Main Panel Manual
Ample Ethno Ukulele

Beijing Ample Sound Technology Co. Ltd

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1 Instrument Panel

1.1 Overview of Instrument Panel

1. Sample Library Switch
2. Save/Load Preset
3. Alternate Tuner
4. Capo Force Display
5. String Force Display

1.2 Sample Library

AEU has two sample libraries: High G and Low G.

1.3 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.

1.4 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.	Body Mic Volume
4.	Ambience Mic Volume
5.	Master Volume
6.	Pan
7.	Doubling Toggle & Width
8.	Resonance Gain & Time
9.	Capo
10.	Capo Logic Mode
11.	Release Sound Gain
12.	FX Sound Gain
13.	Fingering Sound Toggle & Gain
14.	Playing Mode Switch
15.	Open String First
16.	Auto Legato Mode Switch
17.	Stroke Noise Toggle
18.	Bend
19.	Vibrato Wheel
20.	String Force & Capo Force
21.	FX Sound Group 1
22.	Strum Mode Keyswitch
23.	Auto Legato Mode Keyswitch

24. Poly Repeater
25. FX Sound Group 2
26. Open String First Keyswitch
27. Tab Play Keyswitch
28. Riff Play Keyswitch
29. Capo Logic Mode Toggle
30. Hold Pedal Toggle

2.2 Articulations & Poly Legato

2.2.1 Articulation List

Abbr.	Full Name	Keyswitch	Range
Sus	Sustain & Pop	C0	C3(G2)-D#5
NH	Natural Harmonic	C#0	G2-D#5
PM	Palm Mute	D0	C3(G2)-D#5
SIO	Slide In from below & Slide Out downwards	D#0	D3(A2)-D#5
LS	Legato Slide (Poly Legato)	E0	C#3(G#2)-D#5
HP	Hammer-On & Pull-Off	F0	C3(G2)-D#5
Str	Strum	F#0	C3(G2)-D#5

2.2.2 Sustain & Pop

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

2.2.3 Natural Harmonic

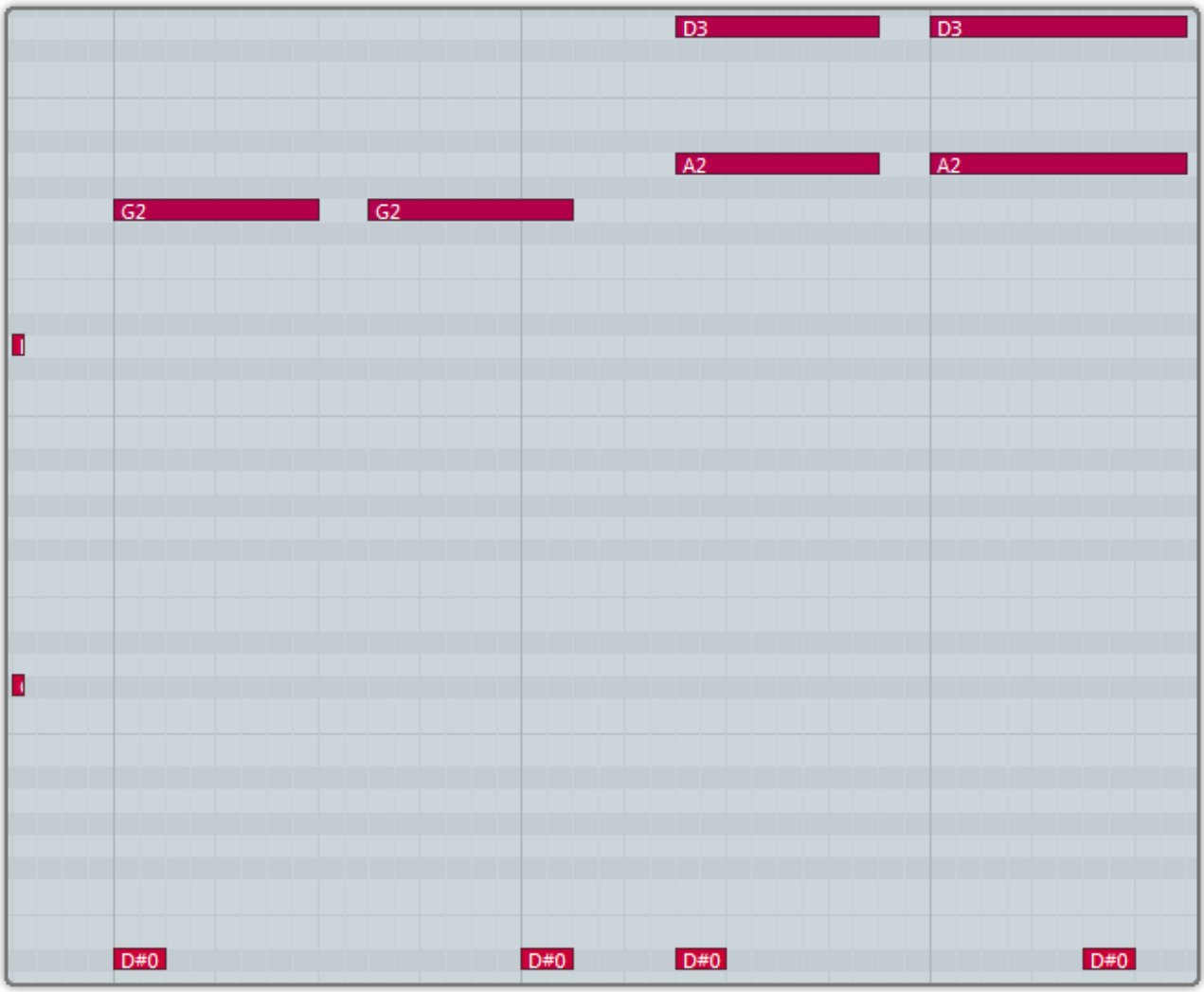
Keyswitch is C#0.

