Ample Asia Shakuhachi

Main Panel Manual



Ample Sound Technology Co.

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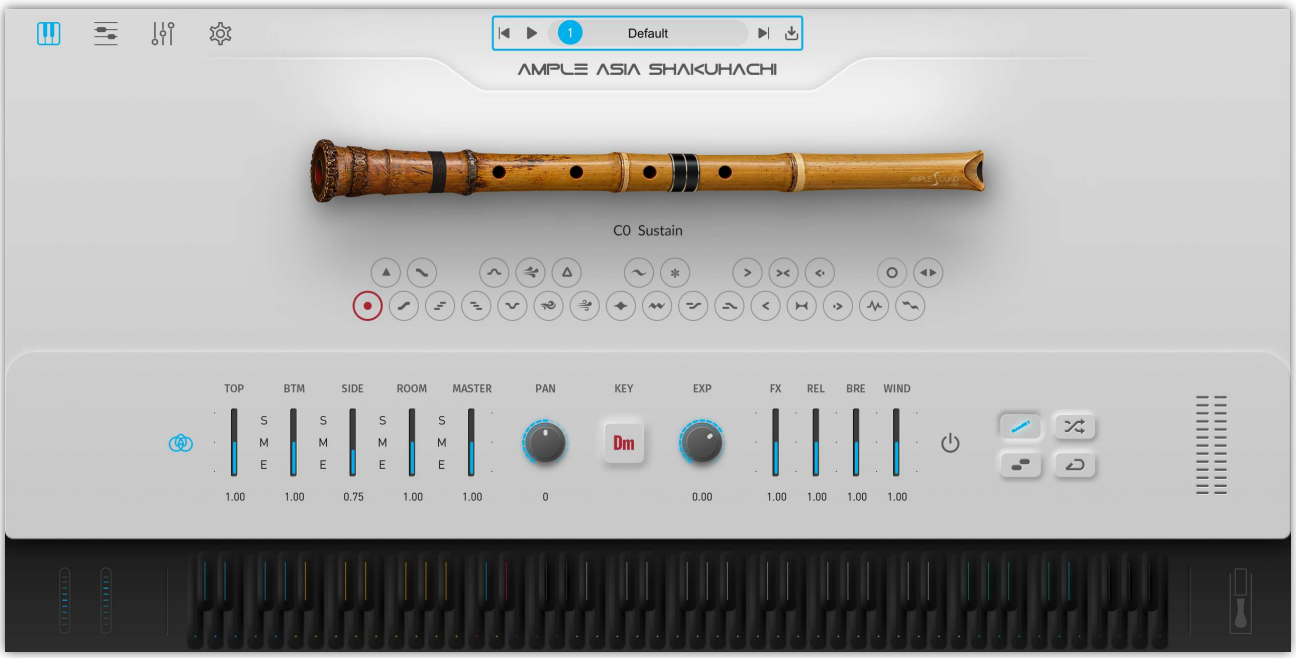
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1 Instrument

Ample Asia Shukuhachi (AASH) is sampled on a set of Gold One-Ring Shakuhachi flutes.

