

Ample China Konghou



CONTENTS

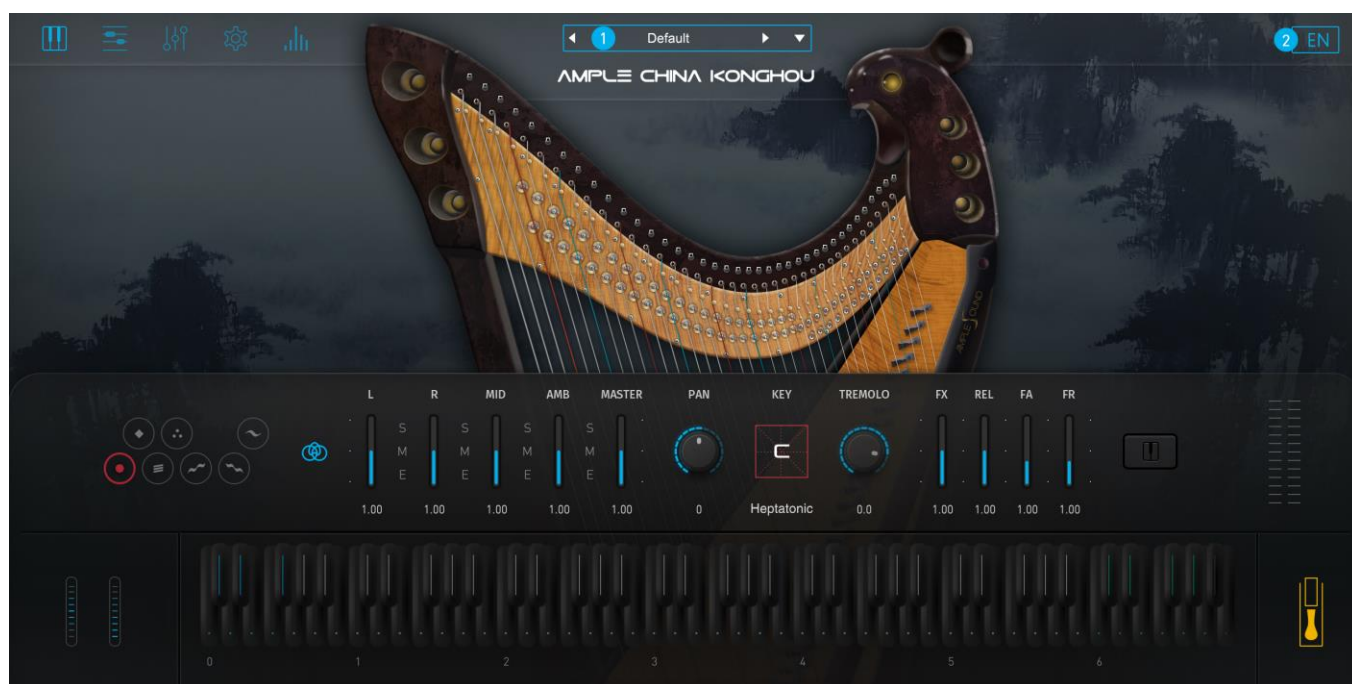
1 INSTRUMENT	1
1.1 OVERVIEW OF INSTRUMENT.....	1
1.2 SAVE/LOAD PRESET.....	1
1.3 LANGUAGE	2
2 MAIN PANEL.....	2
2.1 OVERVIEW OF MAIN PANEL.....	2
2.2 ARTICULATIONS.....	3
<i>2.2.1 Articulations.....</i>	<i>3</i>
<i>2.2.2 Sustain.....</i>	<i>3</i>
<i>2.2.3 Natural Harmonic.....</i>	<i>4</i>
<i>2.2.4 Tremolo.....</i>	<i>4</i>
2.2.4.1 Start Time	4
2.2.4.2 Loop.....	5
2.2.4.3 Release	5
<i>2.2.5 Short Tremolo.....</i>	<i>5</i>
<i>2.2.6 Ascending Arpeggio.....</i>	<i>5</i>
<i>2.2.7 Descending Arpeggio.....</i>	<i>6</i>
<i>2.2.8 Pre-Vibrato.....</i>	<i>6</i>
2.3 MIC MODES.....	6
2.4 KEY	6
2.5 RICH FRET NOISE	6

2.6 PLAY MODES.....	7
2.7 MOD WHEEL.....	7
2.8 FX SOUND	8
2.9 HOLD PEDAL	8

1 Instrument

Ample China Konghou is sampled on a peacock type 76-string(38*2) Konghou in the key of C.

