Ample Bass Manual

Beijing Ample Sound Technology Co. Ltd

Contents

1 INSTALLATION & ACTIVATION 5

1.1 Installation on Mac 5
1.2 Installation on Windows 7
1.3 Activation 12

2 PARAMETERS SETTING 15

2.1 Overview of Settings Panel 15
2.2 Save / Load Preset 16
2.3 Instrument Path Setting 16
2.4 Master Tune 16
2.5 MIDI Out 16
2.6 Max Voices 17
2.7 Velocity Layers Thresholds 17
2.8 Poly Bender 18
2.9 Cycle Mode 18
2.10 Cycle * 3 & Cycle Reset 19
2.11 MIDI Guitar Mode Setting & Toggle 19
2.12 Customized Parameters Control 19
2.12.1 MIDI Controller 19
2.12.2 Automation 20

3 INSTRUMENT PANEL 21

3.1 Overview of Instrument Panel 21
3.2 Sample Library Switch 21
3.3 Open String First 22
3.4 Play Mode Switch 22
3.5 Auto Legato Mode Switch 22
3.6 Alternate Tuner 22
3.7 Volume Ratio 23

4 MAIN PANEL 24

4.1 Overview of Main Panel 24
4.2 Articulations & Poly Legato Keyswitches 26
4.2.1 Acoustics & Electrics Basses 26
4.2.2 Metal Bass 26
4.2.3 Sustain 27
4.2.4 Natural Harmonic 28
4.2.5 Palm Mute 29
4.2.6 Slide In from below & Slide Out downwards 30

4.2.7 Legato Slide (Poly Legato) *31*
4.2.8 Hammer On & Pull Off (Poly Legato) *32*
4.2.9 Staccato *33*
4.2.10 Slap *34*
4.2.11 Tap *35*
4.2.12 Pop *36*
4.3 Mic & DI (Acoustic only) **37**
4.4 Auto Buzz/ Mic、DI、Master Volume & EQ / Pick Attack Accentuation **37**
4.5 Auto Accentuation Noise/ Pick Attack Random **37**
4.6 Fret Sound Toggle & Volume **37**
4.7 Global Sample Start Time **37**
4.8 Capo **39**
4.9 Manual Vibrato Wheel **39**
4.10 StrMan & CapoMan **40**
4.10.1 StrMan *40*
4.10.2 CapoMan *40*
4.11 FX Sound Group **40**
4.11.1 Acoustics & Electrics Basses *40*
4.11.2 Metal Bass *41*
4.12 Buzz **41**
4.13 Octave Pattern **42**
4.14 Single Note Repeat **42**

5 RIFFER PANEL **43**

5.1 Riffer Overview **43**
5.2 Edit Note Attributes **44**
5.2.1 Note Attributes Overview *44*
5.2.2 Right-Click Menu *45*
5.2.3 FX-Line *45*
5.2.4 Key Commands *45*
5.2.5 Note Attributes *46*
5.2.6 Articulation & Legato Rules *47*
5.2.7 Tuner *47*
5.3 Score & Global parameters **48**
5.4 Preferences **49**
5.5 Import & Export **50**
5.5.1 Import MIDI to Riffer *50*
5.5.2 Import Tab to Riffer (New feature In Tab Panel) *51*
5.5.3 Export Riff to MIDI *52*
5.6 Dice **53**
5.7 Preset & Save Windows **54**
5.7.1 Preset Window *54*
5.7.2 Save Window *55*

6 TAB PANEL 56

6.1 OVERVIEW OF TAB PANEL 56
6.2 LOAD TAB 57
6.3 TAB PLAY TOGGLE 57
6.4 TAB EXPORT 57
6.5 HOST PLAYBACK 57
6.6 VELOCITY PROPORTION & HUMANIZATION 58
6.7 TAB SWING 58
6.8 TAB DURATION PROPORTION 58

7 FX PANEL 59

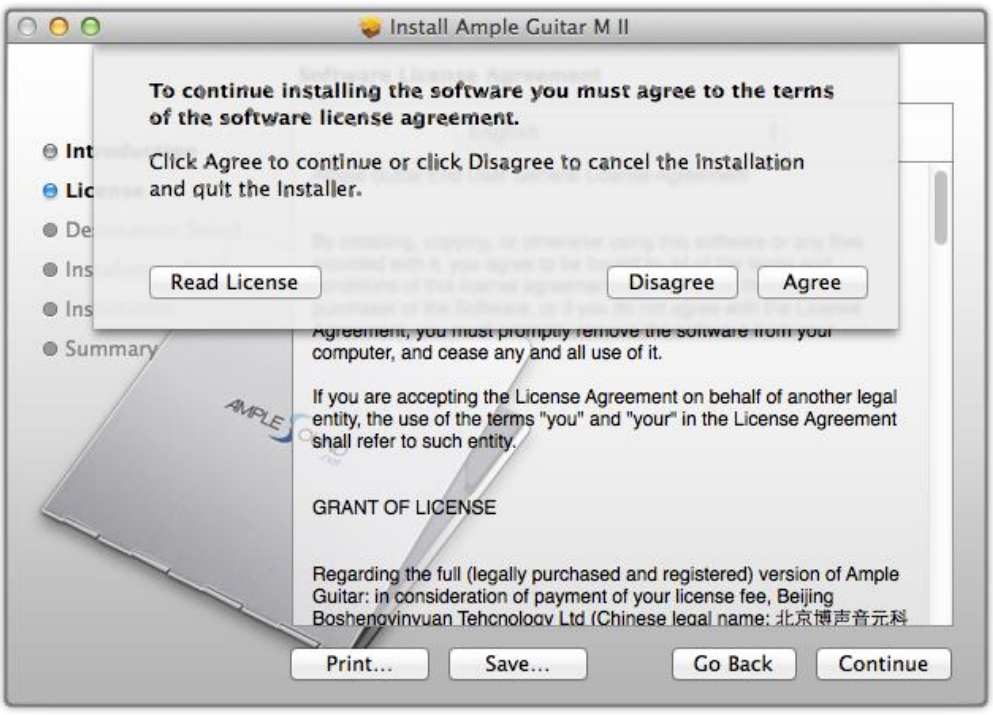
7.1 OVERVIEW OF FX 59
7.2 COMPRESSION 59
7.3 OVERDRIVE 60
7.4 5-BAND-EQ 60
7.5 WAH 60
7.6 CHORUS 61
7.7 PHASER 61
7.8 DELAY 61
7.9 REVERB 61

8 EDIT PANEL 62

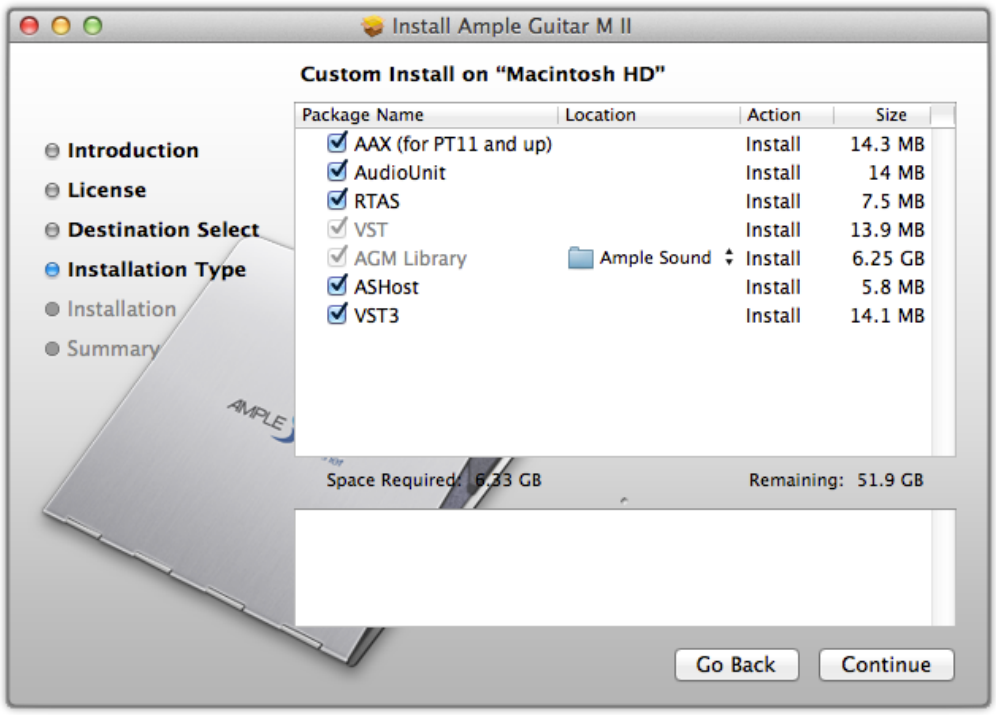
1 Installation & Activation

1.1 Installation on Mac

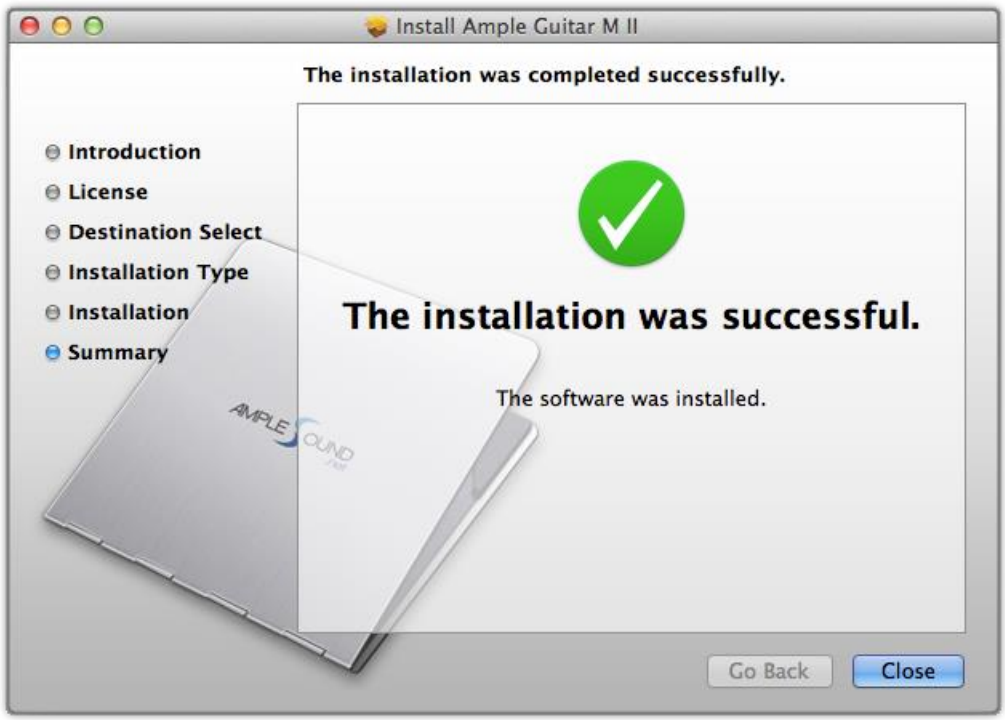
1. Continue to install.



2. Read and accept the license agreement.



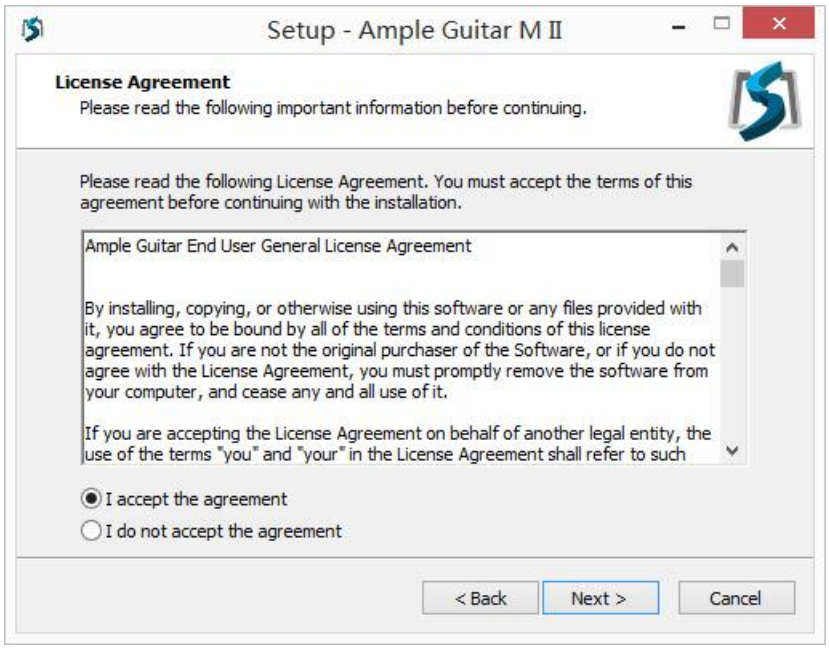
3. Select plugin formats to install. Change Location if you want to install sample library in a different place.



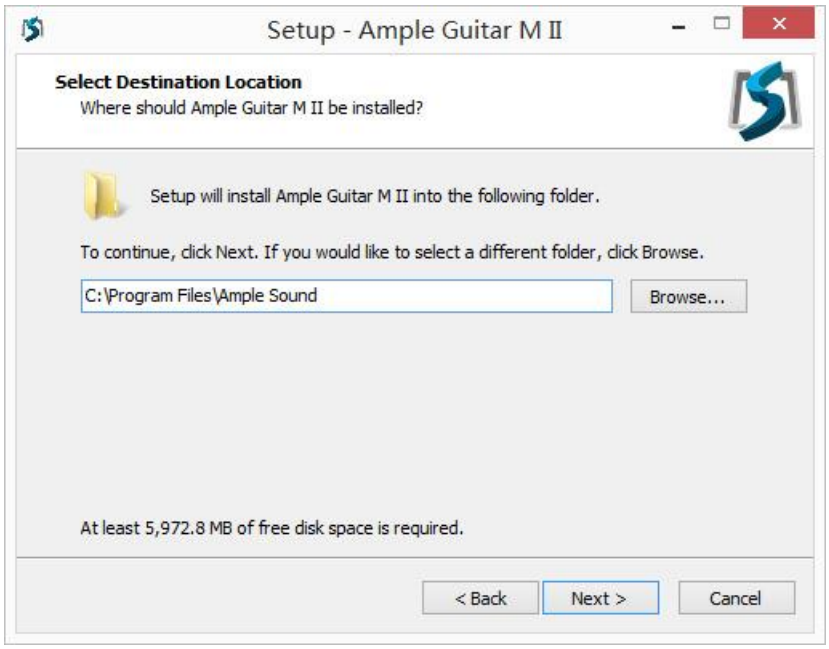
4. Close to exit.

1.2 Installation on Windows

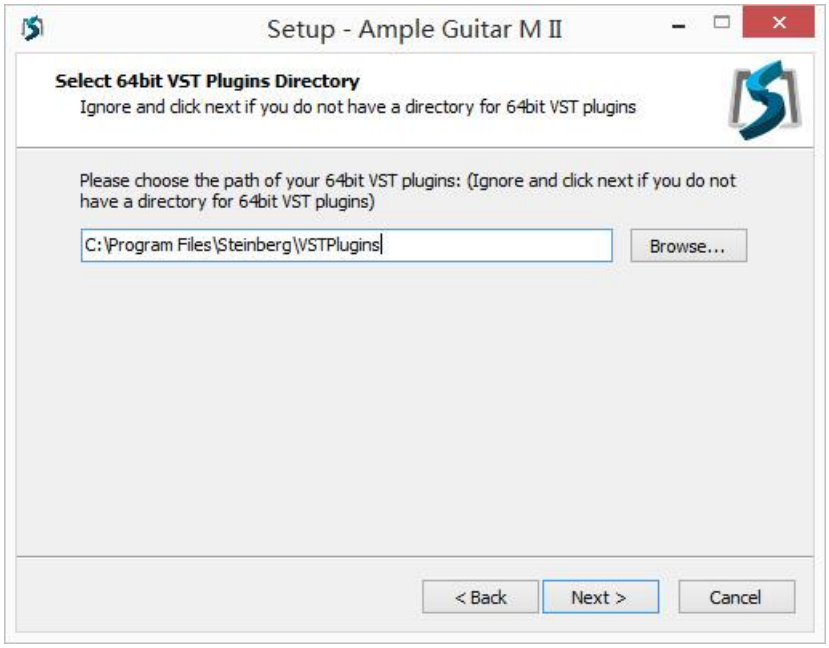
1. Continue to install.



