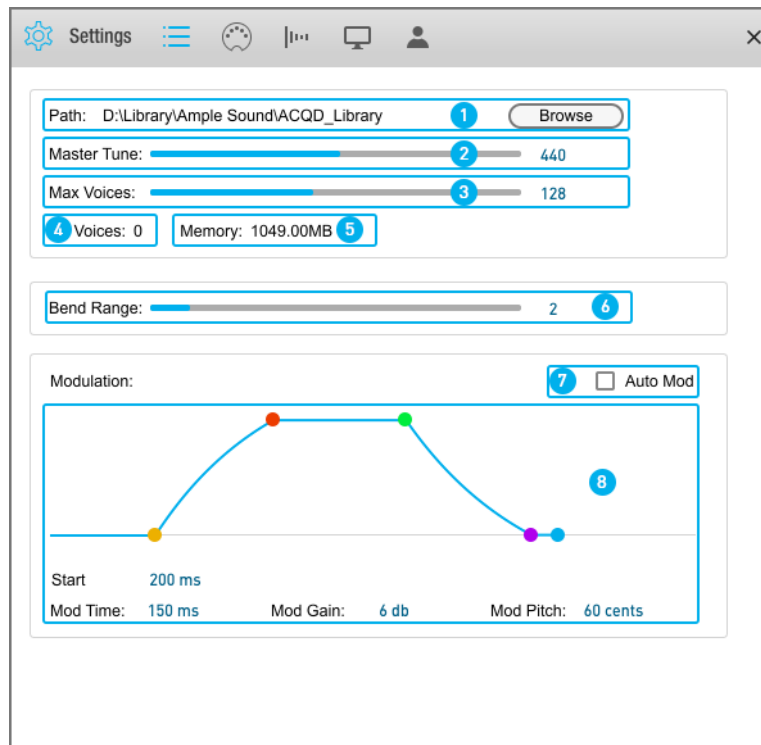
Ample Sound

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1 Settings Panel

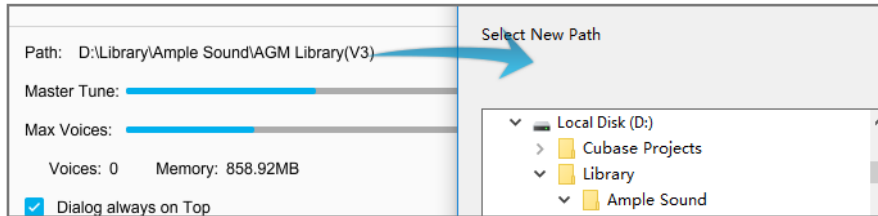
1.1 System Settings



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

Shows the current memory consumption.

1.1.6 Mod Wheel Range

The range is from minor second to one octave.

1.1.7 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.

1.1.8 Modulation Settings

Modulation Envelope:

Start: The modulation does not 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.

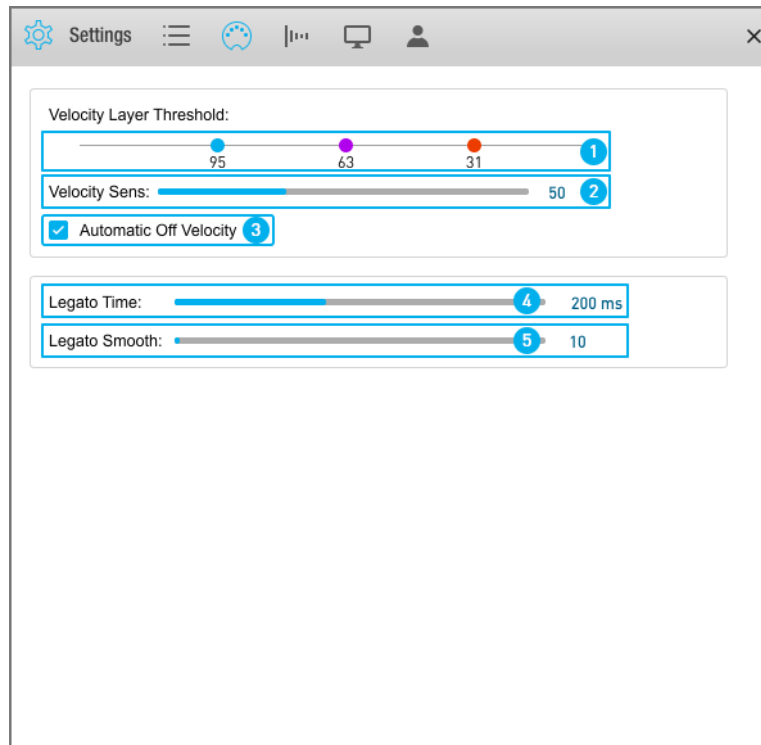
Sustain: Decrease the vibrato volume and speed to this ratio and keep this value until the end of the note. A new note will start vibrato again following the envelope.