1.1 Overview of Instrument Panel



1. Preset Bar

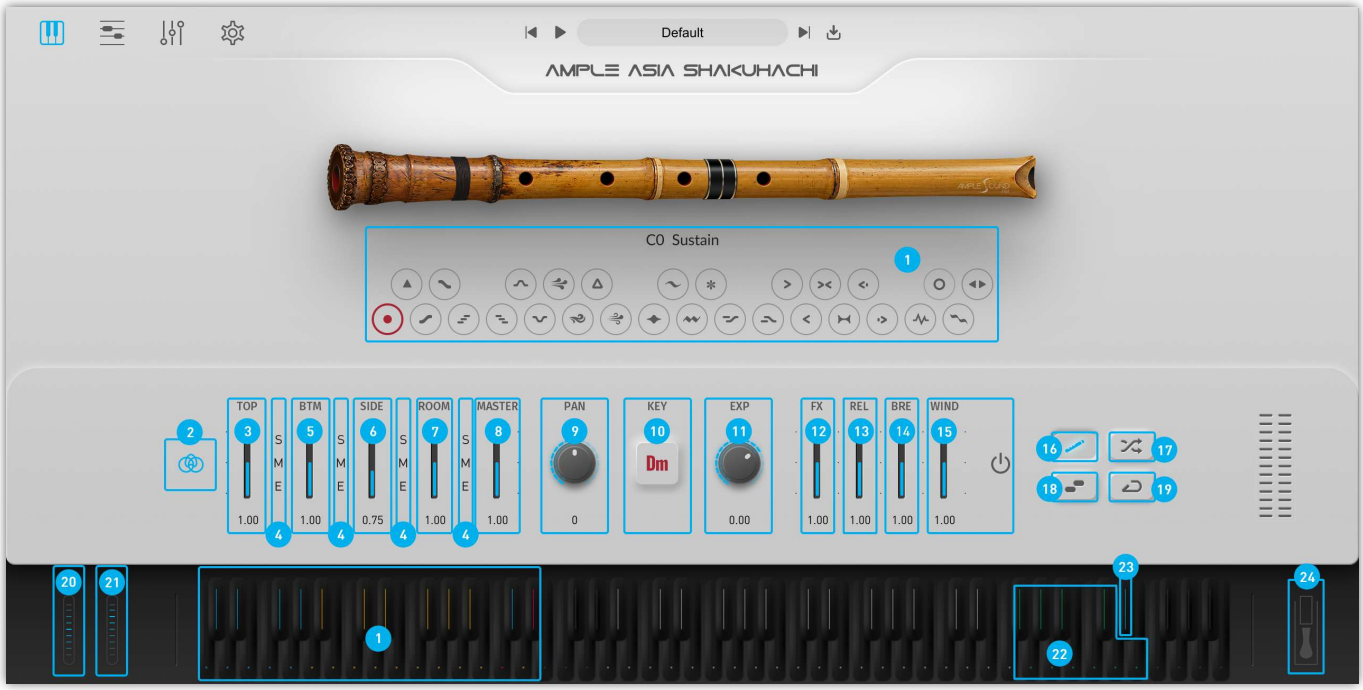
1.2 Preset Bar

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

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

2 Main Panel

2.1 Overview of Main Panel



1.	Articulations
2.	Sound Mode
3.	Middle Mic Volume
4.	Mic Solo Mute & Channel EQ
5.	Front Mic Volume
6.	Back Mic Volume
7.	Room Mic Volume
8.	Master Volume
9.	Pan
10.	Key
11.	Expression
12.	FX Gain
13.	Release Sound Gain
14.	Breath Sound Gain
15.	Wind Sound Gain/Wind Sound Switch
16.	Playing Mode
17.	Random Articulation

18. Legato Mode
19. Sample Loop
20. Pitch Bend
21. Vibrato Wheel
22. FX Sound Group
23. Legato Mode
24. Hold Pedal Toggle

2.2 Articulations

2.2.1 Articulation Classification

There are 3 kinds of articulations in the Shakuhachi - Head Group (blue keyswitches), Body Group (yellow keyswitches) and Special Effect Group (red keyswitches).

- **The head group** is used to perform grace notes at head. Articulations with more grace notes are assigned to higher keyswitches; Ascending and descending articulations are close together.
- **The body group** can not only perform grace notes at head, but also can be used for articulation legatos to express changes of the sound body. The Shakuhachi's body group can be used for endless articulation legatos. For example, you can start with a Sustain, hold the note, then play the Espressivo Keyswitch (C1) to play legato to an Espressivo note; then play Mid-Trill Up keyswitch (F1) to play legato to a Mid Trill Up note, and then press Mid-Trill Down keyswitch (E1) to play legato to a Mid Trill Down note, and so on.

2.2.2 How to Play the Keyswitches

Most articulations will automatically return to Sustain after playing one phrase; You can also stay on one articulation by holding the keyswitch.

Playing the keyswitch when a note is sounding will play legato to the articulation.