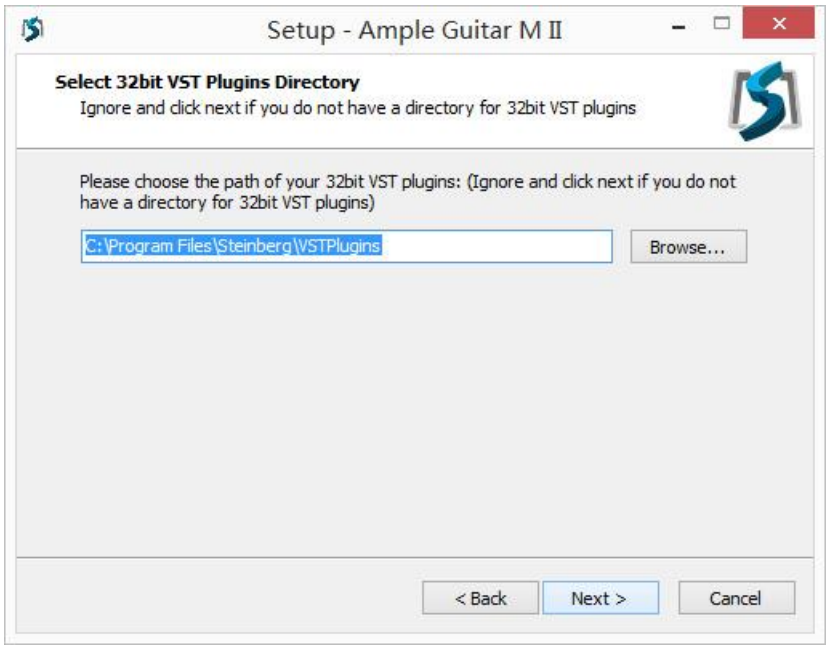
2. Read and accept the license agreement.



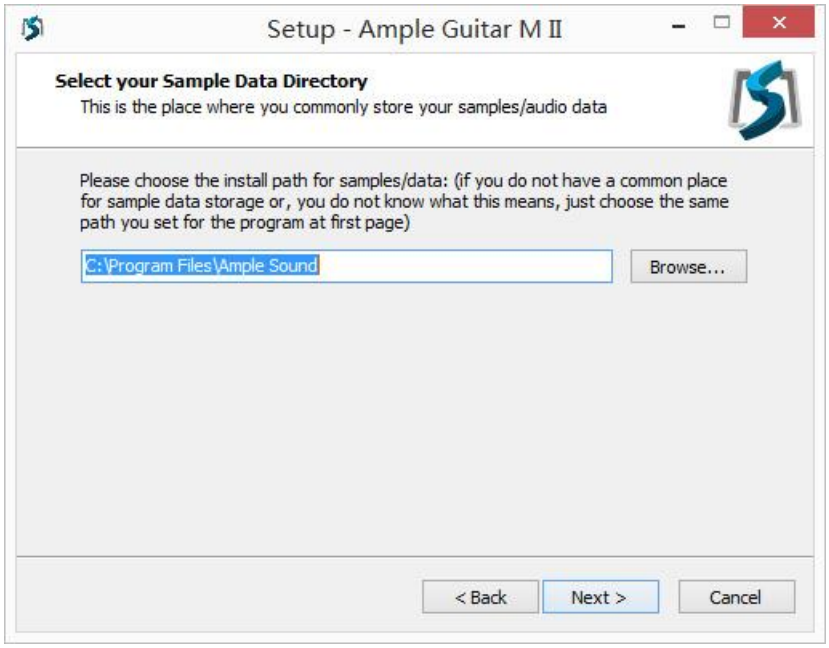
3. Specify location to install standalone.



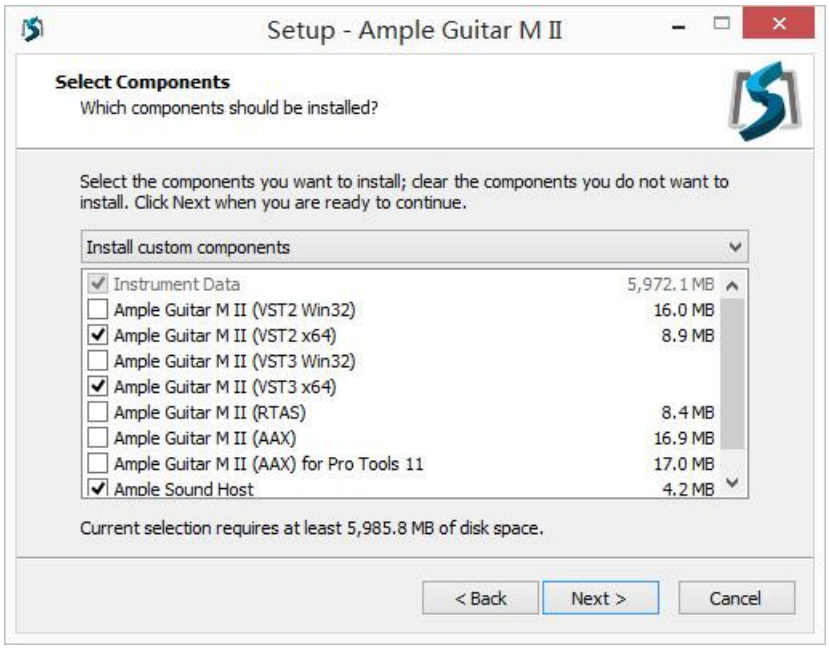
4. Specify location to install 64bit VST.



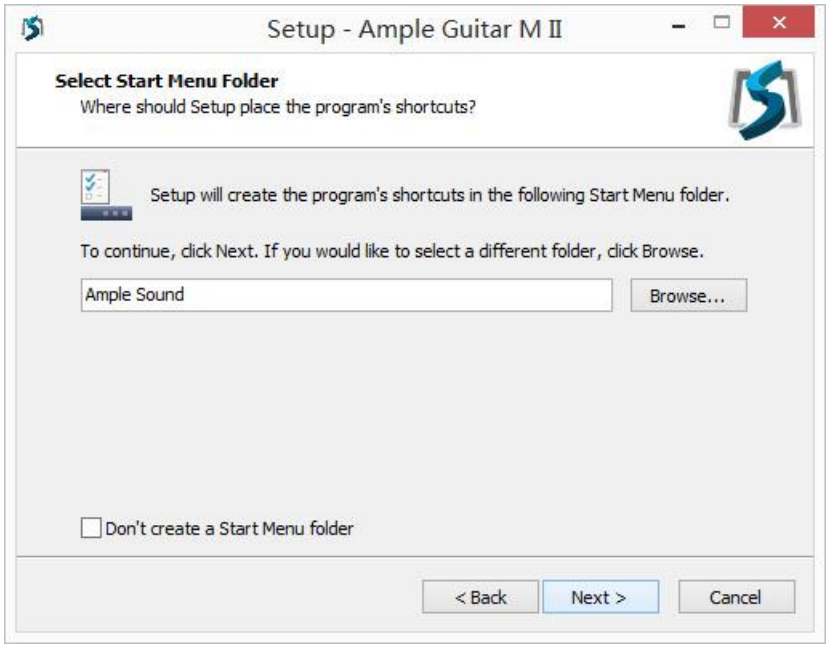
5. Specify location to install 32bit VST.



6. Specify location to install sample library.



7. Select plugin formats to install.

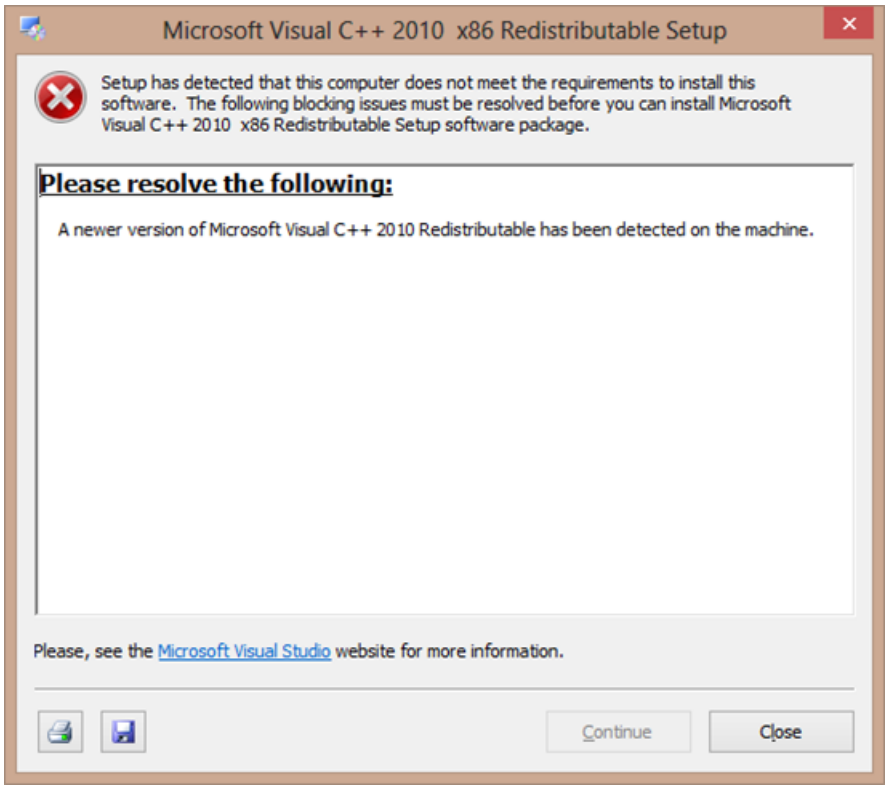


8. Choose if to create a Start Menu folder.

9. Finish to exit.

*Please install Microsoft Visual C++ 2013 Redistributable if program cannot run.

Microsoft official download page

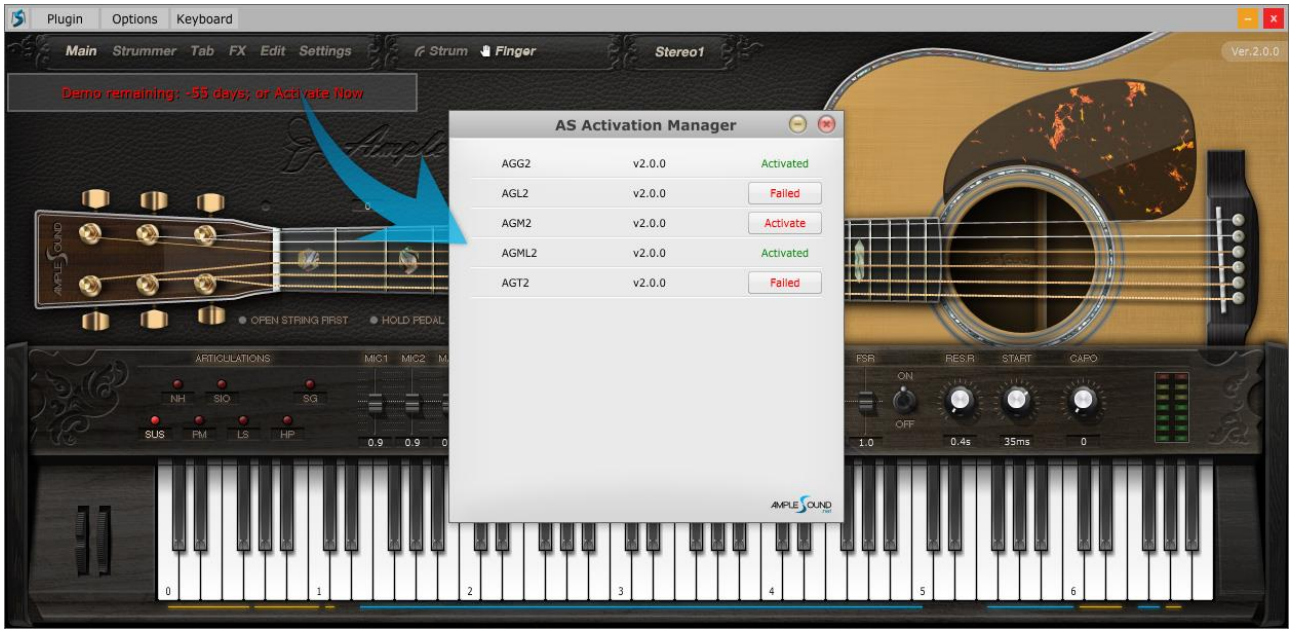


*If encountered with error shown above, please close and simply ignore it.

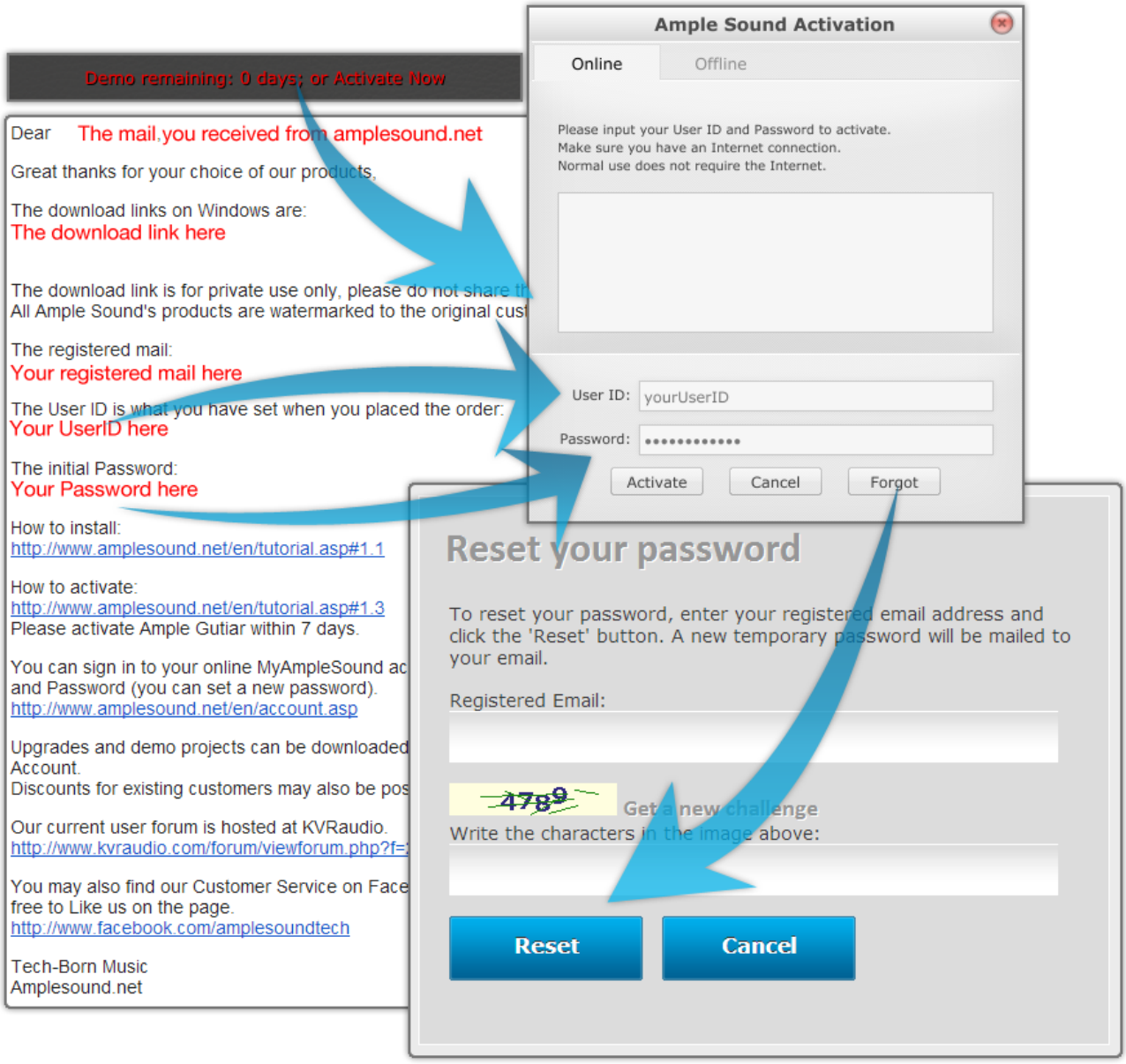
1.3 Activation

1. 7-days trial with full features is offered.

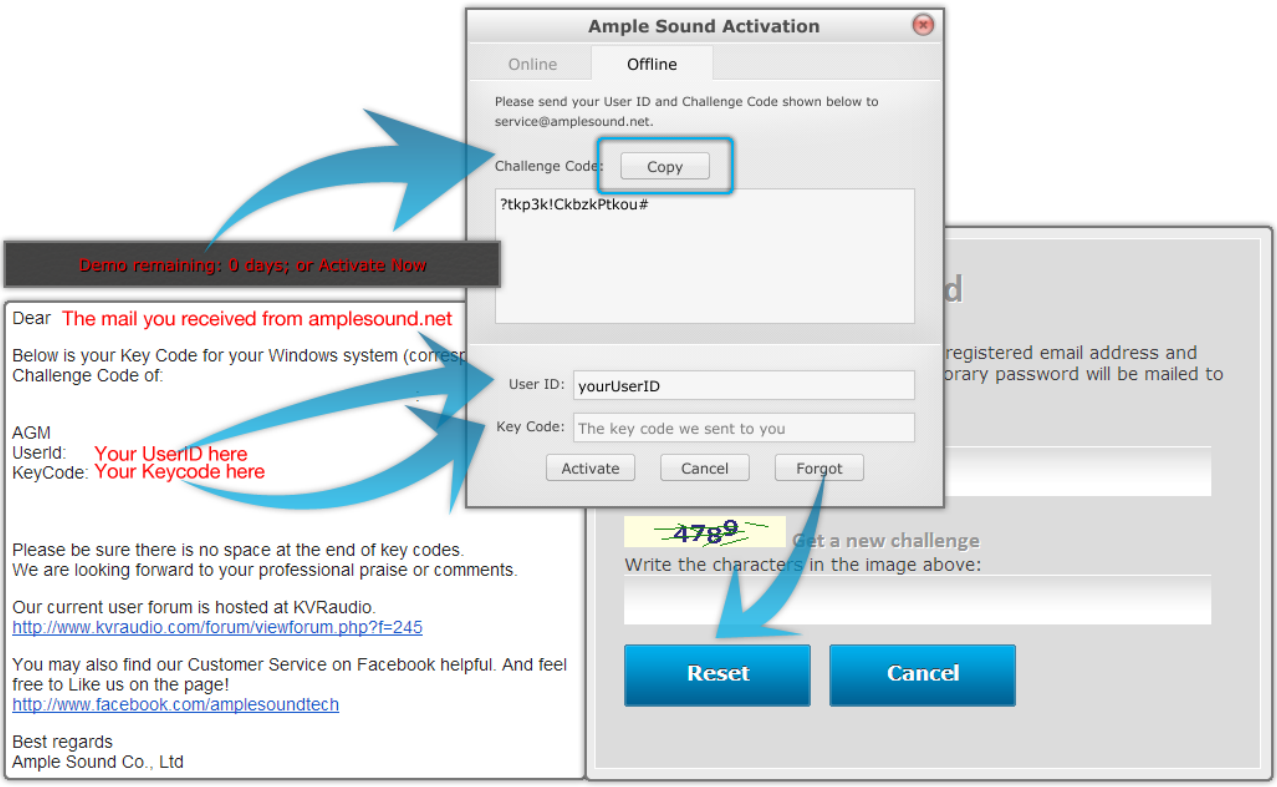
2. Trial requires an internet connection.