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. Velocity Layer Threshold |
| 2. Velocity Sensitivity |
| 3. Auto Off Velocity Toggle |
| 4. Legato Time |
| 5. Legato Smooth |

1.2.1 Velocity Layer Threshold

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

1.2.2 Velocity Sensitivity

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

1.2.3 Auto Off Velocity Toggle

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

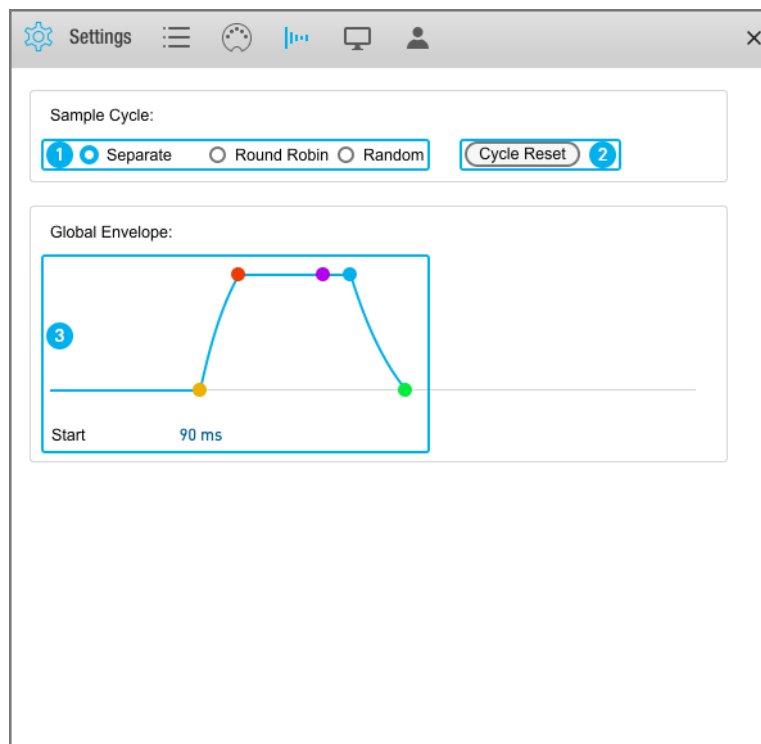
1.2.4 Legato Time

The Auto Legato System records the duration of each note. For legatos whose duration is less than this value, only the straight legato will be triggered to ensure that no unwanted grace notes during fast performance.

1.2.5 Legato Smoothness

The larger the value is, the smoother the legato is.

1.3 Sample Settings



- | |
|-----------------|
| 1. Sample Cycle |
| 2. Cycle Reset |
| 3. 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

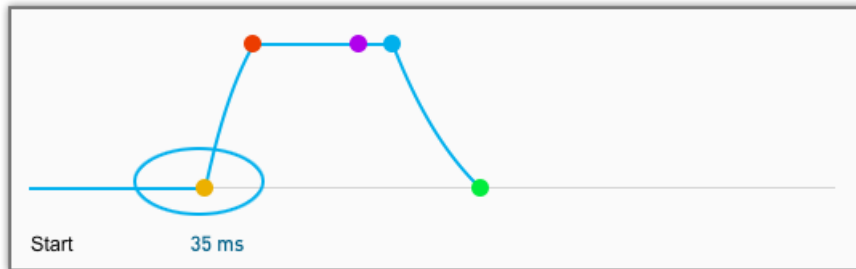
Reset cycle index.

