

Ample China Guqin



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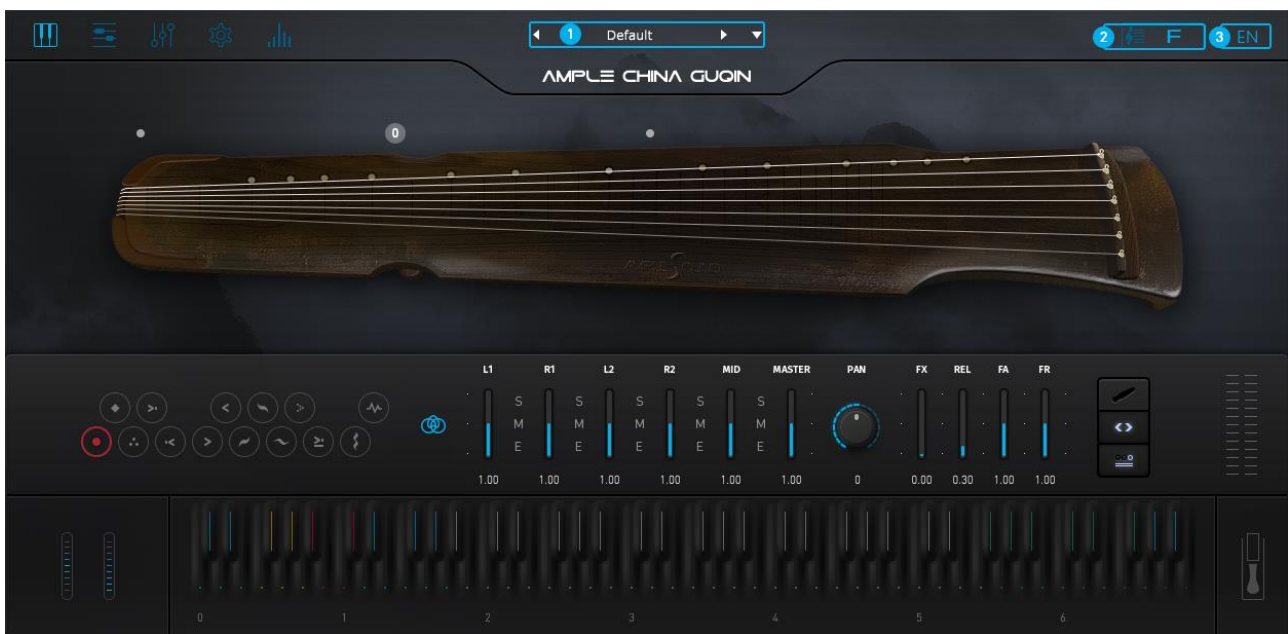
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1 Instrument

Ample China Guqin (ACGQ) is sampled on a Shennong-shape Guqin. Its tone is classical and rich.

1.1 Overview of Instrument



- | |
|---------------------|
| 1. Save/Load Preset |
| 2. Key |
| 3. Language |

1.2 Save/Load Preset

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 Key

The Open string notes differ significantly in timbre from the pressed notes. To ensure that there are open strings available in every key, the Guqin requires tuning adjustments for each key. This option controls the tuning for all 12 keys.

This option also affects the legato slides playing in major seconds or minor thirds depending on current note and key.

1.4 Language

Switch Language, will take effect after reopening the window.

2 Main Panel

2.1 Overview of Main Panel



1. Articulations
2. Mic Mode
3. L1 Mic Volume
4. Mic Solo Mute & Channel EQ
5. R1 Mic Volume
6. L2 Mic Volume
7. R2 Mic Volume
8. Middle Mic Volume
9. Master Volume
10. Pan
11. FX Sound Gain
12. Release Sound Gain
13. Finger Attack Sound Gain
14. Finger Release Sound Gain
15. Playing Mode
16. Auto Legato Mode Switch
17. Open String Preference
18. Bend
19. Mod Wheel
20. Position Assignment & String Assignment
21. FX Sound Group
22. Open String Preference
23. Riff Play Keyswitch
24. Legato Mode Switch
25. Hold Pedal

2.2 Articulations

2.2.1 Articulation Classification

There are 3 kinds of articulations in ACGQ – Head Group(blue keyswitches), Body Group(yellow keyswitches), and the Auxiliary Group.

The head group is used to perform grace notes at the beginning of phrases.

The body group can not only perform grace notes at the beginning of phrases, but can also be used for skillful legato playing, delivering the rich and expressive articulations of the Guqin.

ACGQ' s body group can be used for endless articulation legatos. For example, you can start with a Sustain, hold the note, then play the Slide Up and Return keyswitch (G0) to play legato to an "Slide Up and Return" note, then play the Slide Down and Return keyswitch (G#0) to play legato to a "Slide Down and Return" note, and then press Vibrato keyswitch (E1) to play legato to a Vibrato note, and so on.

The Auxiliary Group is comprised of three parts: Open + Slide In, Glissando, and Phrases.

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

Abbr	Full Name	Keyswitch	Range
Sus	Sustain	C0	C2-F5
NH	Natural Harmonic	C#0	C2-D5
Tre	Short Tremolo	D0	C2-F5
SIB	Slide In from Below	D#0	D2-F5
SIA	Slide in from Above	E0	C#2-F5

2.2.4 Articulations of Body Group

Abbr	Full Name	Keyswitch	Range
LSU	Legato Slide Up	F0	C#2-D#5
LSD	Legato Slide Down	F#0	D#2-F5
SUR	Slide Up and Return	G0	C#2-F5
SDR	Slide Down and Return	G#0	C#2-F5
Vib	Vibrato	A0	C#2-F5

2.2.5 Articulations of Legato Group

Abbr	Full Name	Keyswitch	Range
VSC	Virtual Portamento	A#0	One Octave

2.2.6 Articulations of Special Effects Group

Abbr	Full Name	Keyswitch	Range
SIO	Open + Slide In	B0	C2 – F5
Gli	Glissando	C1	E2 – B4
Lick	Phrase	C#1	A#1 – F5

2.2.7 Sustain

Keyswitch is C0. Head Group, The Sustain can be divided into Open strings(which cannot be played with any articulation) and Non-Open Strings. The timbre of the two is quite different. The maximum velocity triggers a Slide In from Below.