3. Activation: open Activation Manager to activate products.



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.

2 Parameters Setting

2.1 Overview of Settings Panel

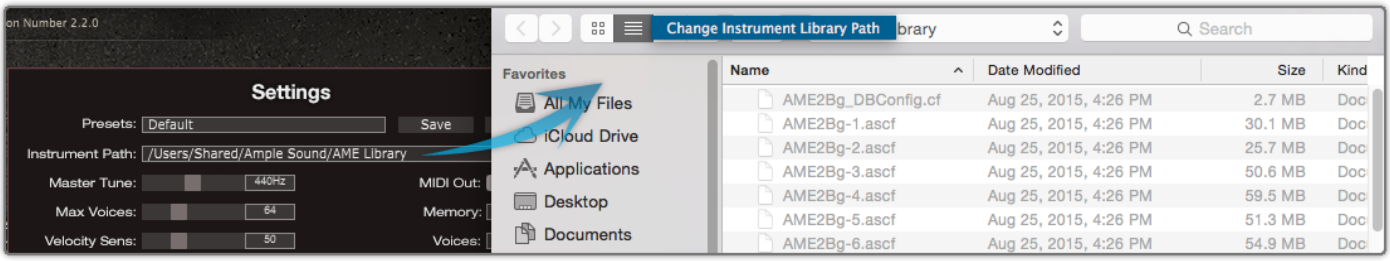
1. Save/Load Preset
2. Instrument Path Setting
3. Master Tune
4. MIDI Out
5. Max Voices
6. Real Time Memory Display
7. Velocity Sensitivity
8. Real Time Voices Display
9. Velocity Layer Thresholds
10. Bender Range
11. Poly Bender
12. Mod Wheel Range
13. Auto Mod Wheel
14. Hold Pedal Noise
15. Cycle Mode
16. Cycle *3
17. Cycle Reset
18. MIDI Guitar Mode Setting & Toggle

2.2 Save / Load Preset

You can save your current parameters setting as local file for later use with other projects or DAWs.

2.3 Instrument Path Setting

You can move sample library folder indicated by original path to anywhere, and set path to new location.

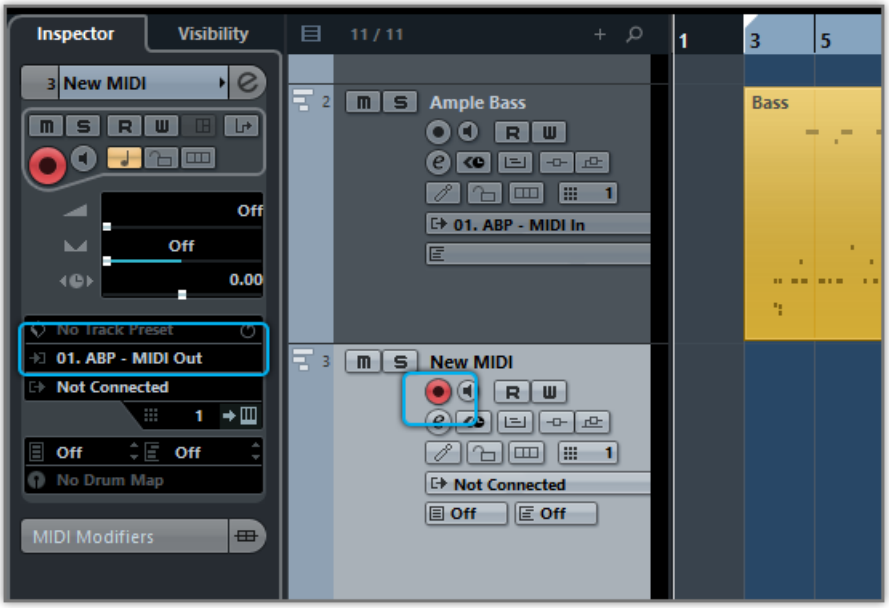


2.4 Master Tune

Default tune is in 440Hz. You can set tune to any non-standard between 430 and 450Hz.

2.5 MIDI Out

Toggle on MIDI Out, add a MIDI track in project and set the input to MIDI Out of Ample Bass. Then any note being played will be converted to MIDI, including those by tab.



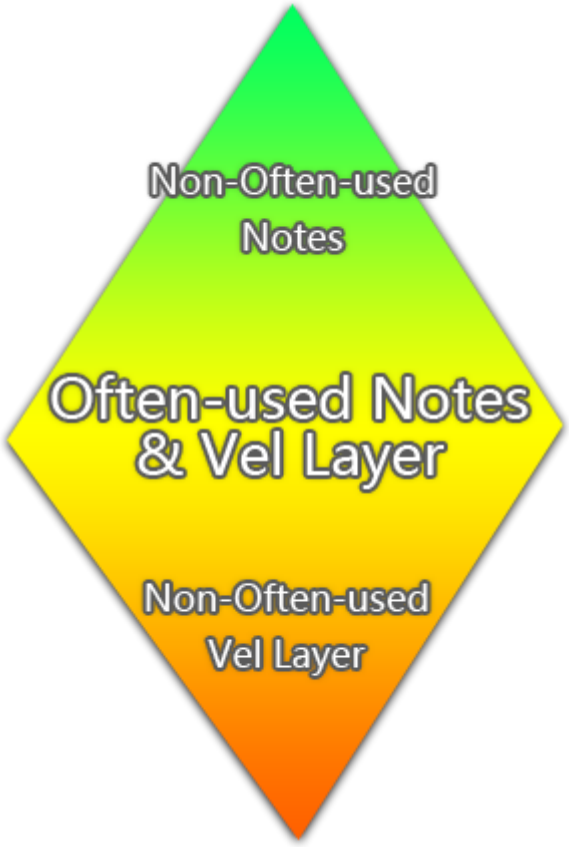
2.6 Max Voices

Defines the maximum number of voices which can be played simultaneously. Voices will be forced stop if the number goes beyond maximum.

2.7 Velocity Layers Thresholds

Each Cycle: Separate sample cycle for each note and each velocity layer, greatly improving humanization.

Rhombic Sampling Structure: Greatly improves sample utilization proficiency.



Sliders control velocity thresholds of corresponding layers. Adjust them according to your play style.

2.8 Poly Bender

When toggled on, open string and multiple notes can be bended.

2.9 Cycle Mode

You can switch cycle mode among Each Cycle (default), Round Robin and Random.

Each Cycle: Separate sample cycle for each note and each velocity layer, more appropriate for ARP and Strum.

Round Robin: more appropriate for Solo.

Random: Sample Cycle random.

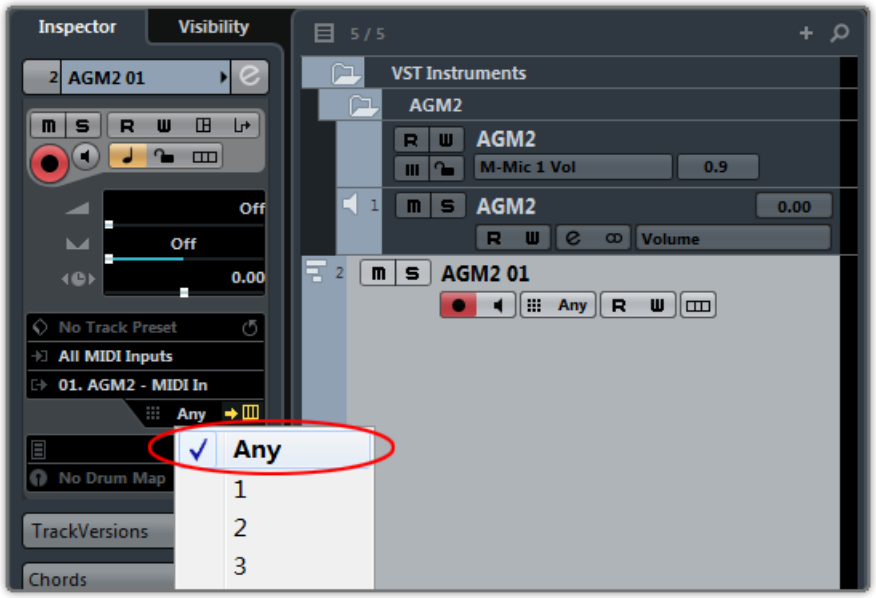
2.10 Cycle * 3 & Cycle Reset

Cycle*3: When toggled on, 3 times cycles will be available for each note.

Cycle Reset: You can reset cycle index here.

2.11 MIDI Guitar Mode Setting & Toggle

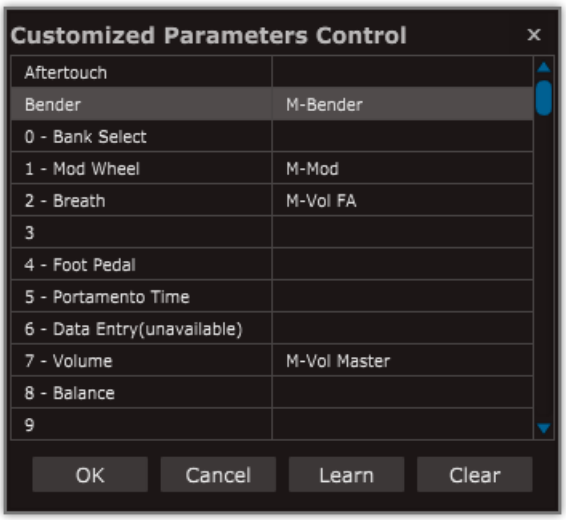
Toggle on when you use midi guitar as input. Make sure the input channel of midi track is set to all.



2.12 Customized Parameters Control

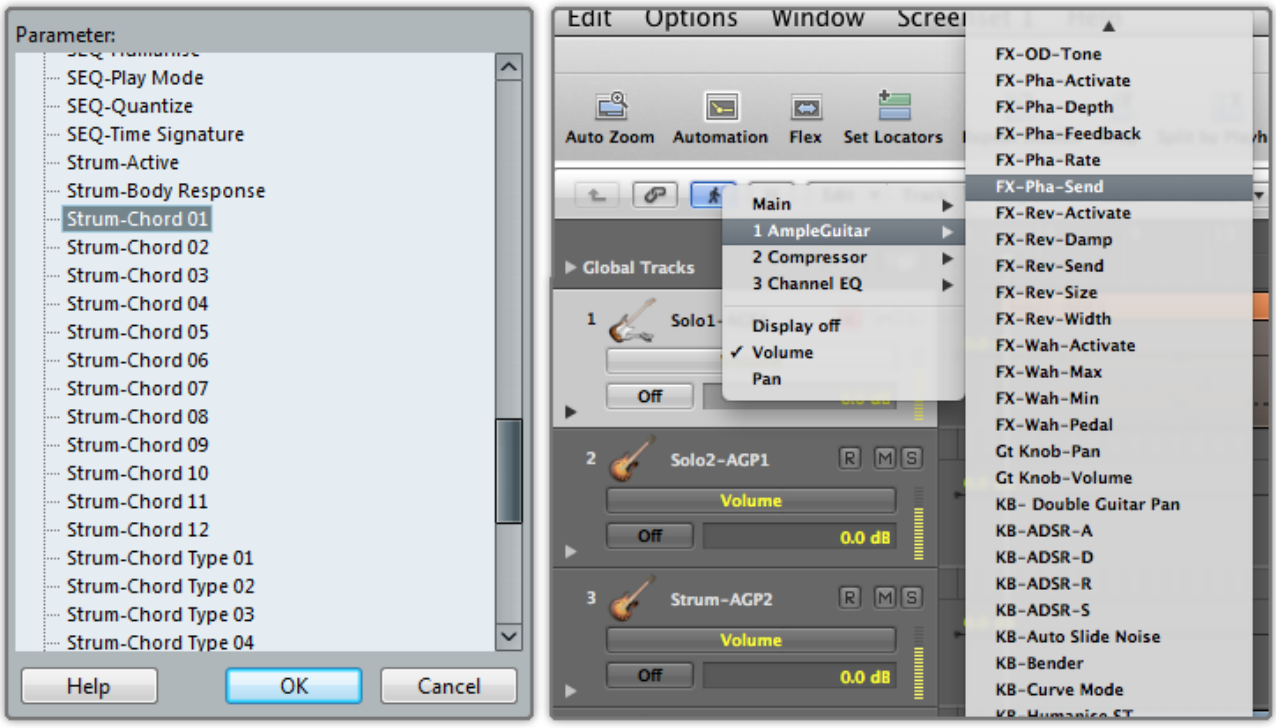
2.12.1 MIDI Controller

All buttons, knobs and sliders on GUI can be controlled by MIDI Controllers. Alt + click or right-click a control to open the dialog below and assign a controller.



1.Left Column: Available controllers, including After Touch, Bender & MIDI CC.
2.Right Column: Assigned parameters.
3.OK: Assign the selected controller to the control.
4.Cancel: Close dialog.
5.Learn: MIDI Learn.
6.Clear: Clear the assigned controller of the control.

2.12.2 Automation



You can also use automation to control parameters.

3 Instrument Panel

3.1 Overview of Instrument Panel

1. Sample Library Switch
2. Master Volume
3. Capo Logic - Intelligent Fingering Simulation Algorithm
4. StrMan
5. Open String First (G#6)
6. Hold Pedal
7. Play Mode Switch
8. Auto Legato Mode Switch(D#6)
9. Alternate Tuner
10. Volume Ratio

3.2 Sample Library Switch

You can switch between Finger and Pick sample libraries.

*Sample Library cannot be switched during play.

3.3 Open String First

Used for playing high position arpeggios with open strings. When toggled on, notes will be played priorly on open strings regardless of Capo Logic. G#6 can toggle it on with high velocity and off with low velocity.

3.4 Play Mode Switch

When keyboard mode is on, multiple notes can be played on same string simultaneously. When solo mode is on, only one note can exist at a time. Both keyboard mode and solo mode will mute Auto Legato.

3.5 Auto Legato Mode Switch

When two notes on the same string overlap and keyboard/solo mode is off, a legato will be automatically made. D#6 can switch auto legato mode, high velocity for Auto SL and low velocity for Auto HP.

3.6 Alternate Tuner

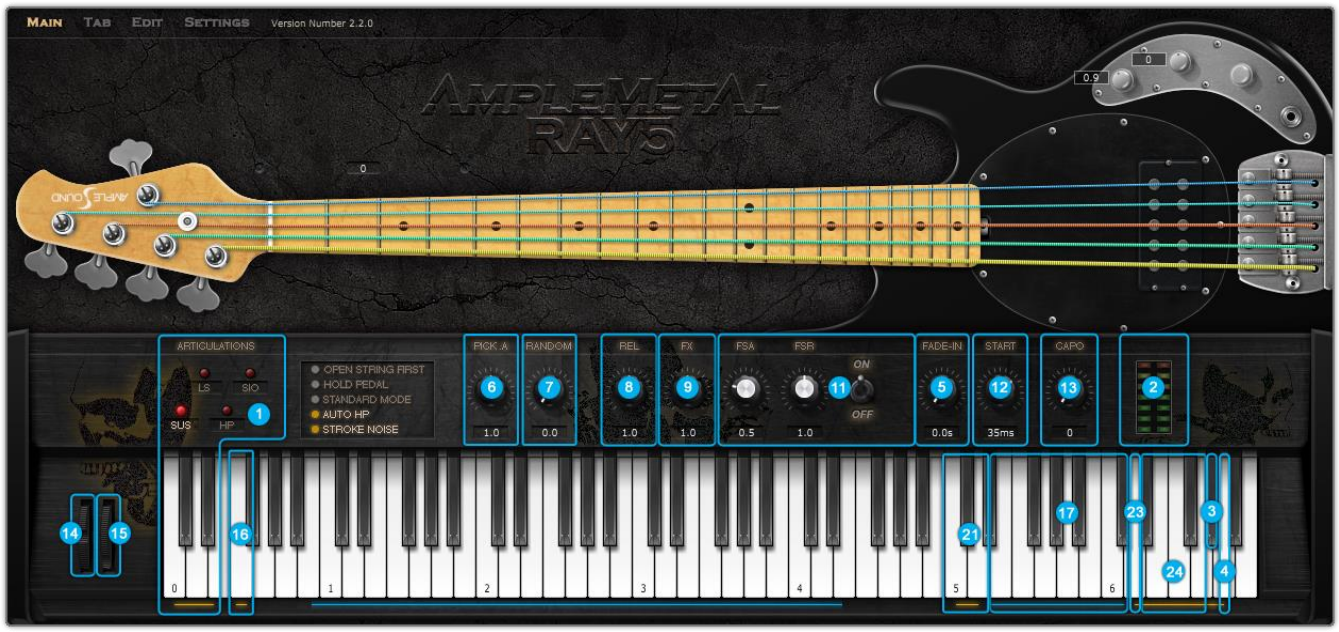
You can tune every string by turning its corresponding tuner, 2 semitones down at most. Tuning is fully compatible with strummer, tab and all articulations.