2.2.3 Articulations of Head Group

Full Name	Keyswitch	Range
Sustain	C0	A2-F5
Tonguing	C♯0	A2-F5
Grace Up	D0	B2-F5
Grace Down	D♯0	A2-D#5
Arpeggio Up	E0	E3-F5
Arpeggio Down	F0	B2-D5
Mordent	F♯0	A2-E5
Inverted Mordent	G0	B2-F5
Impulse	G♯0	A2-F5
Fundamental Tone	C♯2	A2-G3

2.2.4 Articulations of Body Group

Full Name	Keyswitch	Range
Roaring	A0	A2-F5
Repeated Tonguing	A♯0	A2-F5
Roaring Legato	B0	A2-F5
Espressivo	C1	A2-F5
Vibrato	C♯1	A2-F5
Trill	D1	A2-D#5
Flutter	D♯1	A2-F5
Mid-Trill Down	E1	B2-F5
Mid-Trill Up	F1	A2-E5
Slide Up	F♯1	A2-D#5
Slide Down	G1	B2-F5
Slide Turn	G♯1	A2-F5
Sforzando	A1	A2-F5
Slide Out Downwards	A♯1	A2-F5
Slide Out Upwards	B1	A2-F5
Glissando Downwards	D2	G3-F5

2.2.5 Articulations of Special Effects Group

Abbr.	Full Name	Keyswitch	Range
Lick	Lick	C2	A2-E5
Repeated-Note Legato	Repeated-Note Legato	D♯2	A2-F5

2.2.6 Sustain

Keyswitch is C0. Head Group.

- Note velocity controls four layers of straight sustain. Accent is triggered when velocity is higher than 125.

2.2.7 Tonguing

Keyswitch is C♯0. Head Group.

- High note velocity triggers Single Tonguing. Low velocity triggers Double Tonguing.

2.2.8 Grace Up

Keyswitch is D0. Head Group.

- Minor 2nd or major 2nd Grace Up is selected automatically based on current Key setting.

2.2.9 Grace Down

Keyswitch is D♯0. Head Group.

- Minor 2nd or major 2nd Grace Down is selected automatically based on current Key setting.

2.2.10 Arpeggio Up

Keyswitch is E0. Head Group.

2.2.11 Arpeggio Down

Keyswitch is F0. Head Group.

2.2.12 Mordent

Keyswitch is F♯0. Head Group.

- Minor 2nd or major 2nd Mordent is selected automatically based on current Key setting.

2.2.13 Inverted Mordent

Keyswitch is G0. Head Group.

- Minor 2nd or major 2nd Inverted Mordent is selected automatically based on current Key setting.

2.2.14 Impulse

Keyswitch is G♯0. Head Group.

- High note velocity triggers Grace Impulse, medium velocity triggers Impulse, low velocity triggers Soft Impulse.

2.2.15 Roaring

Keyswitch is A0. Body Group.

- Note velocity controls three layers of Roaring.
- Playing the keyswitch while a note is sounding will transition to Roaring.

2.2.16 Repeated Tonguing

Keyswitch is A♯0. Body Group.

- High note velocity triggers Wolf tone Tonguing. medium velocity triggers Repeated Tonguing, Low velocity triggers Continuous Tonguing.
- Playing the keyswitch while a note is sounding will transition to Repeated Tonguing.

2.2.17 Roaring Legato

Keyswitch is B0. Body Group.

- Playing the keyswitch while a note is sounding will transition to Roaring Legato.

2.2.18 Espressivo

Keyswitch is C1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Espressivo.
- High keyswitch velocity triggers Wolf Tone Espressivo. Low velocity triggers Espressivo.
- Note velocity controls the start point, Higher velocity starts later.

2.2.19 Vibrato

Keyswitch is C♯1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Vibrato.
- High keyswitch velocity triggers uniform vibrato. Low velocity triggers variable vibrato.
- Note velocity controls the start point, Higher velocity starts later.

2.2.20 Trill

Keyswitch is D1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Trill.
- Minor 2nd or major 2nd is selected based on current Key setting.

2.2.21 Flutter

Keyswitch is D♯1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Flutter.
- High keyswitch velocity triggers Impulse Flutter, Low velocity triggers Flutter.
- Note velocity controls transition speed.

2.2.22 Mid-Trill Down

Keyswitch is E1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Mid-Trill Down.

2.2.23 Mid-Trill Up

Keyswitch is F1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Mid-Trill Up.

2.2.24 Slide Up

Keyswitch is F♯1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Slide Up.
- Major 2nd or minor 2nd is selected based on current Key setting.

2.2.25 Slide Down

Keyswitch is G1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Slide Down.
- Major 2nd or minor 2nd is selected based on current Key setting.

2.2.26 Slide Turn

Keyswitch is G♯1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Slide Turn.
- High Note velocity triggers Fast Slide Turn, Low velocity triggers Slow Slide Turn.