1.1 Overview of Instrument



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

1.2 Save/Load Preset

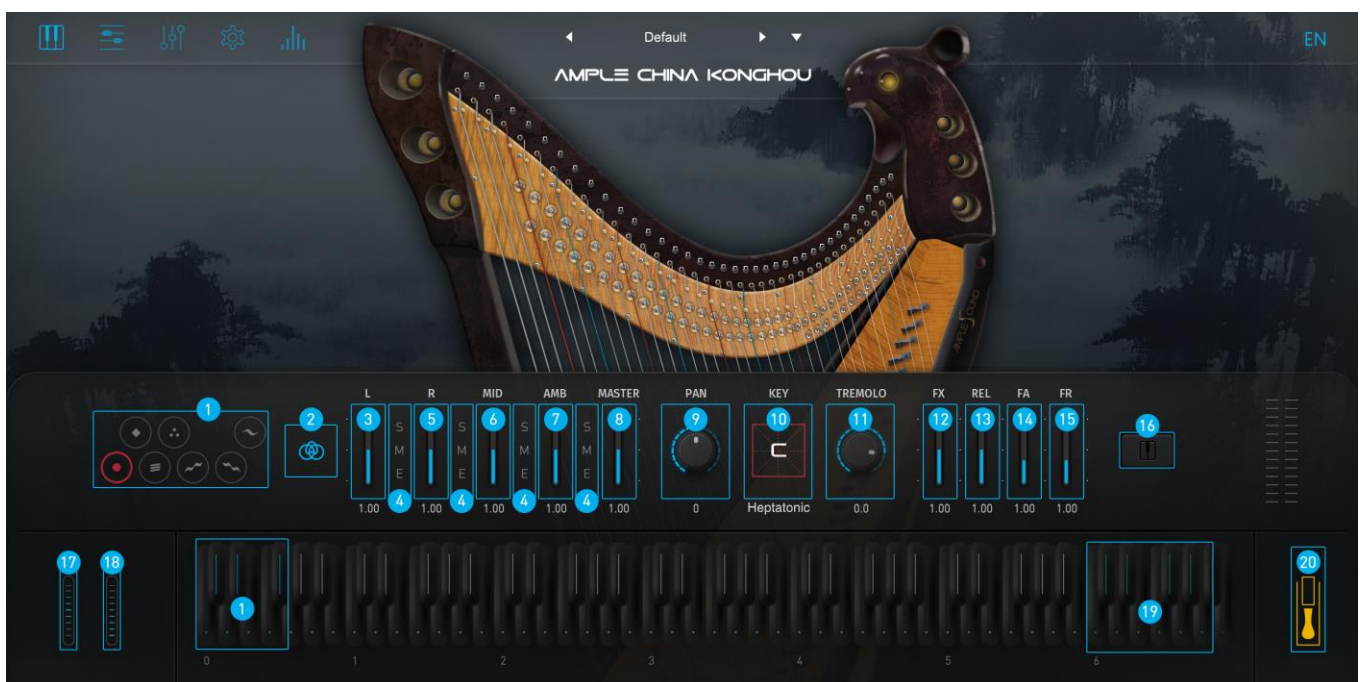
To load a preset, click preset name to open the file chooser window. Left and right arrow can also be used to quickly change preset. To save current preset, click the down arrow to open the preset save window.

1.3 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. L Mic Volume
4. Mic Solo Mute & Channel EQ
5. R Mic Volume
6. Middle Mic Volume
7. Stereo Mic Volume
8. Master Volume

9. Pan
10. Key
11. Tremolo Gain
12. FXs Volume
13. String Release Volume
14. Finger Noise Volume
15. Playing Gap Noise Volume
16. Playing Mode
17. Bend
18. Mod Wheel
19. FX Sound Group
20. Hold Pedal

2.2 Articulations

2.2.1 Articulations

Abbr	Full Name	Keyswitch	Range
Sus	Sustain	C0	G0-B5
NH	Natural Harmonic	C#0	G0-C#5
TR	Tremolo	D0	G0-B5
ST	Short Tremolo	D#0	G0-B5
GliU	Ascending Arpeggio	E0	C1-B5
GliD	Descending Arpeggio	F0	C1-B5
Vib	Pre-Vibrato	F#0	A1-B5

2.2.2 Sustain

Keyswitch is C0. The maximum velocity triggers a Pre-Vibrato.

2.2.3 Natural Harmonic

Keyswitch is C#0.

