Installation and Activation

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1.1 Installation on Mac

1. Open the .pkg file after extracting .zip or opening .dmg file.
2. Continue to install.
3. Read and accept the license agreement.
4. Select plugin formats to install.

5. Close to exit.
1.2 Install sample library on Mac

1. Continue to install.
2. Select the path of sample library.

*Library path must not contain non-English characters or other invalid characters such as “*&^%$#@”

3. Click Install button.
4. Close to exit.

5. After V3 library is installed, the library folder’s name looks like “AGM_Library”. Please
notice that there is a "_" in the library name which is different with the V2 library.

### 1.3 Installation on Windows

1. Read and accept the license agreement.

   ![License Agreement](image1)

2. Specify location to install standalone.

   ![Select Destination Location](image2)
3. Specify location to install 64bit VST.

4. Select plugin formats to install.

5. Choose if to create a Start Menu folder.
6. Finish to exit.
1.3.1 Installation Notice

This message is to notify that a later version of the C++ Runtime is already installed, thus there is no need to install again. Please ignore and close the message.

Microsoft official download page

*If you are not logged in as the administrator of the computer, please use
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the “Non-Admin” version installer to start installation, such as:

ABA_3_0_0_Installer_Non-Admin.exe.

*If you have installed OneDrive on your computer, and your “Document” folder is inside a OneDrive folder, it may cause installation or sample library loading to fail, please move your “Document” folder back to its original location.

The detailed operations can be found: Changing OneDrive Directory.

1.4 Install sample library on Windows

1. Click Next to continue.

2. Specify location to install sample library.
3. Click install to continue.

4. Finish to exit.
5. If your system can’t locate the pkg file, please manually drag the pkg file into the installer to start installation.

6. After V3 library is installed, the library folder’s name looks like “AGM_Library”. Please notice that there is a “_” in the folder’s name which is different with the V2 library.

7. How to Load Instrument in DAW
A. For Vst2 plugins, the V3 plugins’ names are like: AGM, AGT, AGL, ABU, ABA, AEU ...

B. For Vst3 plugins, the V3 plugins’ names are like: Ample Guitar M...

C. In certain DAWs, such as Cubase, if both Vst2 and Vst3 plugins of the same instrument are installed, the DAW will display the Vst3 plugin only.

8. Q & A

Q: Do V3 plugins overwrite V2 plugins?
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A: No, V3 and V2 plugins are able to coexist.

Q: Are the presets of V2 and V3 plugins compatible?
A: Global preset are not, but the presets of Riff, Strummer Pattern, Strummer Chord are compatible, and can be shared for V2 and V3 plugins.

Q: Can I delete V2 files after V3 is installed?
A: You can uninstall V2 when you confirm that V2 is not being used by any project.

1.5 Activation

1. 7-days trial with full features is offered.
2. Trial requires an internet connection.
3. Open Activation Manager to activate products, You can activate all of Ample Guitar with one time activation.
4. Online Activation: fill in User ID and password and click "Activate" to complete activation. Click "Forgot" if you want to inquire User ID and reset password.

5. Offline Activation: please send Challenge Code and User ID to service@amplesound.net. Our customer service will send you Key Code within 24 hours. Fill in User ID and Key Code and click "Activate" to complete activation. Keep your User ID and Key Code in case of reinstallation.
6. After activation succeeds, please close Activation Manager and restart program.

Video tutorial on Youtube

Website: https://www.amplesound.net/


Online Service: https://www.facebook.com/AmpleSoundTech

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