2.2.27 Sforzando

Keyswitch is A1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Sforzando.

2.2.28 Slide Out Downwards

Keyswitch is A♯1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Slide Out Downwards.
- High Note velocity triggers Fast Slide Out Downwards, low Note velocity triggers Slow Slide Out Downwards.

2.2.29 Slide Out Upwards

Keyswitch is B1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Slide Out Upwards.
- High Note velocity triggers Released Impulse, low Note velocity triggers Slide Out Upwards.

2.2.30 Lick

Keyswitch is C2. Special Effects Group.

- There are 32 improvisation licks.

2.2.31 Fundamental Tone

Keyswitch is C♯2. Head Group.

- High note velocity triggers Roaring Fundamental Tone, medium velocity triggers Slide Fundamental Tone, low velocity triggers Fundamental Tone.

2.2.32 Glissando Downwards

Keyswitch is D2. Body Group.

- Playing the keyswitch while a note is sounding will transition to Glissando Downwards.

2.2.33 Repeated-Note Legato

Keyswitch is D♯2. Body Group.

- Playing the keyswitch while a note is sounding will transition to Repeated-Note Legato.

- Returns the note to its original pitch if the pitch has been altered by Slide Legato.

2.3 Sound Mode

The Shakuhachi has 4 mic modes: AB, AB2, MS and Mono Mode, recorded with 5 microphones. You can adjust the volume and channel EQ of different microphones to get more sound.

Sound Mode:

1.  AB1 Mode
2.  AB2 Mode
3.  MS Mode
4.  Mono Mode

2.4 Expression

The default MIDI CC is CC11. The Expression controls the dynamic of the sound.

2.5 Key

The Key setting determines the intervals of some articulations, for example minor 2nd or major 2nd.

2.6 Wind

The Wind is the sound of air blowing in the Shakuhachi tube. We extracted this sound from each real sample to enable the independent control of this element.
Without Wind, the Shakuhachi sounds very clean. By adjusting the Wind volume—and varying it during performance—you can add breathiness and a slightly 'dirty' character, improving realism.

2.7 Playing Mode

- **Keyboard Mode:**  You can play polyphonic notes in this mode.
- **Instrument Mode:**  You can play mono note and legato in this mode.

2.8 Random Articulation

After playing a phrase, it will randomly switch to a random head articulation for the next phrase. This mode is used for live playing.

2.9 Legato Mode

2.9.1 Legato Mode

Sample-Based Legato: When the note interval is shorter than Legato Time (adjustable in Settings), only Straight Legato is triggered.
When the note interval is longer than Legato Time:

Velocity(126-127)	Impulse and Roaring articulations trigger Roaring Legato. Other articulations triggers Grace Legato.
Velocity (96-125)	trigger ascending layered ornament legato or descending mordent legato;
Velocity (32-95)	triggers Straight Legato
Velocity (16-31)	triggers Soft Legato 1
Velocity (1-15)	triggers Soft Legato 2

2.9.2 Slide Mode

When playing major 2nd and minor 2nd legatos, Velocity(1-31) triggers Slide Legato.

2.9.3 Legato Smooth

In the real performance of the Shakuhachi, the legatos are ever-changing, sometimes hard and sometimes soft. Legatos with no changes cannot completely simulate real performance.
You can adjust the Legato Smooth in the Settings to suit different legato needs.

2.10 Sample Loop

The sample length of the Shakuhachi is about 8 seconds on average. In most cases, it can meet the requirements of a Shakuhachi note. If you need longer notes, you can turn on the Sample Loop.
On: Samples such as Sustain and Legato will keep looping.
Off: Samples will play their natural release.

2.11 Bend

Please refer to the Settings manual.

2.12 Mod Wheel

Please refer to the Settings manual.

2.13 FX Sound Group

Note	FX Sound
F♯5	Hit on the tube
G5	Roaring 1
G♯5	Roaring 2
A5	Roaring 3
A♯5	Roaring 4
B5	Trill FX 1
C6	Trill FX 2
C♯6	Lick
D6	Flutter FX
E6	Breath Sound

2.14 Hold Pedal Toggle

Hold Pedal On: Double Legato Mode. For example, when playing a legato from D to E, and release E while holding the D, the D will be automatically triggered.

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