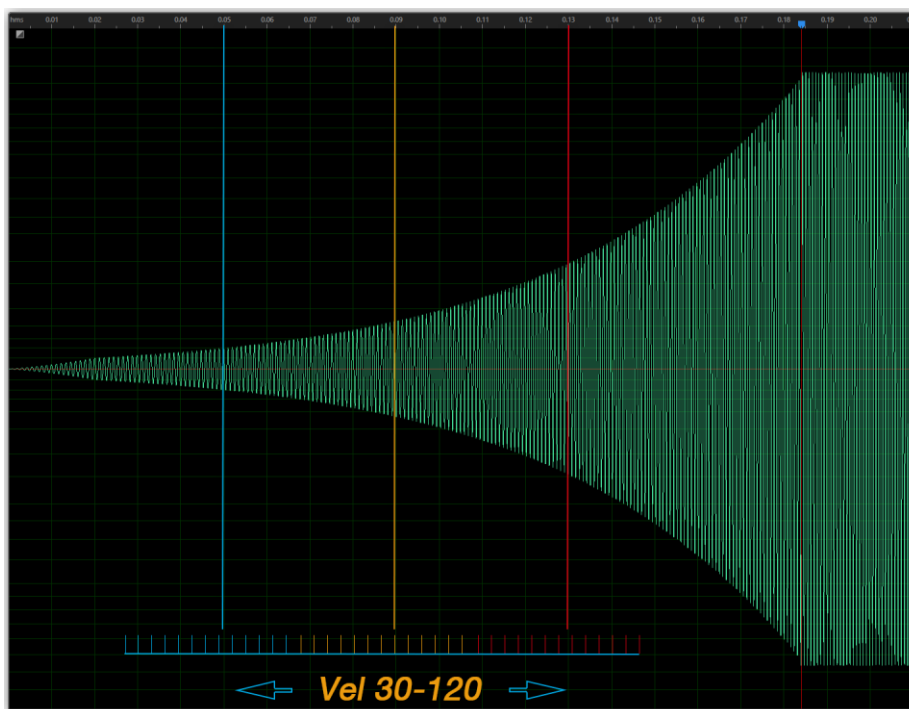
2.2.4 Tremolo

Keyswitch is D0. Pressing this keyswitch with high velocity triggers the Expressive Tremolo, while pressing with low velocity triggers the Straight Tremolo. The velocity of the note can change the starting point of the tremolo.

*Tremolo does not respond to Hold Pedal.

2.2.4.1 Start Time

When playing tremolo, the start time needs to be adjusted according to the music. The recorded samples of tremolo preserve a long fade-in time. The start time can be adjusted with velocity from 30, to 120 (velocity below 30 is treated as 30, over 120 is treated as 120). Larger velocity will cause shorter fade in time.



2.2.4.2 Loop

Tremolo notes will seamlessly loop automatically once reach the end of samples.

2.2.4.3 Release

Dedicated tremolo release samples will be triggered automatically when tremolo notes are released.

2.2.5 Short Tremolo

Keyswitch is D#0.

2.2.6 Ascending Arpeggio

Keyswitch is E0. The types of chord are assigned to different octaves, in the following

order: sus2, 9, Maj7, m7, m9 - 5 types in total.

2.2.7 Descending Arpeggio





Keyswitch is F0. The types of chord are assigned to different octaves, in the following order: sus2, 9, Maj7, m7, m9 - 5 types in total.

2.2.8 Pre-Vibrato

Keyswitch is F#0.

2.3 Mic Modes

The ACKH is recorded with 5 microphones. User can adjust the volume and channel EQ of different microphones to get more sound.

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

2.4 Key

The key sets the tuning of the instrument UI for clicking on the strings, and affects the tuning in Gliss mode as well.

2.5 Rich Fret Noise


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: Finger Noise Volume.

FR: Playing Gap Noise Volume.

2.6 Play Modes

Keyboard Mode:  12 semitones for each octave, which can be played like a piano.

Gliss Mode:  Original technology created to simulate two-hand glissando. Users only need to press the beginning and end notes, and the system will automatically generate the selected scale notes (pentatonic, heptatonic, or persian) in between.

The time between the two notes will determine the speed of the glissando.

The velocity difference of the two notes will control the velocity change of the generated glissando notes, which enables users to create realistic performances with a variety of dynamics.

2.7 Mod Wheel

Please refer to the Settings manual.

2.8 FX Sound

Note	Name
C6	Single Ascending Glissando
C#6	Single Descending Glissando
D6	Multiple Ascending Glissando
D#6	Multiple Descending Glissando
E6	Ascending and Descending Glissando
F6	Descending and Ascending Glissando
F#6	Free Glissando
G6	Muting
G#6	Hand Heel Strikes
A6	Palm Strikes

2.9 Hold Pedal

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

Online Customer Service: <https://www.facebook.com/AmpleSoundTech>

Produced and Copyright provided by Beijing Ample Sound Technology Co. Ltd