3.7 Volume Ratio

Adjusts the volume ratio of non-slap articulation to slap articulation.

4 Main Panel

4.1 Overview of Main Panel



1.Articulations & Poly Legato Keyswitches (Important)
2.Peak meter / Sound Mode, Pan & Width
3.Open String First Toggle
4.Tab Play Toggle
5.Fade In / DI Delay
6.Auto Buzz (Original) / Mic, DI & Master Volume & EQ / Pick Attack Accentuation
7.Auto Accentuation Noise (Original) / Pick Attack Random
8.Release Sound Volume
9.Noise Sound Volume
10.Accentuation Noise Volume
11.Fret Sound Toggle & Volume (Original)
12. Global Sample Start Time (Original)
13.Capo
14.Bender
15.Manual Vibrato Wheel (Original)
16.CapoMan
17.Fx Sound Group
18.Manual Buzz / Fx Sound Group 2
19.Dead Note
20.Octave Pattern (Original)
21.Single Note Repeater (Original)
22.Auto Accentuation Noise Toggle
23.Auto Legato Mode Switch
24.Strman

4.2 Articulations & Poly Legato Keyswitches

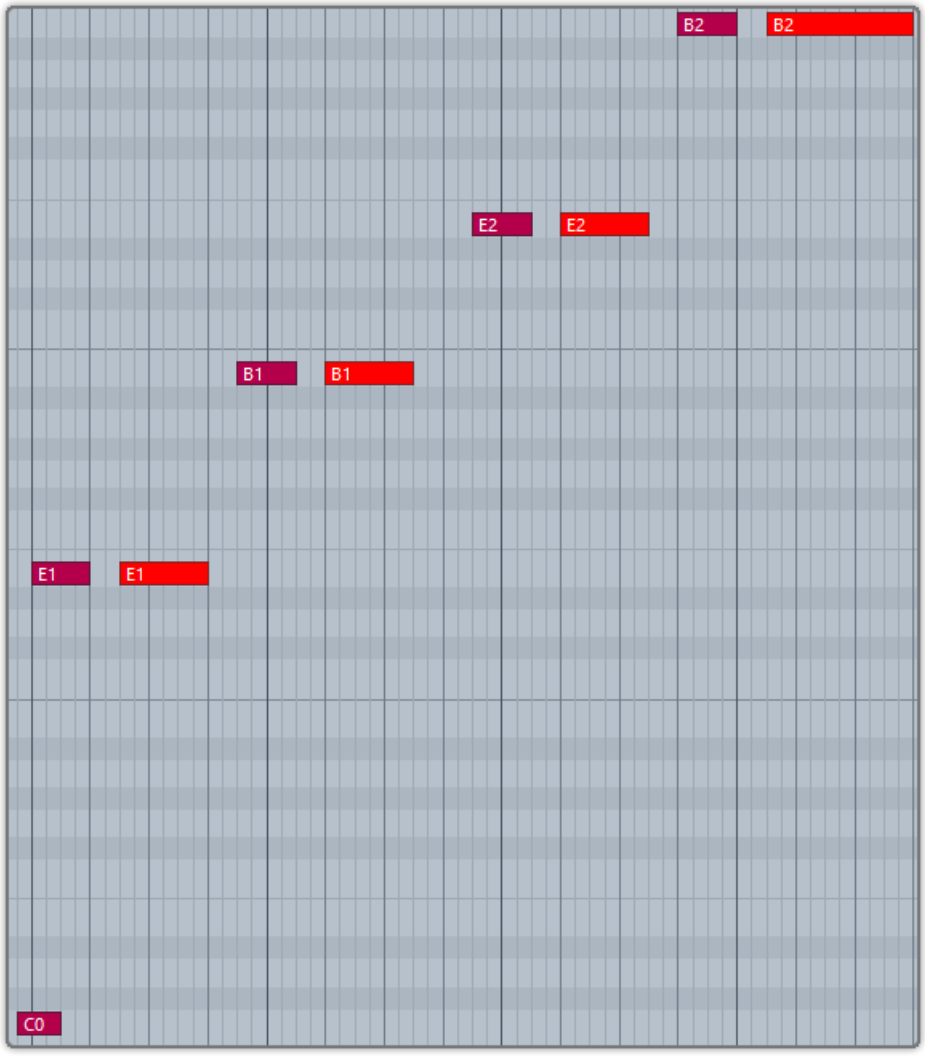
4.2.1 Acoustics & Electrics Basses

Abbr.	Full Name	Keyswitch	Range
SUS	Sustain	C0	B0-F4
NH	Natural Harmonic	C#0	E2-G4
PM	Palm Mute	D0	E1-F4
SIO	Slide In from below & Slide Out downwards	D#0	F#1-F4
LS	Legato Slide (Poly Legato)	E0	F1-F4
HP	Hammer On & Pull Off (Poly Legato)	F0	E1-F4
STA	Staccato	F#0	E1-F4
SLAP	Slap	G0	E1-F4
TAP	Tap	G#0	E1-F4
POP	Pop	A0	E1-F4

4.2.2 Metal Bass

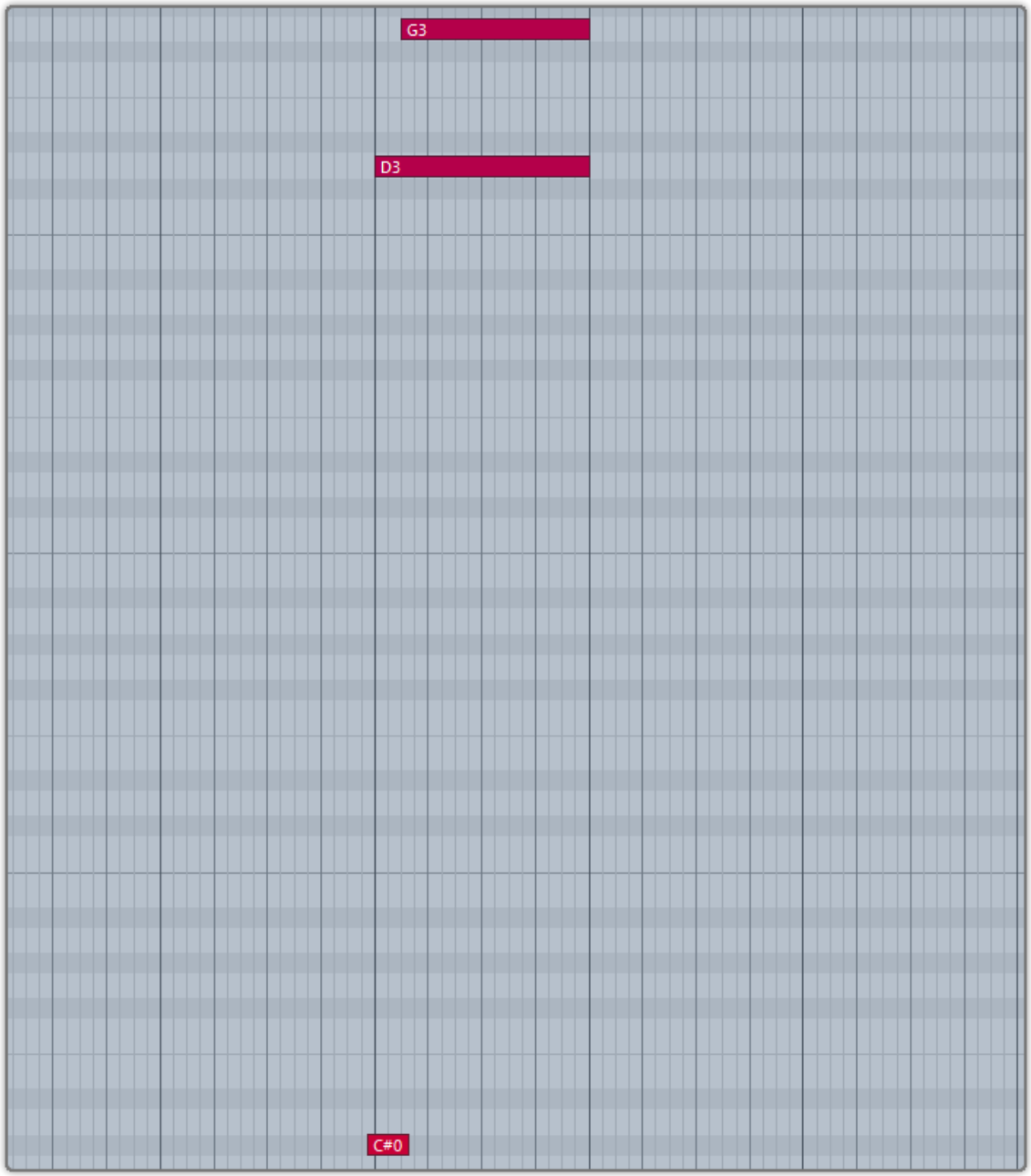
Abbr.	Full Name	Keyswitch	Range
SUS	Sustain	C0	B0-E4
LS	Legato Slide (Poly Legato)	C#0	C1-E4
HP	Hammer On & Pull Off (Poly Legato)	D0	B0-E4
SIO	Slide In from below & Slide Out downwards	D#0	C#1-E4

4.2.3 Sustain



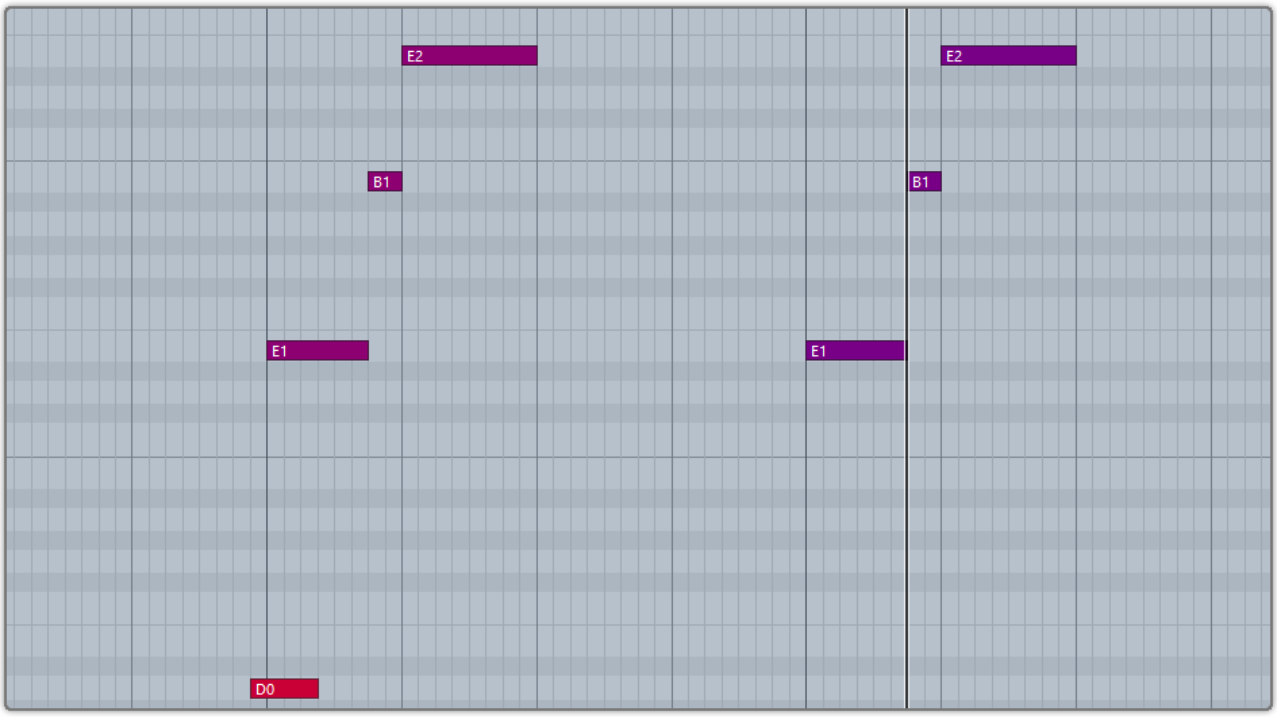
Keyswitch is C0.

4.2.4 Natural Harmonic



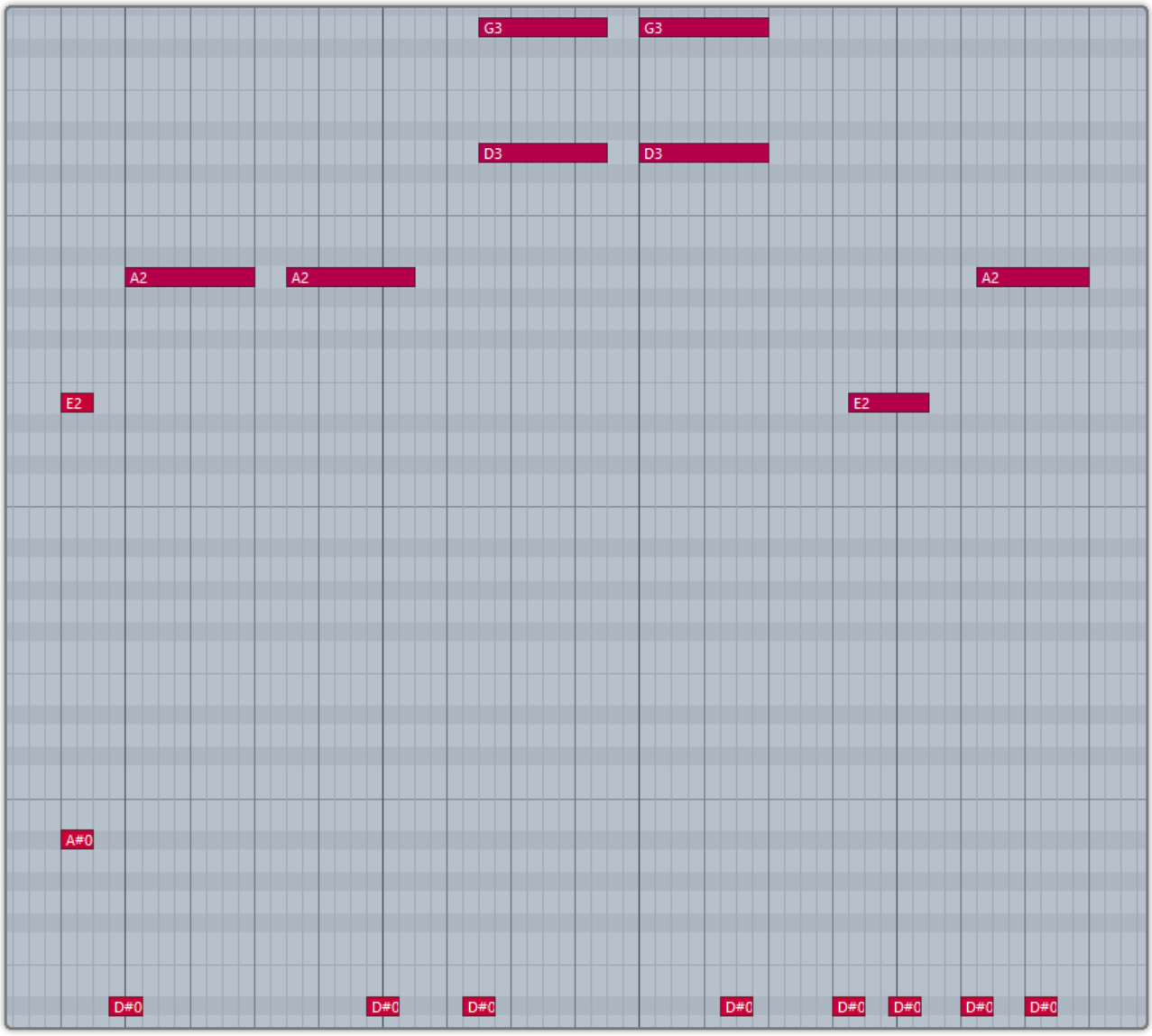
Keyswitch is C#0.

