Main Panel Manual
Ample China Zheng

Beijing Ample Sound Technology Co. Ltd

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1 Instrument Panel

1.1 Overview of Instrument Panel

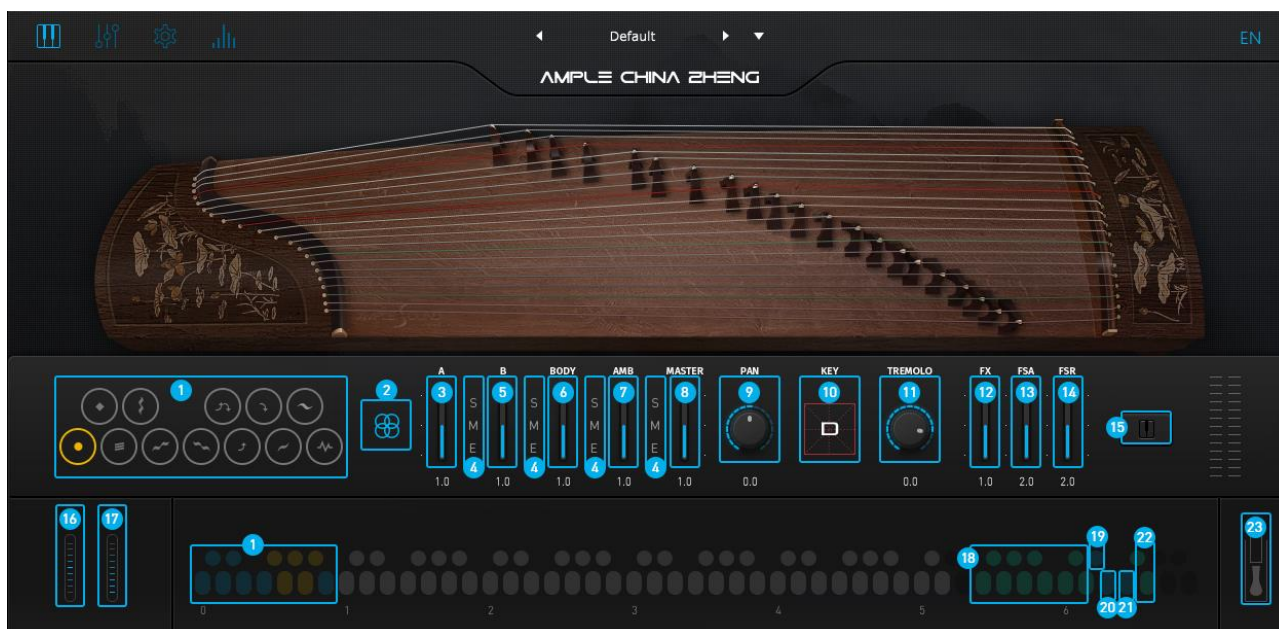| 1.	Save/Load Preset
2.	Language

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 plugin.

2 Main Panel

2.1 Overview of Main Panel

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2.2 Articulations

2.2.1 Articulation List

Abbr.	Full Name	Keyswitch	Range
Sus	Sustain	C0	C1-D5
NH	Natural Harmonic	C#0	C1-D5
Tr	Tremolo	D0	C1-D5
Gli	Glissando	D#0	C1-D5
GliU	Glissando Up	E0	G1-D5
GliD	Glissando Down	F0	C1-F#4
BF	Full Bend	F#0	C2-D5
BU	Bend Up	G0	C2-D5
BD	Bend Down	G#0	D2-E5
Tap	Tap	A0	C1-D5
Vib	Vibrato	A#0	C1-D5
Lick	Lick	B0	C1-D5

2.2.2 Sustain

Keyswitch is C0.

## 2.2.3 Natural Harmonic

Keyswitch is C#0.

2.2.4 Tremolo

Keyswitch is D0. The keyswitch with high velocity triggers Expression Tremolo, low velocity

triggers Straight Tremolo.

The Tremolo is not controlled by Hold Pedal.