2.2.4 Palm Mute

Keyswitch is D0. Lower the velocity, greater the mute depth. If you press C0 and D0 at the same time, subsequent notes of high velocity will be Sustain and notes of low velocity will be Palm Mute.

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.



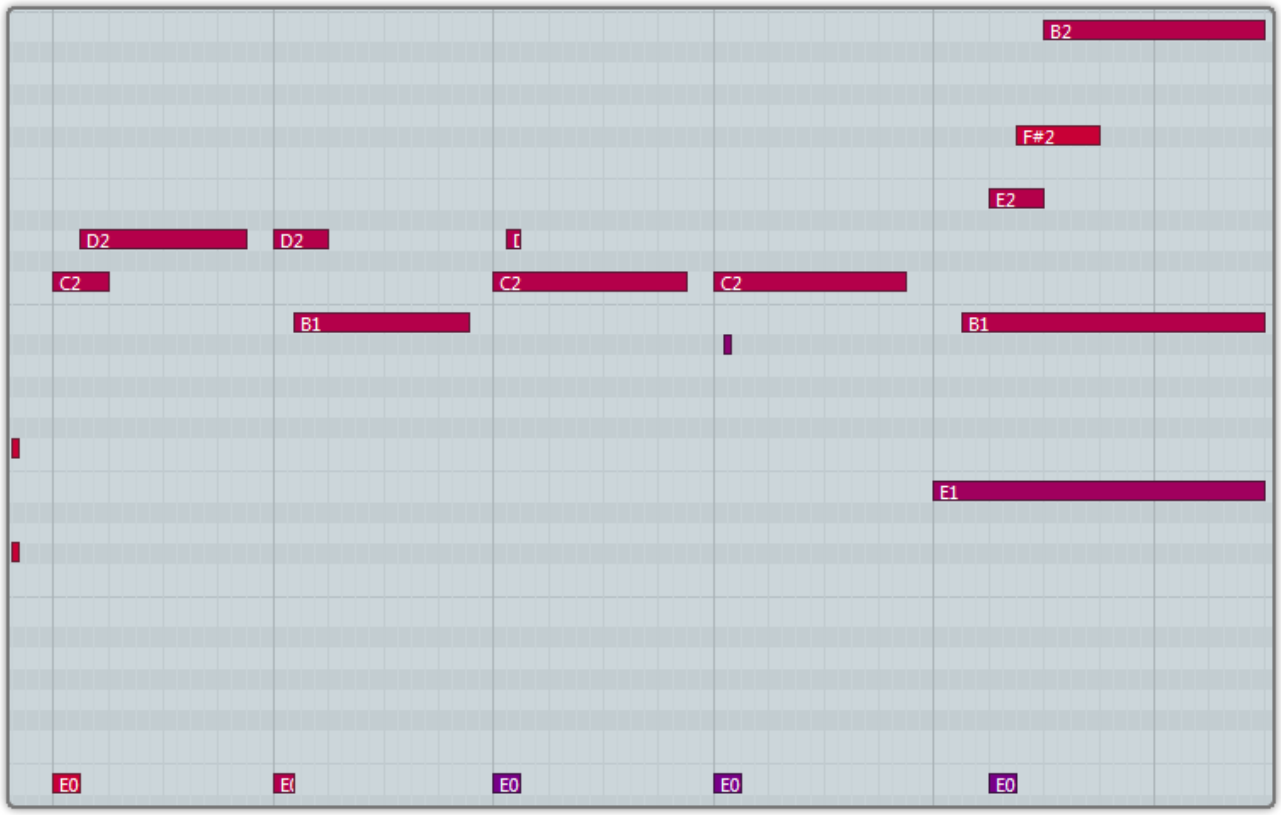
2.2.6 Legato Slide (Poly Legato)

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.