4.2.5 Palm Mute



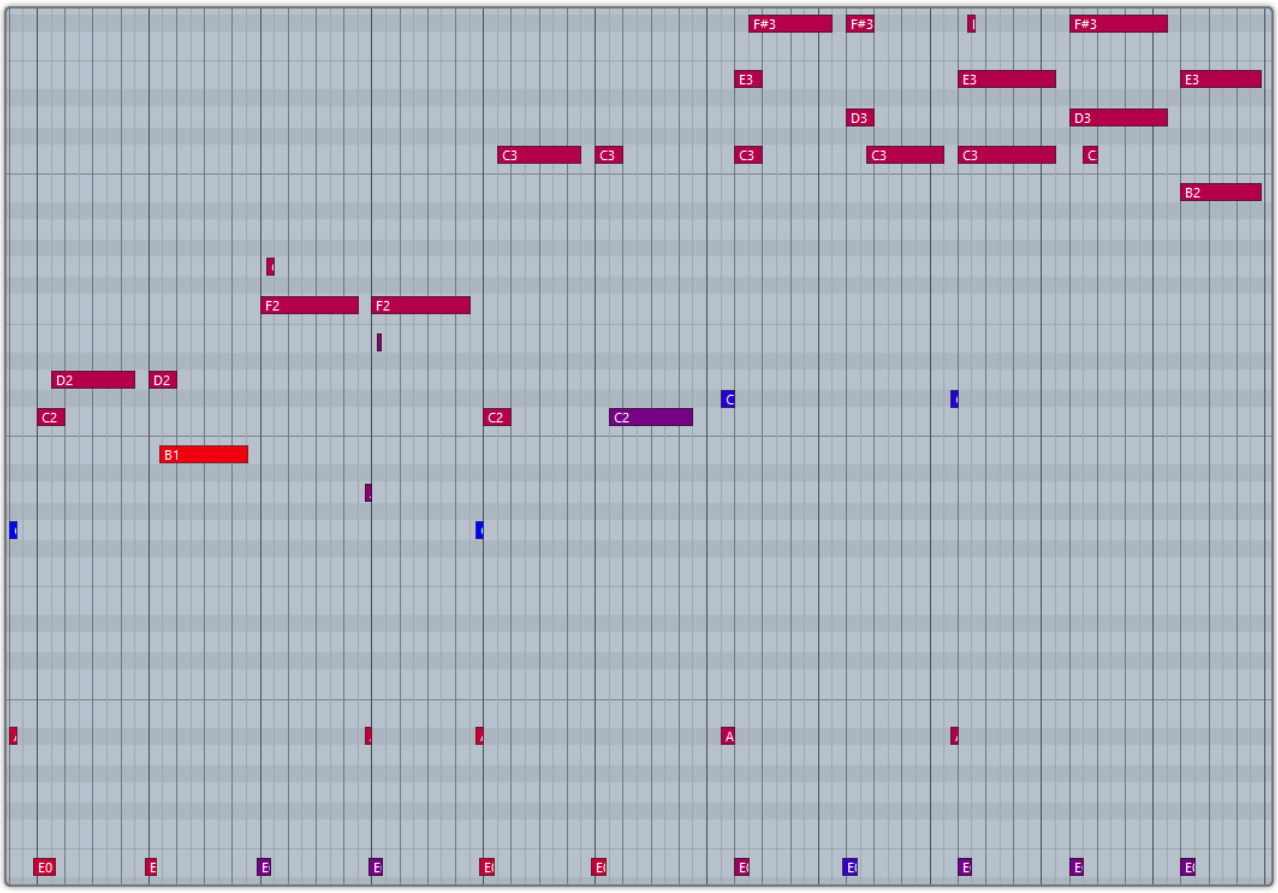
Keyswitch is D0. Subsequent note of low velocity will be dead note. If you press C0 and D0 at the same time, subsequent notes of high velocity will be Sustain and notes of low velocity will be Palm Mute.

4.2.6 Slide In from below & Slide Out downwards



Keyswitch is D#0. When D#0 is before a note, Slide In is triggered. When D#0 lies in a note, Slide Out is triggered. The velocity of slide is determined by D#0. Articulation will return to Sustain when note ends. Poly slide is supported.

4.2.7 Legato Slide (Poly Legato)



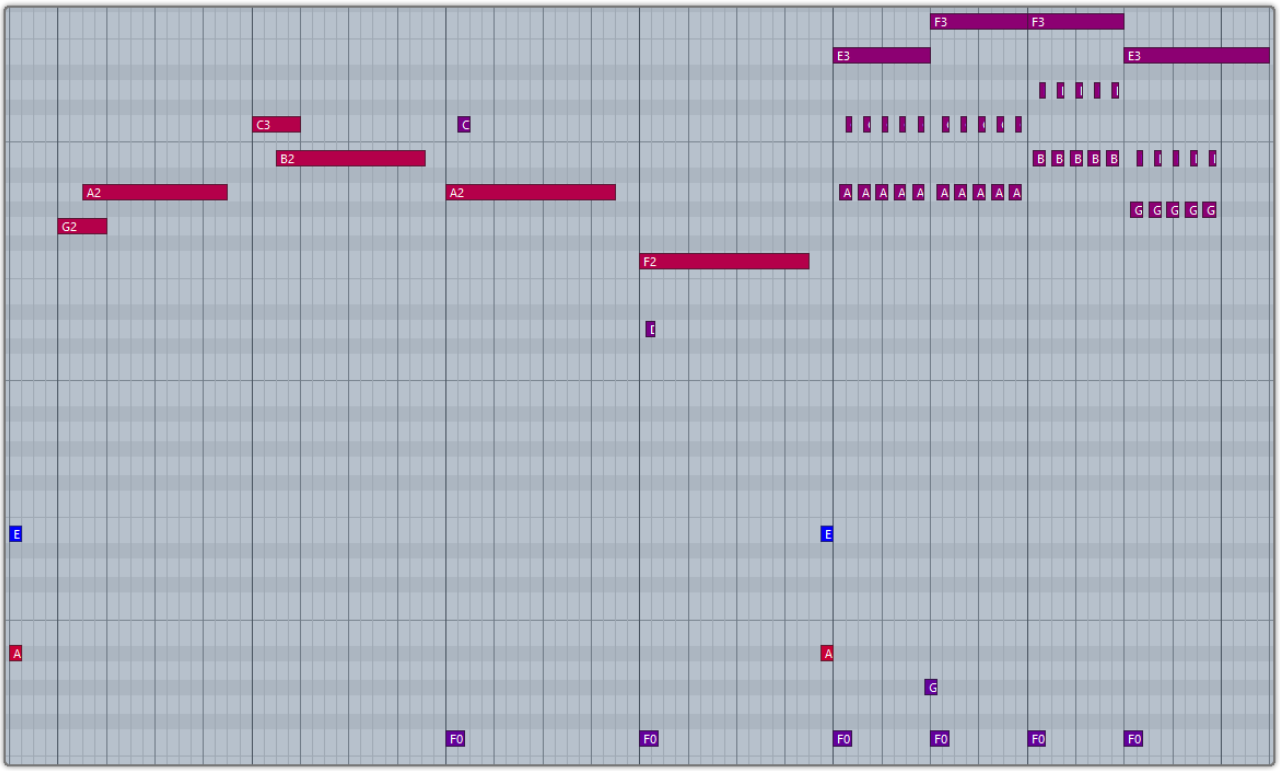
Keyswitch is E0. Two notes of Legato must overlap and E0 must be ahead of first note. Articulation will return to previous one when second note ends. Legato triggered by E0 of high velocity will change fret position. Low velocity will not.

Poly Legato (Original): The rule is same with mono legato except you only need to press the highest note of second set if you want to slide upward, or lowest note of second set if you want to slide downward.

Slide Smoother: The speed of a long legato slide (slide more than 2 frets) is determined by the velocity of second note. Higher the velocity, faster the speed.

Auto SL: When keyboard/solo mode is off and auto legato mode is Auto SL, two overlapped note on same string will legato automatically, no keyswitch needed.

4.2.8 Hammer On & Pull Off (Poly Legato)

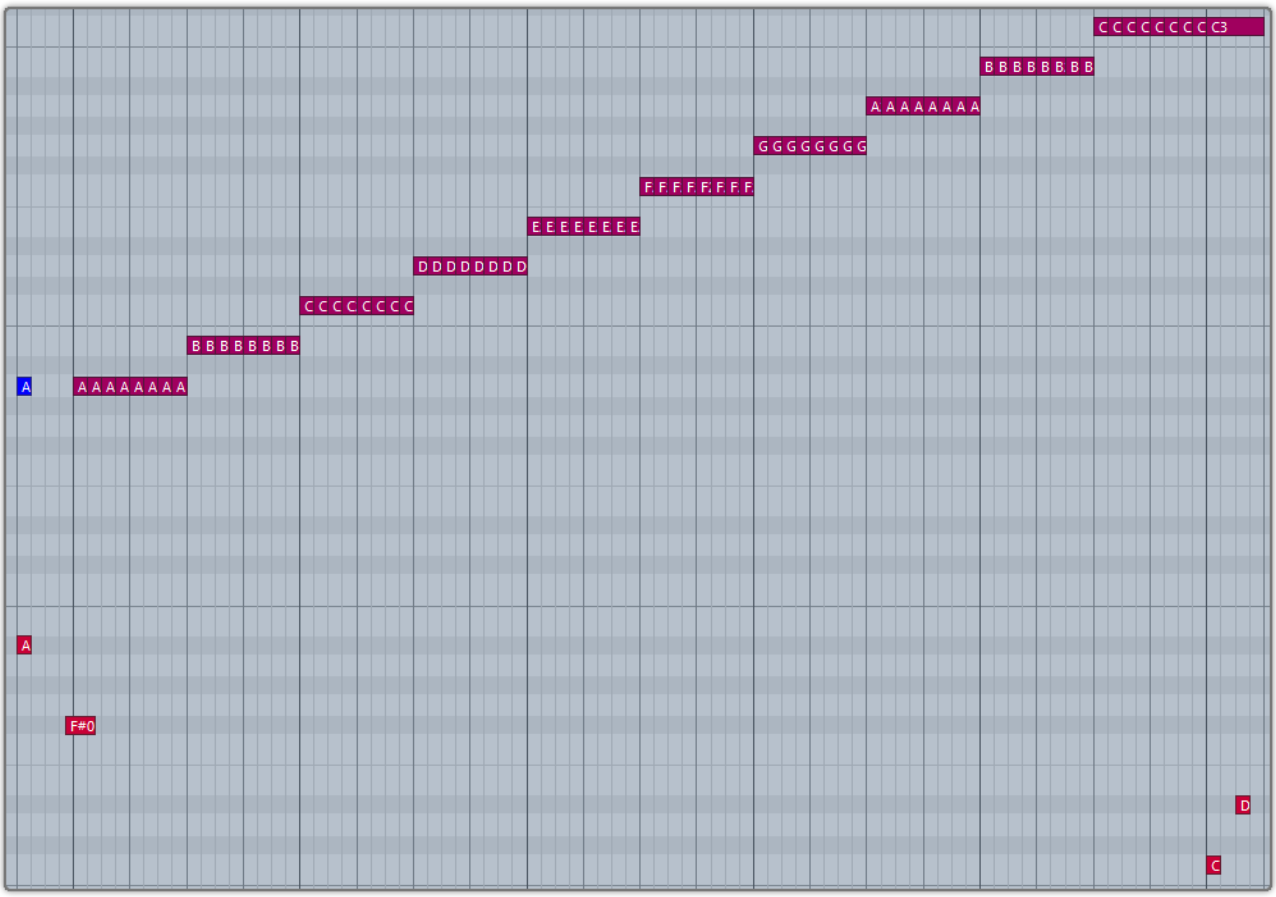


Keyswitch is F0. Two notes of Legato must overlap and F0 must be ahead of first note. Articulation will return to previous one when second note ends. Legato triggered by F0 of high velocity will change fret position if it goes beyond. Low velocity will not.

Auto HP: When keyboard/solo mode is off and auto legato mode is Auto HP, two overlapped note on same string will legato automatically, no keyswitch needed.

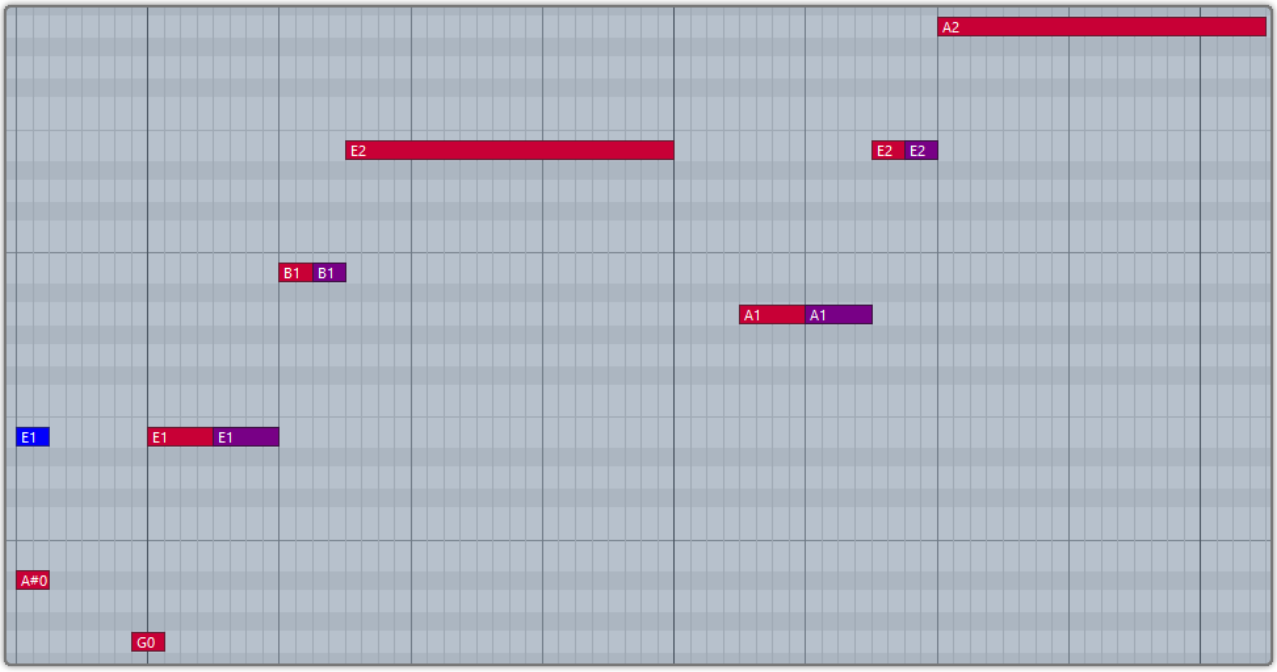
Poly Legato (Original): The rule is same with mono legato except you only need to press the highest note of second set if you want to hammer on, or lowest note of second set if you want to pull off.

4.2.9 Staccato



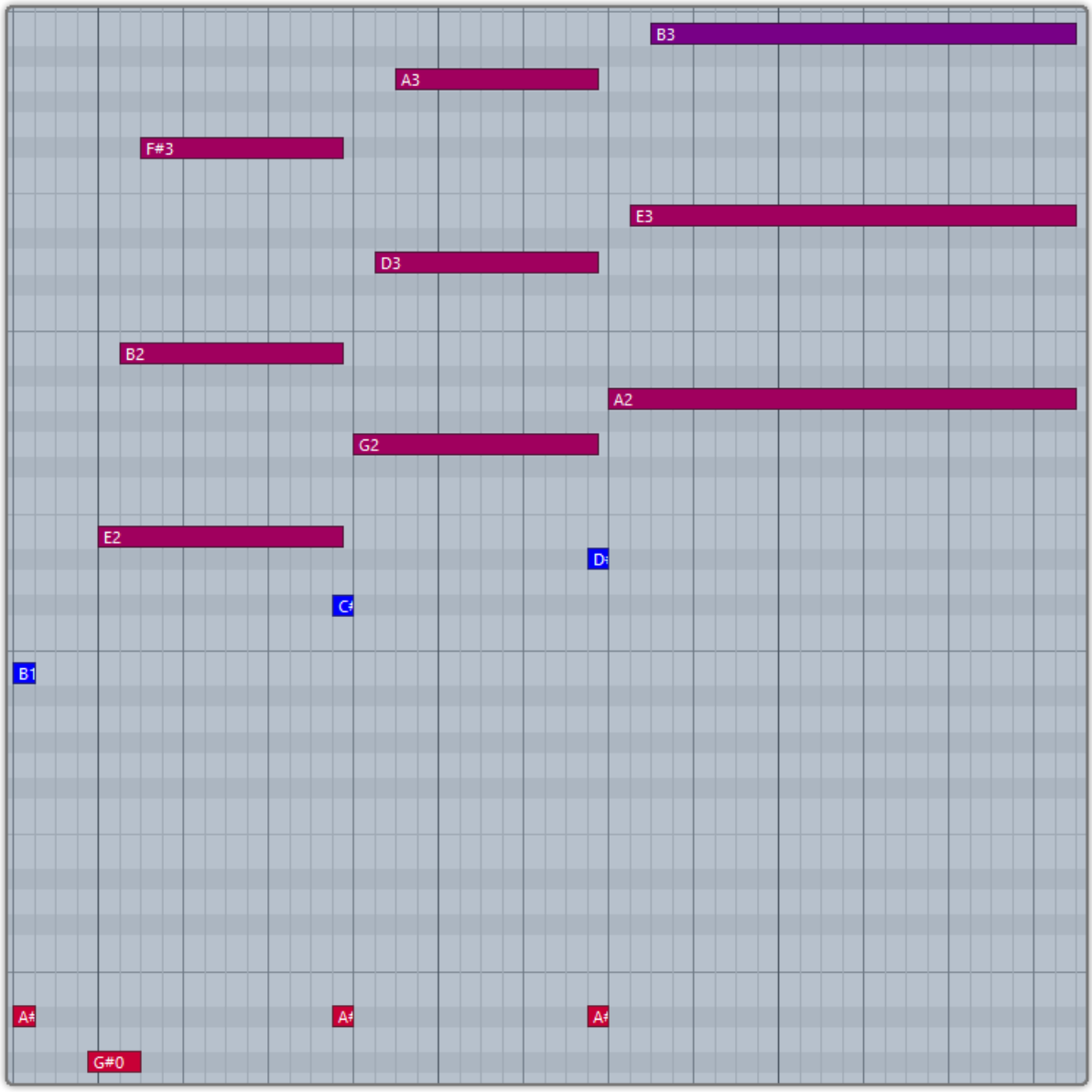
Keyswitch is F#0.