2.2.8 Natural Harmonic

Keyswitch is C#0. Head Group, The maximum velocity triggers a Harmonic Slap.

2.2.9 Short Tremolo

Keyswitch is D0. Head Group.

2.2.10 Slide In from Below

Keyswitch is D#0. Head Group, Pressing this keyswitch with high velocity triggers a fast SIB, while pressing it with low velocity triggers a slower SIB.

2.2.11 Slide In from Above

Keyswitch is E0. Head Group.

2.2.12 Legato Slide Up

Keyswitch is F0. Body Group, Play a note first, then press this key to transition the articulation to a Legato Slide Up. Based on the Key Setting, it triggers a major second or minor third Legato Slide Up.

2.2.13 Legato Slide Down

Keyswitch is F#0. Body Group, Play a note first, then press this key to transition the

articulation to a Legato Slide Down. Based on the Key Setting, it triggers a major second or minor third Legato Slide Down.

2.2.14 Slide Up and Return

Keyswitch is G0. Body Group, Play a note first, then press this key to transition the articulation to a Slide Up and Return.

2.2.15 Slide Down and Return

Keyswitch is G#0. Body Group, Play a note first, then press this key to transition the articulation to a Slide Down and Return.

2.2.16 Vibrato

Keyswitch is A0. Body Group, Pressing this keyswitch with high velocity triggers constant-speed vibrato, while pressing it with low velocity triggers variable-speed vibrato.

2.2.17 Virtual Portamento

Keyswitch is A#0. The virtual Legato Slide allows for a change in slide speed, with the maximum range being a slide of one octave up or down.

Based on authentic instrument, Portamento must occur on the same string.

2.2.18 Open + SIB

Keyswitch is B0. Phrase Group, Pressing this keyswitch with high velocity triggers Open + Slide In, while pressing it with low velocity triggers Slower Open + Slide In.

2.2.19 Glissando

Keyswitch is C1. Phrase Group, Gliss options are as follows: Slow Gliss Up(Open Strings), Fast Gliss Up(OS), Gliss Down(OS), Slow Gliss Up(Natural Harmonic), Fast Gliss Up(NH), Slow Gliss Down(NH), and Fast Gliss Down (NH)

2.2.20 Phrase






Keyswitch is C#1. Phrase Group, There are 44 improvisation licks.

2.2.21 Doubled Keyswitches


Pressing both C0 (Sus) and C#0 (NH) keyswitches at the same time enables the articulation where a note with velocity higher than 63 triggers the Sustain, while the one with lower velocity triggers the Harmonic note.


2.3 Mic Modes


The ACGQ is recorded with 5 microphones(Left 1, Right 1, Left 2, Right 2 and Middle). User can adjust the volume and channel EQ of different microphones to get more sound.

1.  AB1 Mode
2.  AB2 Mode
3.  AB3 Mode
4.  MS1 Mode
5.  MS2 Mode

2.4 Play Modes

Instrument Mode:  Constrained by the authentic articulations of the instrument, such as the inability for two notes on the same string to sound simultaneously.

Keyboard Mode:  There are no restrictions based on authentic instrument articulations.

Open String Mode:  A#1-D#3 triggers open strings notes (and open string notes after tuning). E3-F5 triggers harmonic notes.

2.5 Legato Mode

There are 2 modes: Automatic Slide; Off Note A#6 with high velocity set the mode to Automatic Slide, and low velocity set the mode to Off.

2.6 Open String Preference

3 modes:

1. Off
2. Partial Open String (Open string preferred, except for string 1 & 2)
3. Open String Preferred.

* High velocity toggles on Open String Preferred mode. Low velocity toggles off.

2.7 Legato Smooth

In the authentic performance of the Guqin, the transitions in legatos are immensely varied. A monotonous legato style cannot fully emulate the nuances of a real

performance. You can adjust the Legato Smooth in the Settings to suit different expressive needs.

2.8 Bend

Please refer to the Settings manual.

2.9 Mod Wheel

Please refer to the Settings manual.

ACGQ will trigger the Guqin's string-rolling noise at the speed set in the Settings, in accordance with the vibrato settings.

2.10 FX Sound

音名	效果音
F#5	Hit Top
G5	Hit Rim
G#5	Slide Up FX
A5	Gliss NH FX 1
A#5	Gliss NH FX 2
B5	Gliss OS FX
C6	River
C#6	NH FX
D6	HP FX
D#6	Slide FX 1
E6	Slide FX 2
F6	Scratch
F#6	Strum FX
G6	Press

2.11 Position Assignment

The Position Assignment keyswitch is A1. By pressing this keyswitch, and then pressing one of the notes from C2 to C#3 (corresponding to positions 0 to 13th on the fretboard), you can move the position to the specified location.



2.12 String Assignment

Manually assign the string to be played. D1 to G#1 correspond respectively to string 1 to 7. A high-velocity string assignment note will change the position on the fretboard, while a low-velocity string assignment note will not.

2.13 Hold Pedal

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