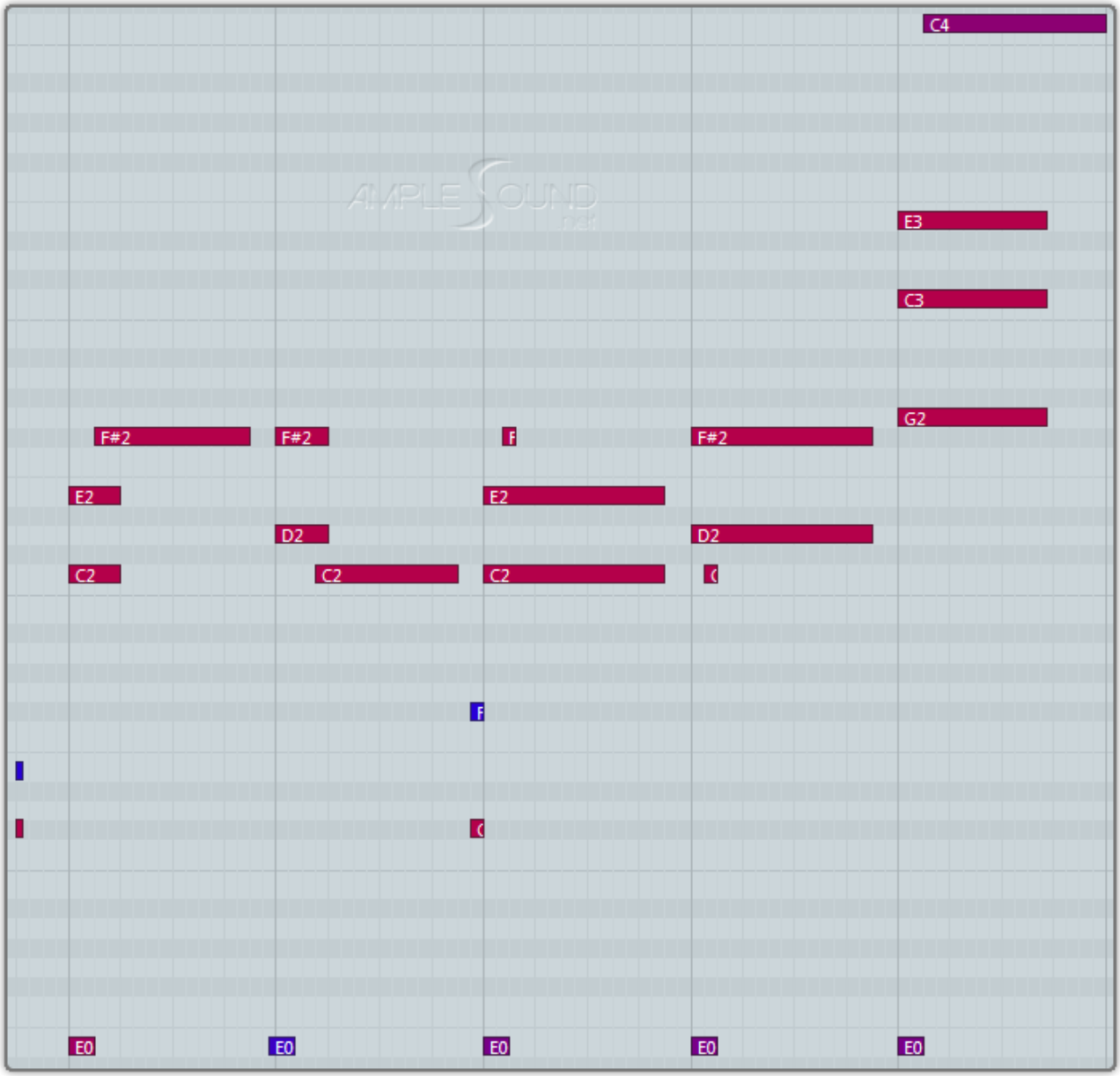
* The two notes must overlap in time.

* E0 must be ahead of the start note.