2.2.4.1 Velocity controls the start time of tremolo samples

When playing tremolo, the start time needs to be adjusted according to the music. The

recorded samples of tremolo use a long fade-in time. The start time can be adjusted with

velocity from below 30, to above 120. Larger velocity will cause shorter fade in time.
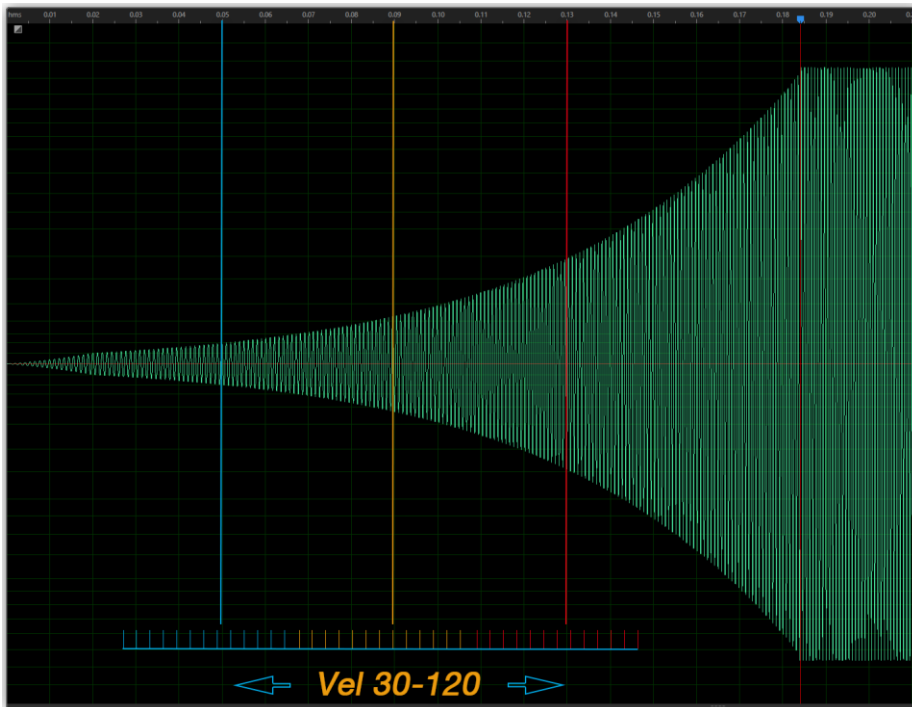
2.2.4.2 Tremolo notes will seamlessly loop once reach the end of samples.

2.2.4.3 Dedicated tremolo release samples will be triggered when tremolo notes are released.
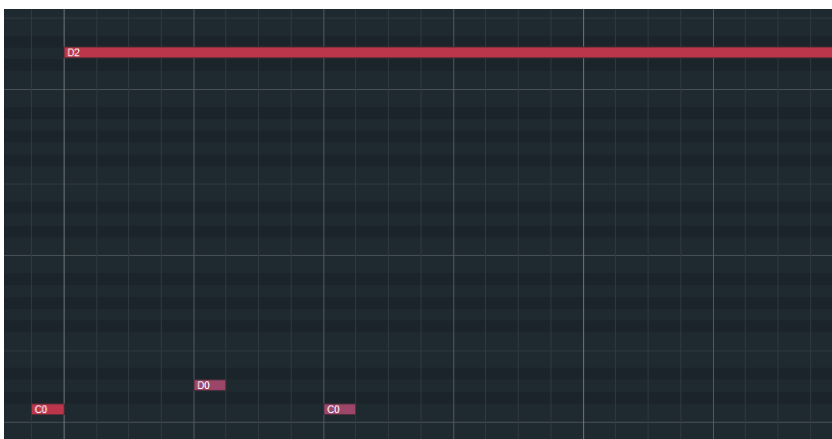
2.2.4.4 Tremolo Legato

When current articulation is sustain, keyswitch D0 will trigger the same note with articulation

Tremolo. The length and volume of the Tremolo note is controlled by the previous note. The

start time of the Tremolo note is controlled by its velocity.
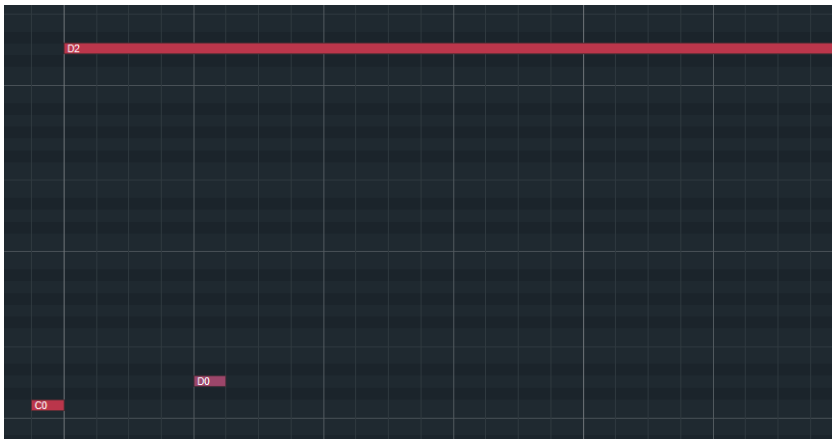
2.2.4.5 Tremolo legato to Sustain

Keyswitch C0 changes the articulation from Tremolo to Sustain, and triggers a Sustain note,

whose length and volume is controlled by the velocity of previous note.