4.2.10 Slap



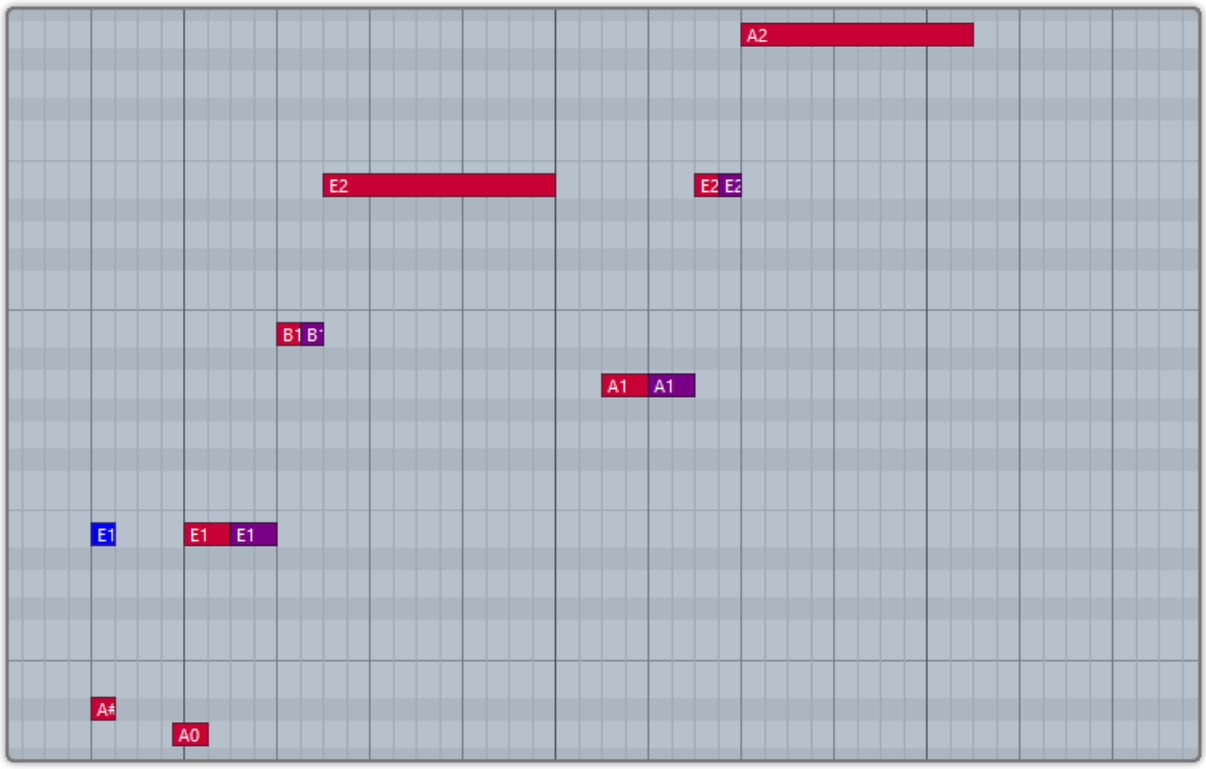
Keyswitch is G0. Subsequent note of low velocity will be slap noise.

4.2.11 Tap



Keyswitch is G#0.

4.2.12 Pop



Keyswitch is A0. Subsequent note of low velocity will be pop noise. If you press G0 and A0 at the same time, subsequent notes on string 3&4 will be Slap and string 1&2 will be Pop.

4.3 Mic & DI (Acoustic only)

Ample Bass Acoustic is recorded via Mic and DI simultaneously. You can solo or mute either and set EQ separately. Two mono and stereo modes are available. In addition, you can adjust mic and di volumes, pan and width to meet your need.

4.4 Auto Buzz/ Mic、DI、Master Volume & EQ / Pick Attack Accentuation

When toggled on, notes will be affected and adjusted. This feature is different with different Basses.

4.5 Auto Accentuation Noise/ Pick Attack Random

When toggled on, a noise will be randomly applied to sustain articulation depending on frequency.

4.6 Fret Sound Toggle & Volume

In real performance, hand is constantly moving and touching fretboard. Without fret sound virtual instruments would sound artificially "clean".

4.7 Global Sample Start Time

After pick strokes string, it takes around 50ms to get the string really vibrating. Ample Bass preserves the moment of the stroke, otherwise it will sound like piano.

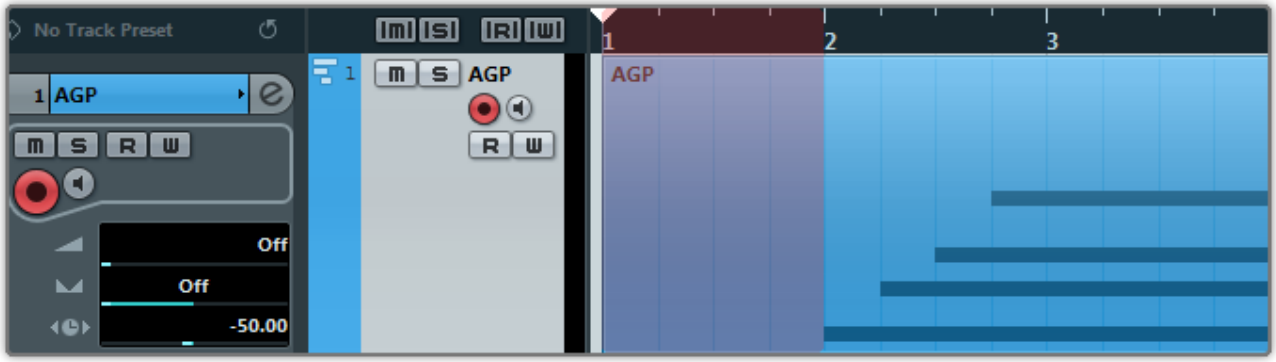
DOUBLE
REL
FX
RES
FSA
FSR
RES:R
START
SENS
VEL LAYER
ON
OFF
15
0.6
1.0
1.0
1.0
1.0
0.4s
0ms
100
32
64
96
AGP
Off
0.00
-50.00
MIDI Thru
Solo-AGF1
Icon:
Core Audio: Inst 2
MIDI Channel: All
Freeze Mode: Pre Fader
Transposition:
Velocity:
Key Limit: C-2 G8
Vel Limit: 0 127
Delay: 0.0 ms
Delay: -50.0 ms
No Transpose:
No Reset:
Style: Auto
Global Tracks
Solo-AGF1
PM-AGF1
ARP&PM-AGF2
AGF-Autum...
ARP-AGF2
Timebase
Beats
Group
None
Layers
Delay
0.00 ms
-50.00 ms
Transpose
NH-AGF2
AGF
AGF 2
All Inputs
Ch: 1
Forward
Key + 0
Time + 0
Time + -50
Patch Browser...
Normal
Clips
Real-Time Properties
Apply to:
track "Inst 1"
Quantize
swing
Duration
Delay
Velocity
Dyn:
Transpose
Write to Track

Set Start Time to 50ms and Track Delay of DAWs to 0ms as shown in the figure above on the left when you are playing a MIDI keyboard.

Set Start Time to 0ms and Track Delay of DAWs to -50ms as shown in the figure above on the right when you are playing tracks or exporting audio.

If your DAW doesn't support Track delay, you will need to drag tracks a few ms (according to start time) forward manually, or use the formula of Time to BPM: Track Delay(beat) = Time(s) * Tempo / 60, e.g. for 50ms, you need to drag tracks 0.1 beat or 48 ticks forward when Tempo = 120.

You need to export audio one bar earlier after Track Delay is set as shown in the figure below.



For Ample Bass Acoustic, since DI channel transmits earlier than Mic channels, you can adjust DI Delay to avoid phase cancellation.

4.8 Capo

Shifts all incoming notes without need to change original.

4.9 Manual Vibrato Wheel

Vibrato can be controlled by hand like a real musician does. An intensive vibrato is triggered when the wheel position exceeds 3/4.

4.10 StrMan & CapoMan

4.10.1 StrMan

Specify a string to be played manually. E6-G6 correspond to 4th string-1st string. High velocity StrMan will affect fret position while low velocity will not.

4.10.2 CapoMan

Switch to a fret position manually. Press A#0 and the CapoMan line (yellow) will appear. Then press E1-A#2 to switch to position 0-18 respectively. For metal, press B0-E2 to switch to position 0-17 respectively.

4.11 FX Sound Group

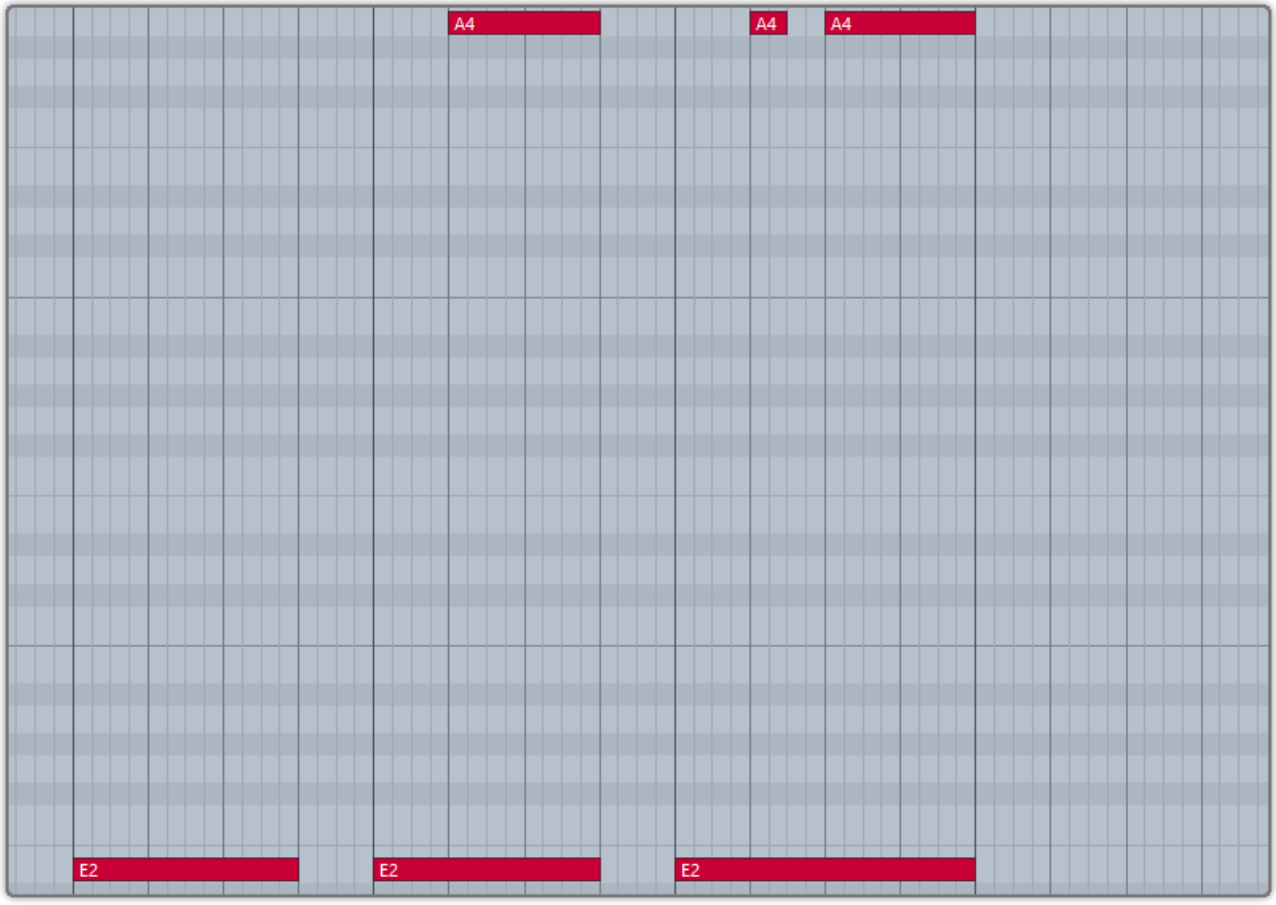
4.11.1 Acoustics & Electrics Basses

Note	FX Sound
G#4	Hit Top (Mute)
A4	Hit Top (Open)
A#4	Hit Rim
F5	Scratch 1
F#5	Scratch 2
G5	Accentuation Noise
G#5	Slap Noise by Left Hand
A5	Slap Noise by Right Hand
A#5	Fx Slide 1: SIO on E string
B5	Fx Slide 2: SIO on A string
C6	Fx Slide 3: SO on E string
C#6	Fx Slide 4: SO on A string

4.11.2 Metal Bass

Note	FX Sound
D#5	Downstroke Noise
E5	Upstroke Noise
F5	Scratch 1
F#5	Scratch 2
G5	Silent Press
G#5	Fx Slide 1: SIO on B string
A5	Fx Slide 2: SIO on E string
A#5	Fx Slide 3: SIO on A string
B5	Fx Slide 4: SO on B string
C6	Fx Slide 5: SO on E string
C#6	Fx Slide 6: SO on A string

4.12 Buzz



When you press A4, all ringing notes will be buzzed.

4.13 Octave Pattern

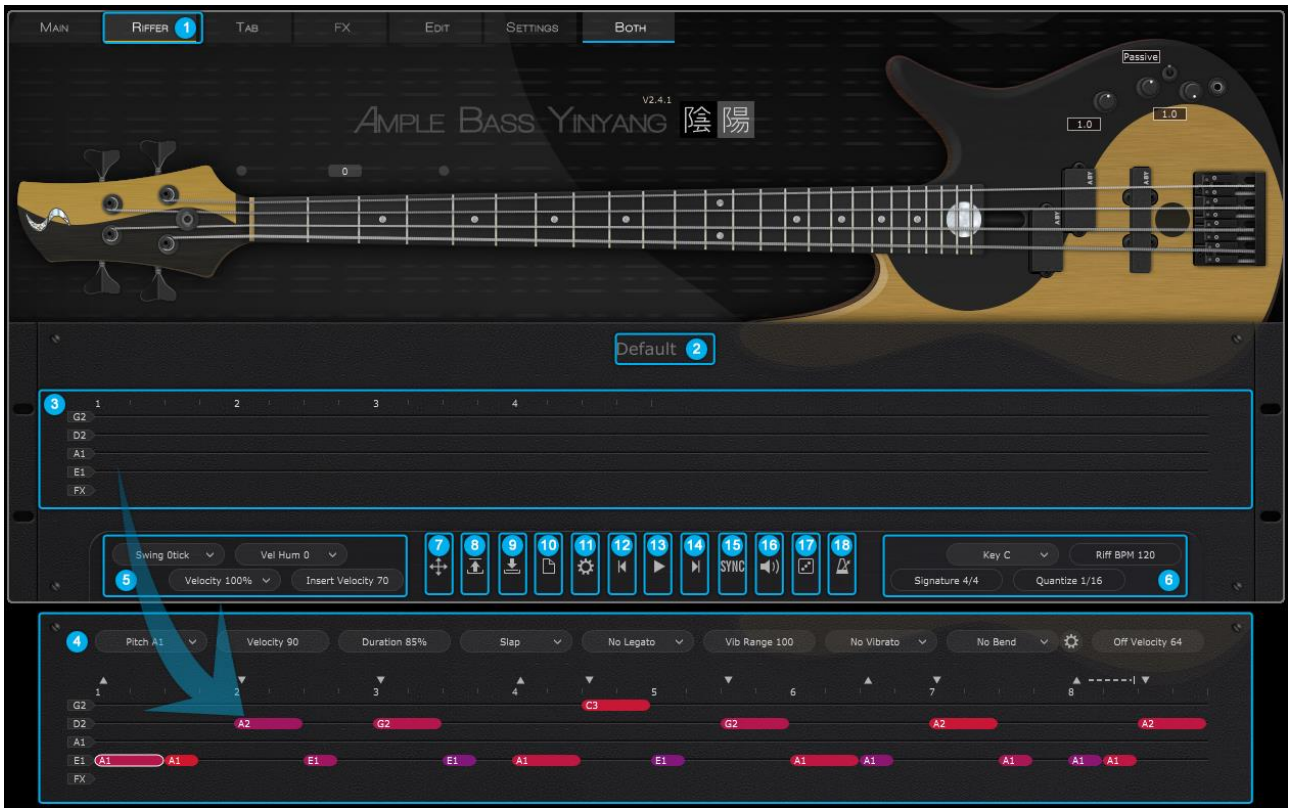
Press B4, C5, D5 and E5 will respectively trigger descending fourth, unison, ascending fifth and ascending octave of current note or last ended note with octave shape.