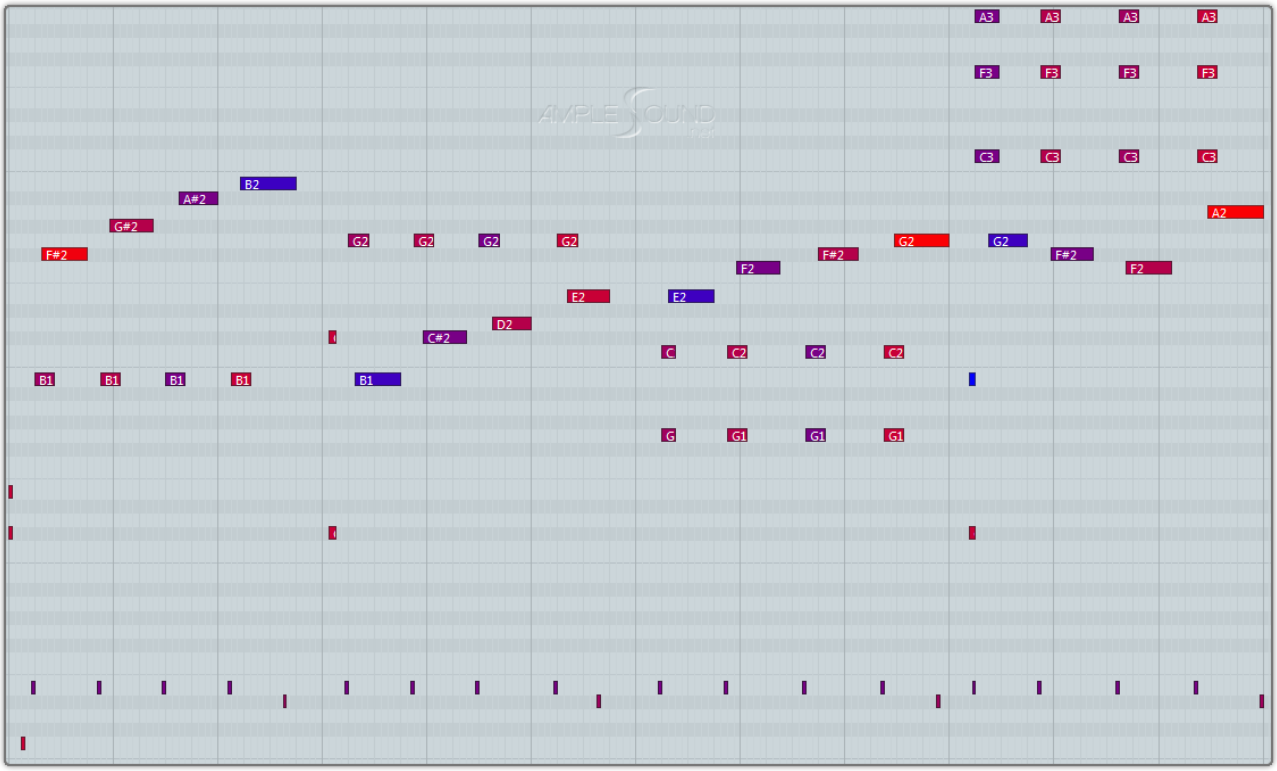
* The two notes must be on the same string.



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.