2.2.5 Glissando

Keyswitch is D#0. Each note triggers an individual note of a Glissando.

2.2.6 Glissando Up

Keyswitch is E0. The Glissando Up is not controlled by Pitch Wheel.

2.2.7 Glissando Down

Keyswitch is F0. The Glissando Down is not controlled by Pitch Wheel.

2.2.8 Full Bend

Keyswitch is D#0. High velocity notes (Vel = 127-65) are fast, low velocity notes (Vel = 64-1) are slow.

When the Key setting is selected, the system will automatically determine the notes in the key for bending notes (major 2nd or minor 3rd).

When current articulation is sustain, keyswitch F#0 will trigger the same note with the Full Bend. The length and volume of the Full Bend note is controlled by the previous note.

The Full Bend is not controlled by Pitch Wheel. The articulation returns to Sustain automatically.

2.2.9 Bend Up

Keyswitch is E0. High velocity notes (Vel = 127-65) are fast, low velocity notes (Vel = 64-1) are slow.

When the Key setting is selected, the system will automatically determine the notes in the key for bending notes (major 2nd or minor 3rd).

When current articulation is sustain, keyswitch G0 will trigger the same note with the Bend Up. The length and volume of the Bend Up note is controlled by the previous note.

The Bend Up is not controlled by Pitch Wheel. The articulation returns to Sustain automatically.

2.2.10 Bend Down

Keyswitch is G#0.

When the Key setting is selected, the system will automatically determine the notes in the key for bending notes (major 2nd or minor 3rd).

When current articulation is sustain, keyswitch G#0 will trigger the same note with the Bend Down. The length and volume of the Bend Down note is controlled by the previous note.

The Bend Down is not controlled by Pitch Wheel. The articulation returns to Sustain automatically.

2.2.11 Tap

Keyswitch is A0.

When current articulation is sustain, keyswitch A0 will trigger the same note with the Tap. The length and volume of the Tap note is controlled by the previous note.

The Tap is not controlled by Pitch Wheel. The articulation returns to Sustain automatically.

2.2.12 Vibrato

Keyswitch is A#0. High velocity notes (Vel = 127-65) are fast, low velocity notes (Vel = 64-1) are slow.

When current articulation is sustain, keyswitch A#0 will trigger the same note with the Vibrato.

The length and volume of the Vibrato note is controlled by the previous note.

The articulation returns to Sustain automatically.

2.2.13 Lick

Keyswitch is B0.

The Lick is not controlled by Hold Pedal.

2.2.14 Mic Mode

Ample China Zheng has 4 mic modes: All, AB, Left MS, Right MS, recorded with 5 microphones.

You can adjust the volume and channel EQ of different microphones to get more sounds.

1.   All Mics Mode

2.   AB Mode

3.   MS L Mode

4. MS R Mode

2.3 Key

The key sets the tuning of the strings on UI, which affects the tuning in Gliss mode as well. It

also determines the intervals when bending (major 2nd/minor 3rd).

2.4 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：Nail Sound Gain.

FR：Fret Release Sound Gain.

2.5 Play Modes

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

Instrument Mode： Specially designed for traditional pentatonic scales.

21 strings are controlled by 21 white keys over 3 octaves. The tuning is automatically changed

by Key setting.

Gliss Mode： Original technology created to simulate two-hand glissandos. It is able to generate two glissandos at the same time (like played with two hands), and will automatically change the sample groups between left hand (mellow) and right hand (bright).

Users only need to set the beginning and end notes, and the system will automatically generates the pentatonic scale notes (according to the Key setting) in between.

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

The velocity difference will control the velocity change of the generated glissando notes, which enables users to create rich performances.

The Glissando articulation is required.

2.6 Bend

Each string can be bent individually, while other strings are generating normal notes.

When a string is bent, the status will be kept so it can be released when it is played again.

The Advance Bend system simulates real instrument by modeling the change of sound such as timbre and velocity.

2.7 Mod Wheel

To vibrate automatically, open Settings Panel and toggle on Auto Mod.

2.8 FX Sound Group

Note	Name
F5	Scratch Noise
F#5	Fast Strum
G5	Muting Sound
G#5	Wind
A5	Gliss Down
A#5	Gliss Up
B5	Glissando Down
C6	Glissando Up
C#6	Glissando Down & Up
D6	Free Glissando
F6	Slap on the Top
F#6	Slap on the Rim

2.9 Repeat

Press F6 to repeat last played note.

2.10 Hold Pedal Toggle

Guzheng notes are played with sustain, so please turn on hold pedal.

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