4.14 Single Note Repeat

You can press C#5 and D#5 to repeat notes being played or last ended note. Multiple notes are supported.

5 Riffer Panel

5.1 Riffer Overview

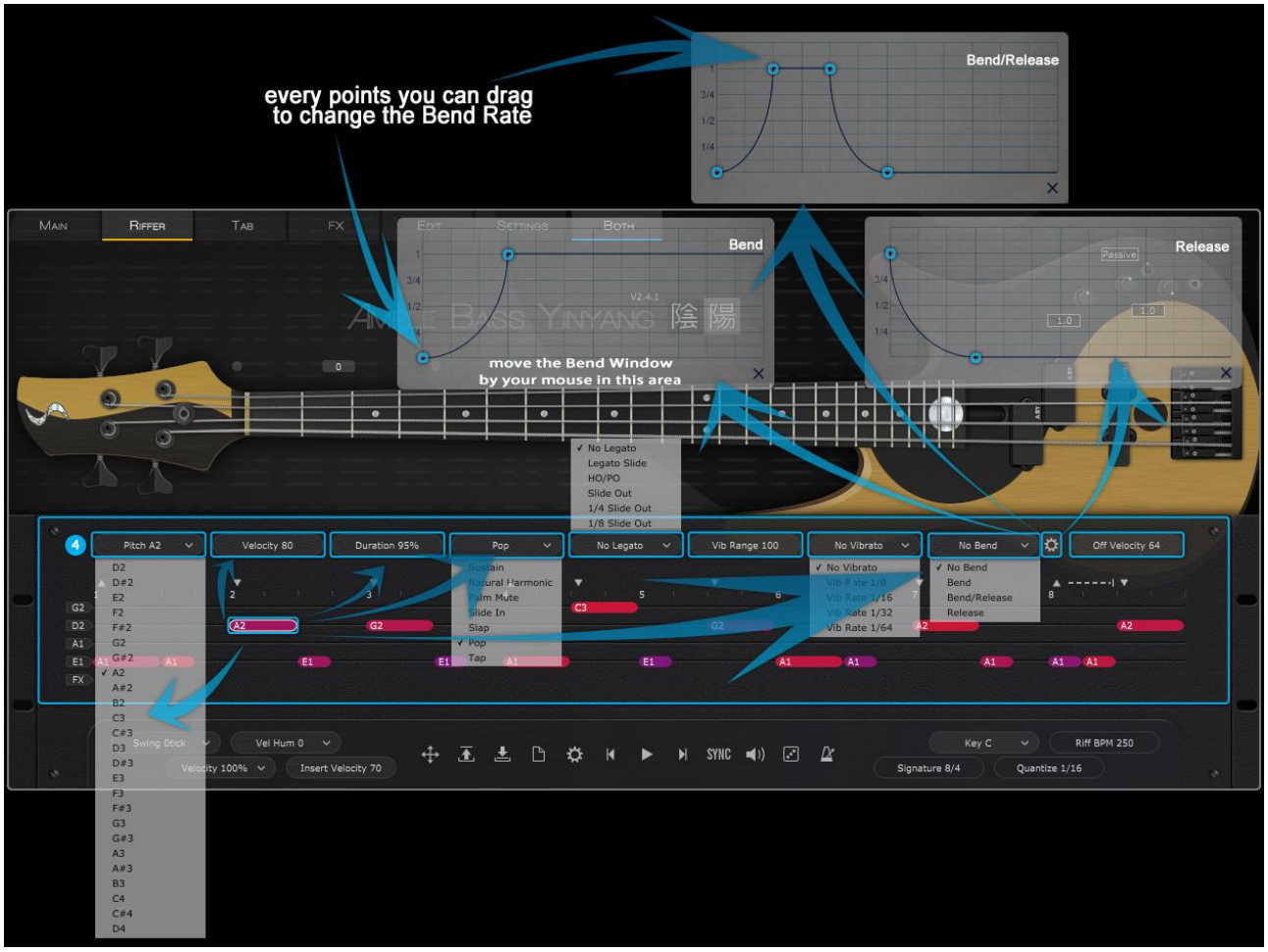


1. Riffer Panel button	-
2. Riff title	-
3. String Roll	-
4. Note attributes	Select a note, the title area will be replaced by note attributes
5. Global attributes	Includes Swing, Velocity Humanization, Velocity Proportion and Insert Velocity 4 options
6. Score attributes	Include Key, Time Signature, BPM and Quantize 4 options
7. Drag to Host	-
8. Load Riff	-
9. Save Riff	-
10. New Riff	-
11. Preferences	-

12. Load Previous Riff	-
13. Riff Play Toggle	The playing position from the selected note
14. Load Next Riff	-
15. Riff Sync Toggle	-
16. Riff Acoustic Feedback Toggle	-
17. Dice	-
18. Riff Metronome Toggle	-

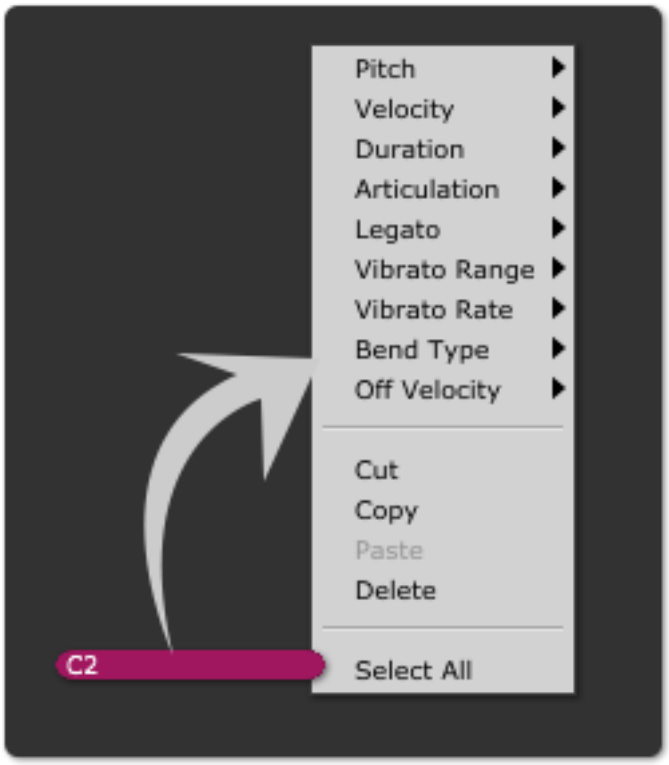
5.2 Edit Note Attributes

5.2.1 Note Attributes Overview



There are Pitch, Velocity, Duration, Articulation, Legato, Vibrato Range, Vibrato Rate, Bend Type, Bend Editor, Note Off Velocity, altogether 10 options for each note.

5.2.2 Right-Click Menu



5.2.3 FX-Line

Velocity and FX type, 2 options for FX notes.

*The FX type is different on different basses.

5.2.4 Key Commands

Left Click	Enter a note on strings or FX-line
Drag the note vertically	Change Pitch
Drag the border of note horizontally	Change Length
Ctrl + Drag the note vertically	Change Velocity
Ctrl + Drag the border of note horizontally	Change Duration
Shift + Drag the note	Move Note

Double Click the note	Delete Note
Right Click the note Alt\Option + Left Click	Right-Click Menu

5.2.5 Note Attributes

Icons of Articulations & Legato

	Nature Harmonic	All Basses except AMR
	Palm Mute	All
	Slap	Electric Basses
	Pop	Electric Basses
	Tap	Electric Basses
	Staccato\Repeat Note	ABP and ABJ
	Slide In	All
	Slide Out	All
	Hammer On & Pull Off	All
	Legato Slide	All
	Bender	All
	Vibrato	All

*The articulations and Legato are different in different basses.

Icon Position

Top Left: Bender

Top Right: Vibrato

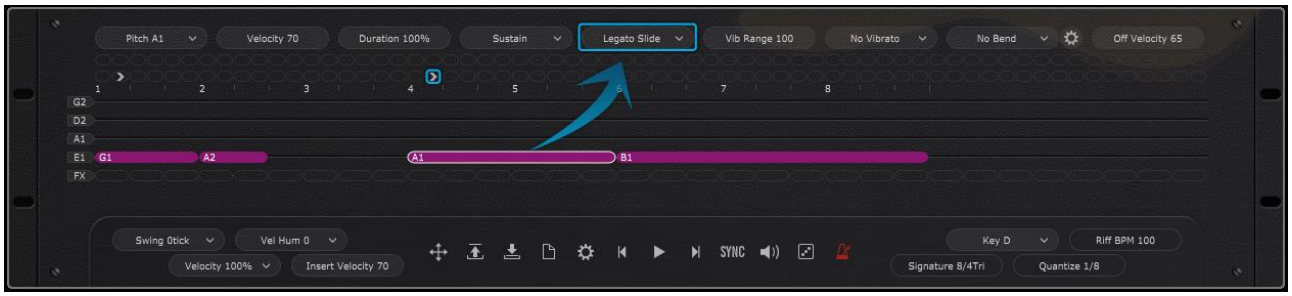
Bottom Left: Articulations

Bottom Right: Legato Slide

5.2.6 Articulation & Legato Rules

a. Legato is available when notes are next to each other and on the same string, the Legato must be marked on the first note.

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.



b. Nature Harmonic is available on the nature harmonic positions (5th, 7th, 9th and 12th) ，the pitch is the same as Sustain.

c. Muted Slap or Muted Pop is available when switching to Slap or Pop, and the velocity is 1 – 63.

d. Pop Slide In is available when switching to Slide, and the velocity is 127.

e. Slide Out: Slide Out from the 50% point of the note.

f. 1/4 Slide Out: Slide Out from the 75% point of the note.

g. 1/8 Slide Out: Slide Out from the 87.5% point of the note.

h. Note Off Velocity： control the volume of Release and Fingered Release.

5.2.7 Tuner

The tuners could be adjusted on the head of bass.

5.3 Score & Global parameters

Swing tick	-
Velocity Humanization	If the velocity is 80 and set Velocity humanization to +/-20, the value will be 60 – 100
Velocity Proportion	Controls the percentage of original velocity with which to play
Insert Velocity	Default Note Velocity

Key	Transpose the key of Riff
Time Signature	Follow Global Time Signature when SYNC is on
BPM	Follow DAW's BPM when SYNC is on
Quantize	Follow Global Quantize when SYNC is on

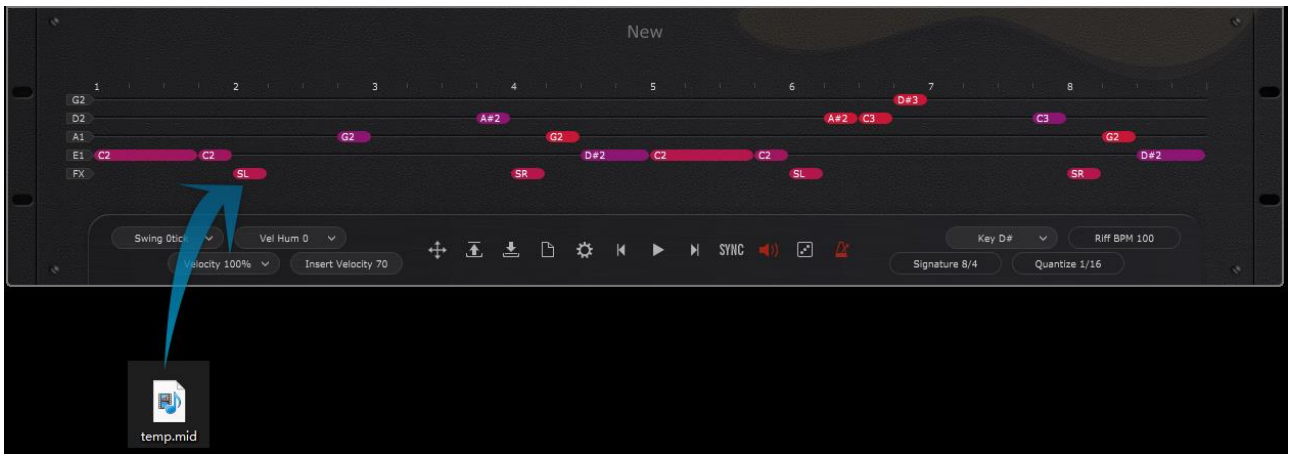
5.4 Preferences

MIDI Export mode	Strman: Exported MIDI will contain keyswitch\Strman information, Available for all DAWs Channel: Exported MIDI will contain channel information, this will also toggle on MIDI guitar mode on Setting panel. Make sure the input channel of MIDI track is set to Any, Not available for some DAWs such as Pro Tools, Ableton Live etc
Export Humanization	Determines if exported MIDI will include Swing, Velocity Humanization, and Velocity Proportion settings
Theme	Classic Dark
Note Display	Select information to be shown on top of notes Fret Pitch Pitch & Fret Velocity Duration Off Velocity
Score Display	Score Line Display String Grid
Auxiliary Display	Auxiliary grids for FX-line and note attributes
Metronome	Change the sound of Metronome

Metronome Velocity	Change the volume of Metronome

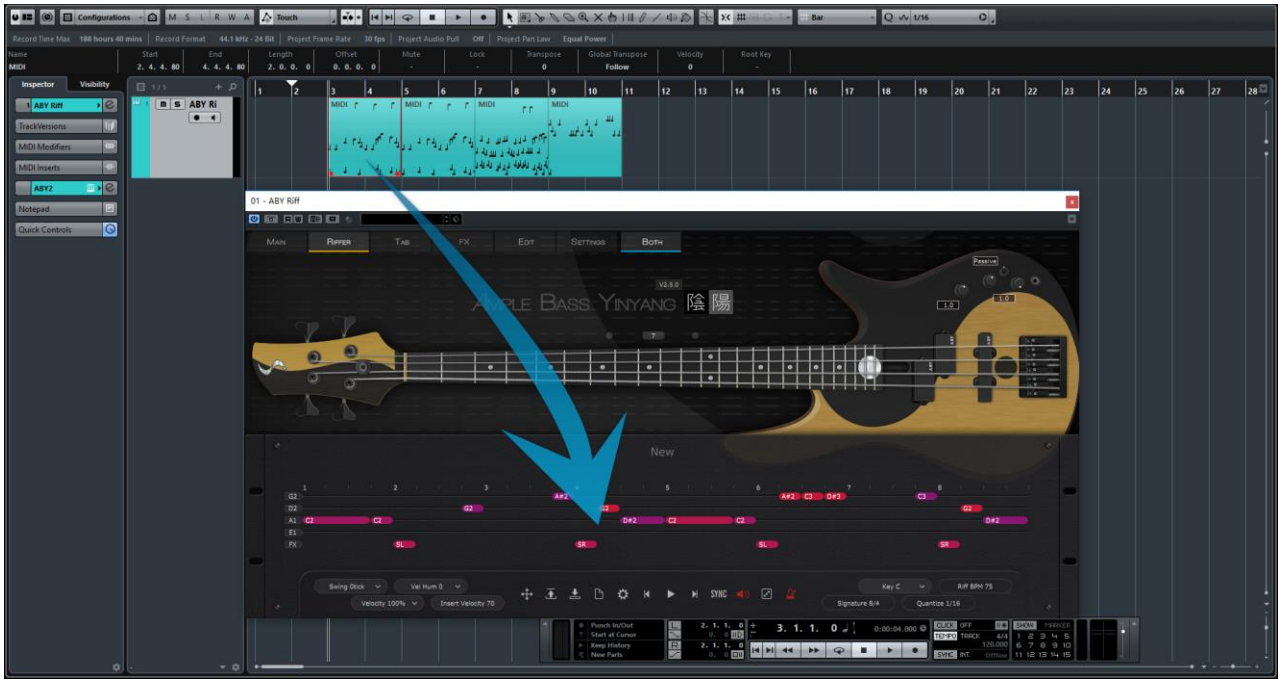
5.5 Import & Export

5.5.1 Import MIDI to Riffer

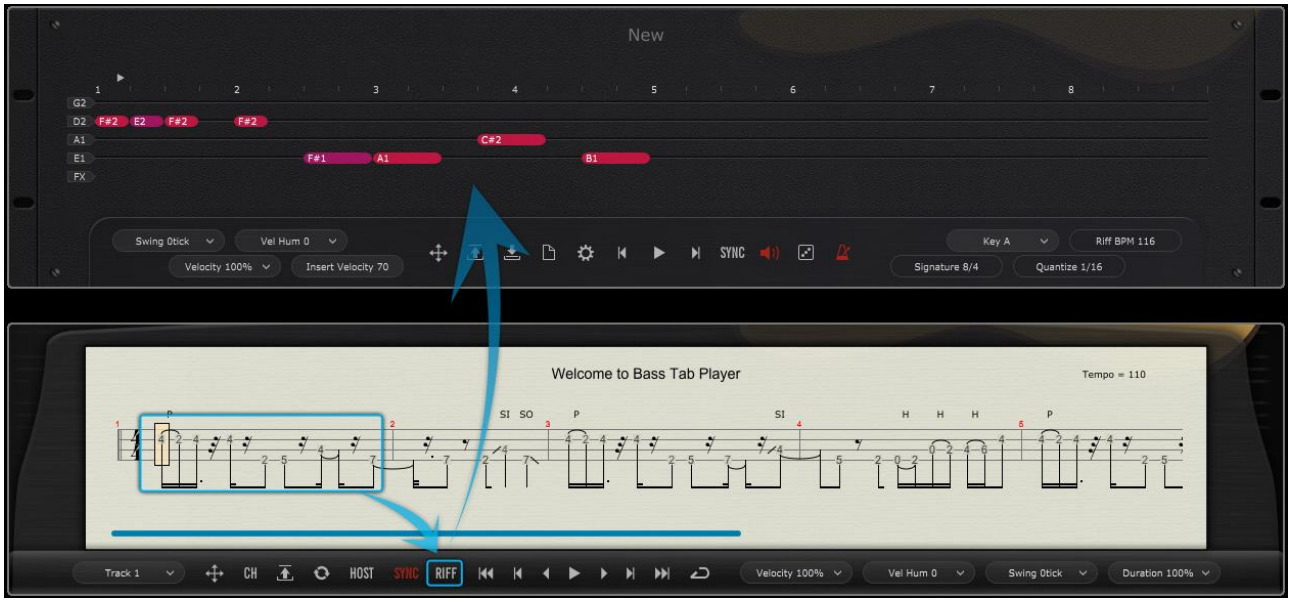


The MIDI file could be imported to Riffer.