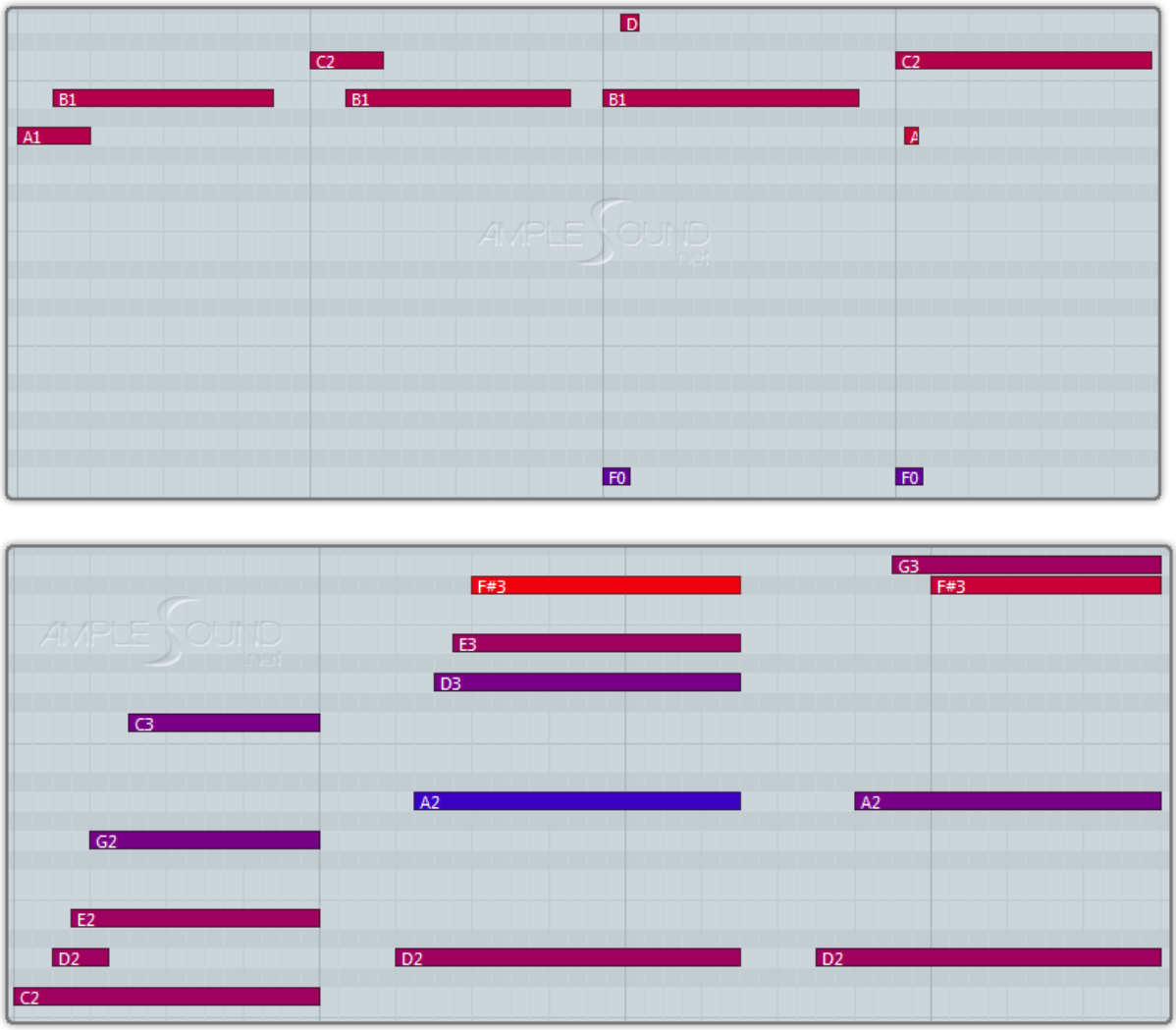
2.2.7 Hammer-On & Pull-Off (Poly Legato)

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

2.2.8 Strum

Keyswitch is F#0, If you press C0 and F#0 at the same time, subsequent notes on A and E string will be Sustain and notes on C and G string will be Strum.

2.2.9 Doubled Keyswitches

Press 2 Keyswitches at the same time to get two articulations to switch via velocity layer.

2.3 Mic Mode

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

1. MS Mode
2. Mono

2.4 Doubling

Toggle on to achieve an authentic doubling effect with only one Ukulele.

The Double knob adjusts the time difference between the notes on the left and right channels.

2.5 Controllable Resonance Sound

Resonance is an indispensable part of the expressiveness and realism of an acoustic instrument.

Ample Sound Sample Engine can control the Resonance Time and Resonance Volume.

2.6 Capo

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

2.7 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.

2.8 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

2.9 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.

2.10 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.

2.11 Open String First

E1 A1 D2 G2 B2 and E3 6 notes will be played on open strings.

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

2.12 Stroke Noise

A strummed noise will be generated automatically for polyphonic notes.

2.13 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.

2.14 String Force & Capo Force

2.14.1 String Force

Specify a string to be played. A0-C1 correspond to 4th string-1st string. High velocity String Force will affect fret position，while low velocity will not.

2.14.2 Capo Force

Switch to a fret position manually. Press C#1, then press G1-A2 to switch to position 0-14 respectively.

2.15 FX Sound Group

Note	FX Sound
F5	Scratch
F#5	Slap
G5	Press

G#5	Stroke Muting
A5	Downstroke 1
A#5	Upstroke 1
B5	Downstroke 2
C6	Upstroke 2
F6	Hit Top (Open
F#6	Hit Top (Mute)
G6	Hit Rim

2.16 Poly Repeater

Press D6 and E6 to repeat notes being played. Multiple notes are supported.

2.17 Hold Pedal Toggle

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