1.3.3 Envelope

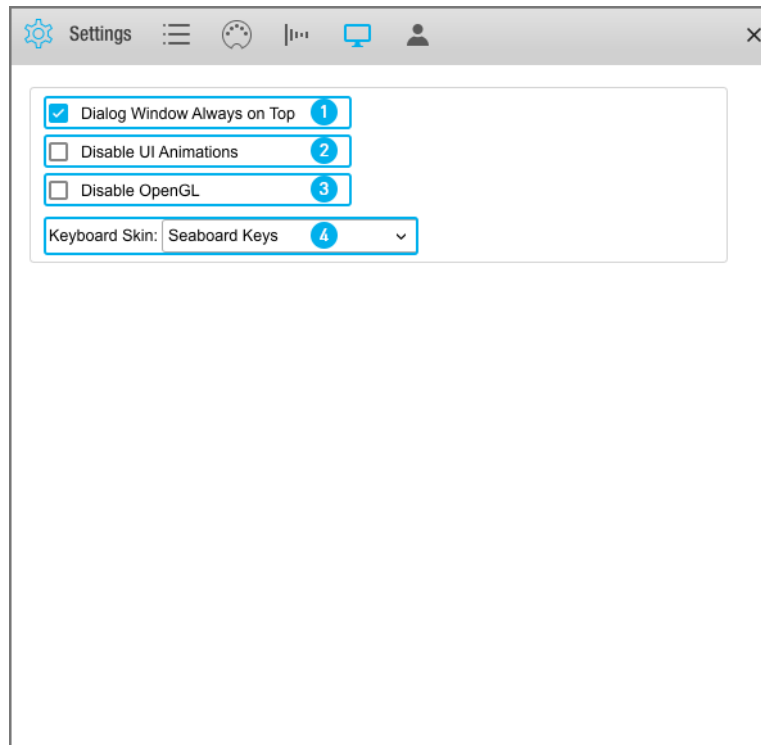
Item	Range	unit
Start	0-50	ms
Attack	1-9000	ms
Decay	1-9000	ms
Sustain	0-99	db
Release	1-9000	ms

1.3.4 Global Sample Start Time

The woodwind note has an around 100ms start time form the blowing moment to the maximum level. Ample Sound samples preserve this feature. Increasing the start time can make the sound more breathy, but will cause a bit latency. You can set the Track Delay on the MIDI track to compensate the latency.



1.4 Display Settings



- | |
|--------------------------------|
| 1. Dialog Window Always on top |
| 2. Disable UI Animations |
| 3. Disable OpenGL |
| 4. Select Keyboard Skin |

1.4.1 Dialog Window Always on Top

Dialog Window Always on Top.

1.4.2 Disable UI Animations

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

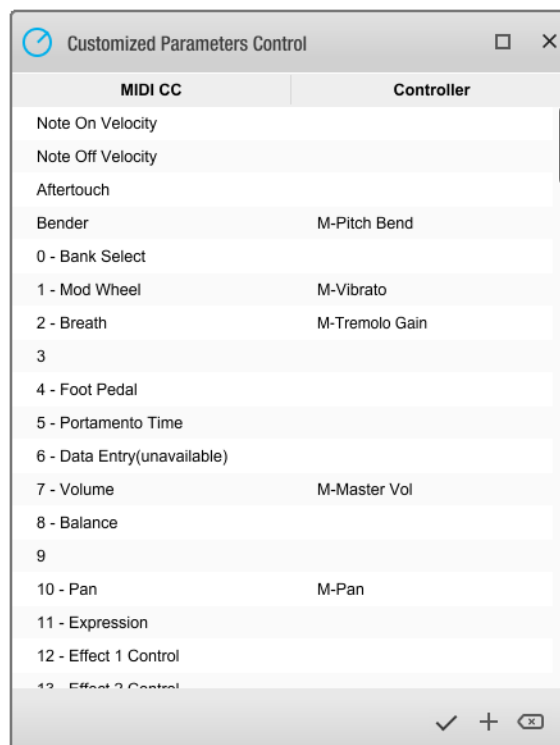
1.4.3 Disable OpenGL

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

1.5 Customized Parameters Control

1.5.1 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. × : Clear the assigned controller of the control.

1.5.2 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>

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