*The MIDI block could be dragged into Riffer directly in Cubase & Nuendo.

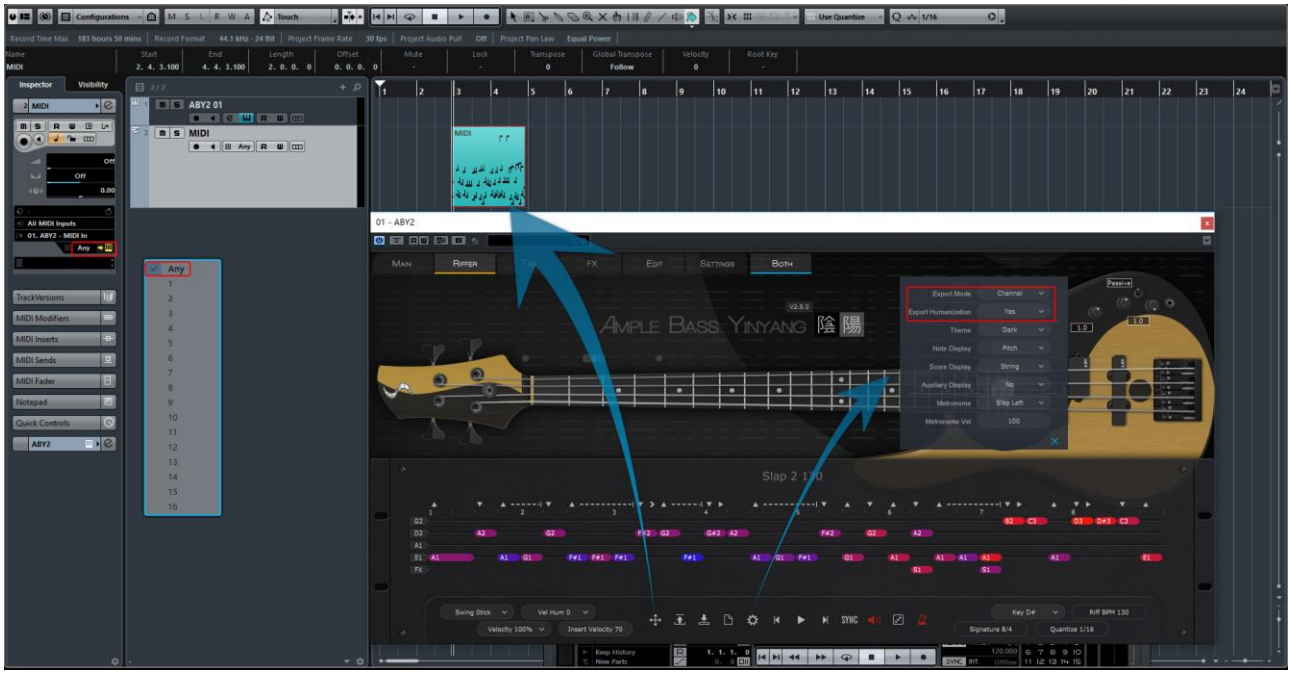


5.5.2 Import Tab to Riffer (New feature In Tab Panel)



Click Riff button on the Tab panel, the current measure could be converted to a riff, and all of articulations and fingered positions will be kept.

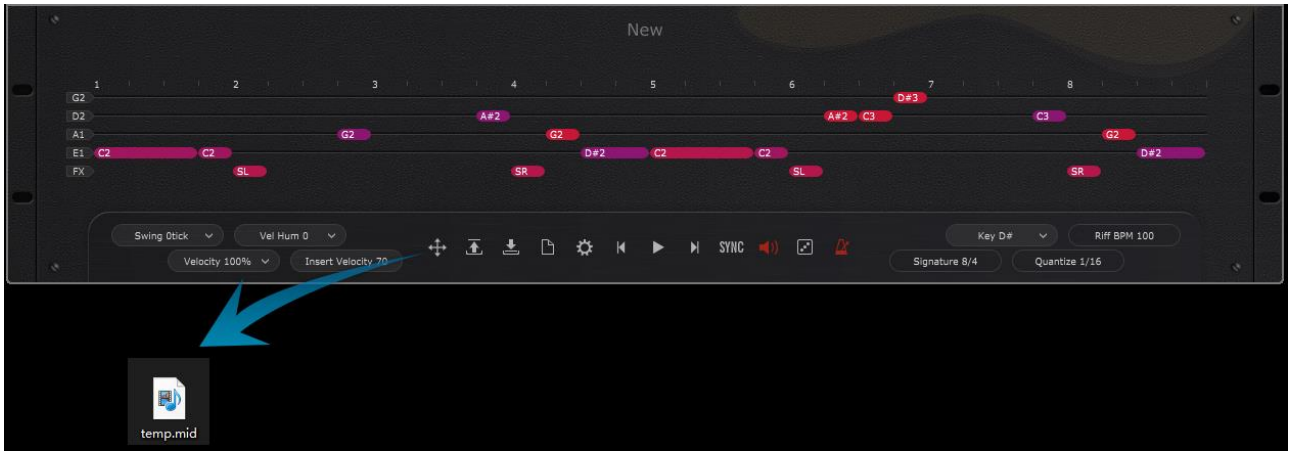
5.5.3 Export Riff to MIDI



Drag the riff to MIDI track.

*The Export Mode and Export Humanization could be changed on the Preferences window, refer to section 5.4.

Or generate a MIDI file.



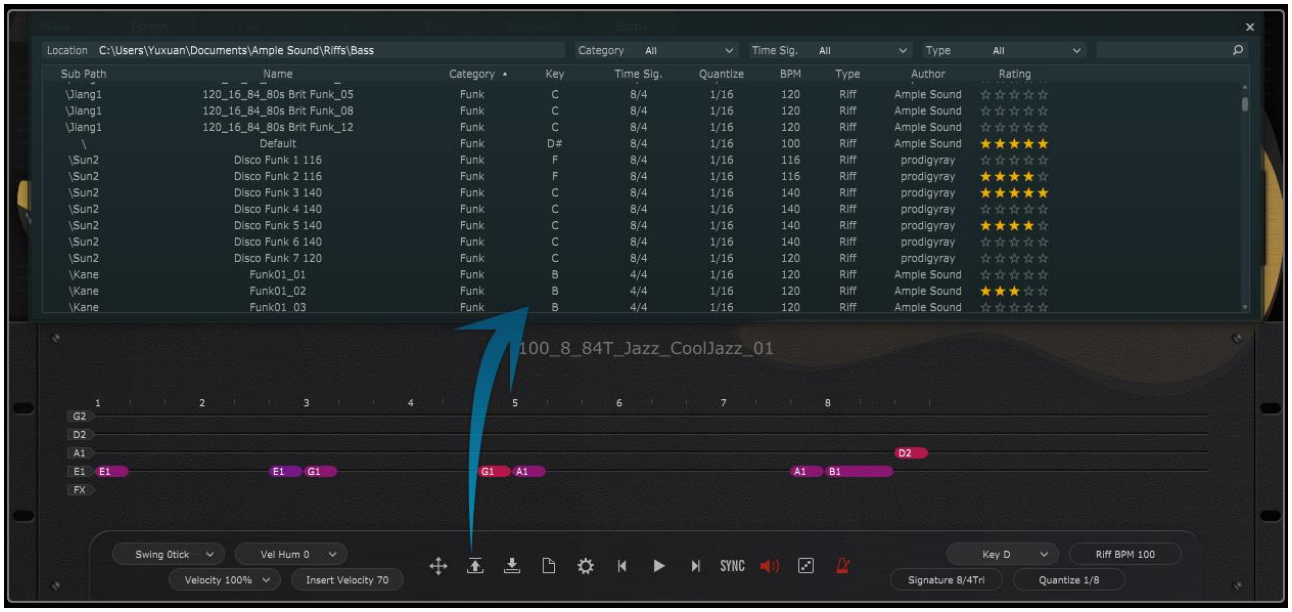
5.6 Dice

Dice is a Random Riff Generator.

Numbers	Numbers of note to generate
Key	Root not
Scale	Select a chord or Scale template
Style	Notes and Groove style
Vel+-	Random Velocity Range
Dice	Create a random riff
Record	MIDI input on/off

5.7 Preset & Save Windows

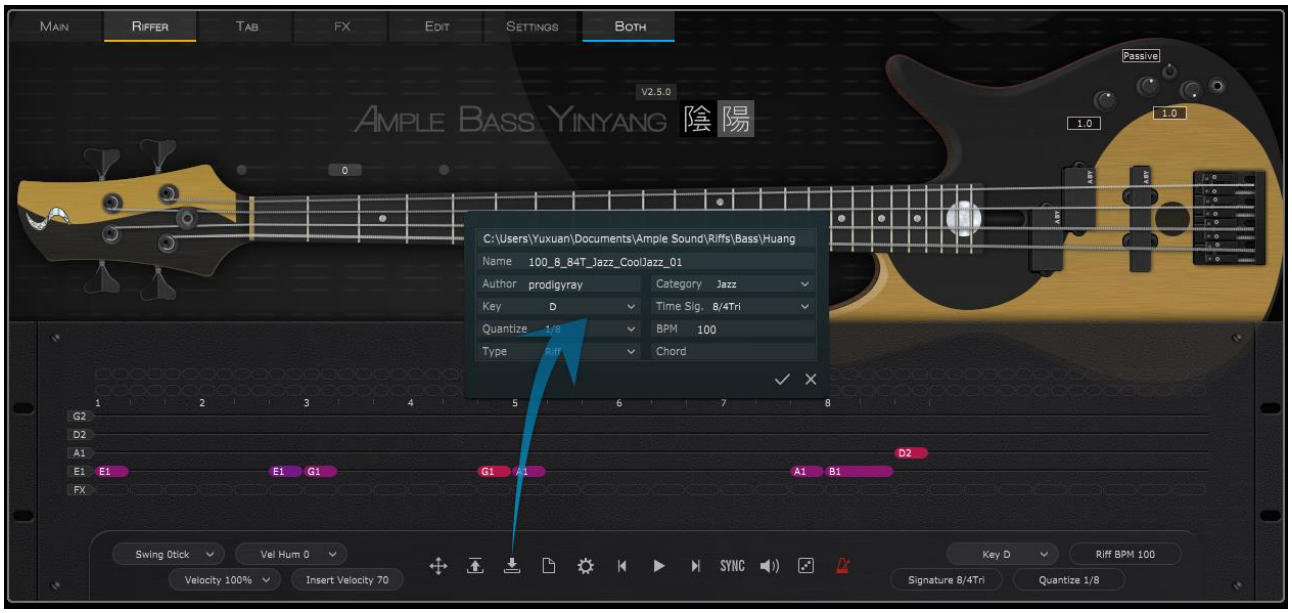
5.7.1 Preset Window



Check all of attributes (Category, Time Signature, Key, Quantize, BPM, Type and Author), sort presets according to an attribute, search and rate presets.

*Right click can remove rating.

5.7.2 Save Window



*Separated by commas if more than one chord.

6 Tab Panel

6.1 Overview of Tab Panel

1. Track Select
2. Tab Export
3. Export Mode
4. Load Tab
5. Reload Tab
6. Host Playback
7. Tab Sync
8. Go to...
9. Tab Play Toggle (Note A6)
10. Tab Loop Toggle
11. Velocity Proportion
12. Velocity Humanization
13. Tab Swing
14. Tab Duration Proportion

6.2 Load Tab

Ample Bass supports four formats of tab, GP3, GP4, GP5 and GPX. Tab name and path can only contain numbers and English letters. After you edit a tab, you can click Reload button to refresh. Click on edge or "Go to..." buttons to browse tab.

6.3 Tab Play Toggle

Click the play button to play a tab. When loop toggle is on, tab will start over again when it reaches end. When loop toggle is off, tab will stop. A6 can toggle on tab play with high velocity and off with low velocity. Use A6 to control tab play when exporting audio.

6.4 Tab Export

Drag export button to export tab to host as midi file. When Export Mode is Channel Mode, exported midi will contain channel information. This will also toggle on Midi Guitar Mode on Settings Panel. Make sure the input channel of midi track is set to all. This mode is not available for some DAWs such as Pro Tools, Ableton Live, etc. When Export Mode is StrMan Mode, exported midi will contain StrMan information. This mode is available for all DAWs.

6.5 Host Playback

When toggled on, tab can respond to host playback. Make sure the time signatures of host and tab are same.

6.6 Velocity Proportion & Humanization

Velocity Proportion controls the percentage of original velocity with which to play tab. Humanization applies random change to velocity.

6.7 Tab Swing

Randomly flexes the timing of tab to avoid mechanical performance.

6.8 Tab Duration Proportion

Controls the percentage of sustain notes' duration with which to play tab.

7 FX Panel

7.1 Overview of FX

4 Send FXs: Reverb, Delay, Phaser, Chorus. 4 Direct FXs: Compression, Overdrive, 5-Band-EQ, Wah.

7.2 Compression

Name	Range	Default	Unit
Thre	-60 – 0	-20	db
Ratio	0 – 1	0.5	-
Attack	1 – 500	5	ms
Release	5 – 500	50	ms
Gain (MakeUp)	-24 – 24	2	db

7.3 Overdrive

Name	Range	Default	Unit
Drive	10 – 1000	150	-
Gain	0 – 0.2	0.1	-
Tone	1000 – 12000	4000	HZ

7.4 5-Band-EQ

Name	Range	Default	Unit
Cut Active	Off / On	On	-
Lo Cut Gain	-12/-24	-12	db
Lo Cut Freq	20 – 20k	100	Hz
Band 2 Gain	-15 – 15	0	db
Band 2 Freq	20 – 20k	200	Hz
Band 3 Gain	-15 – 15	0	db
Band 3 Freq	20 – 20k	800	Hz
Band 4 Gain	-15 – 15	0	db
Band 4 Freq	20 – 20k	1.6K	Hz
Hi Cut Active	Off / On	Off	-
Hi Cut Gain	-12 / -24	-12	db
Hi Cut Freq	20 – 20k	16k	Hz

7.5 Wah

Name	Range	Default	Unit
Min	100 – 200	100	-
Max	5000 – 10000	5000	-
Pedal	According to Min and Max	= Min	-

7.6 Chorus

Name	Range	Default	Unit
Send	0 – 1	0.5	-
Depth	0 – 1	0.1	ms
Rate	0 – 0.5	0.1	Hz

7.7 Phaser

Name	Range	Default	Unit
Send	0 - 1	0.2	-
Depth	0 - 1	0.5	-
Rate	0 - 10	5	-
FBK	0 - 1	0.5	-

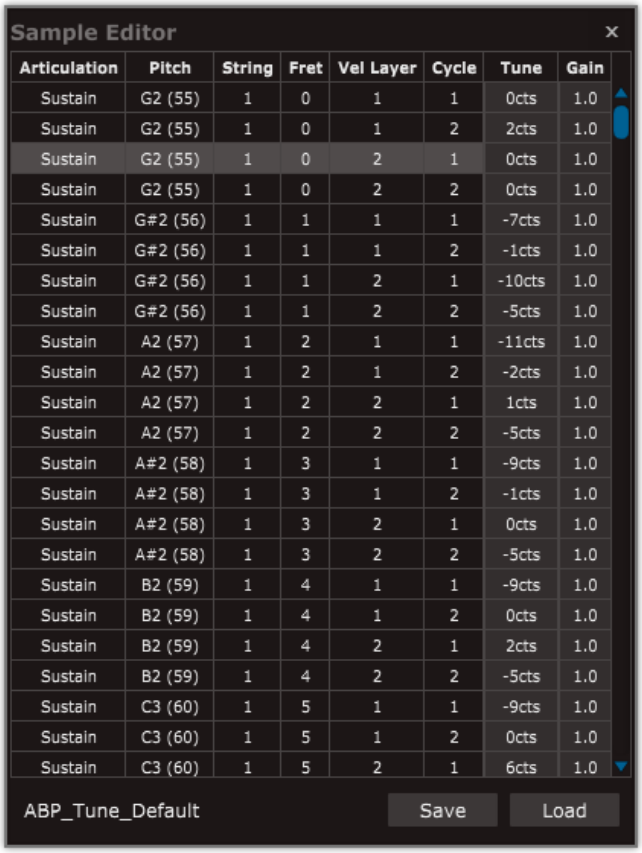
7.8 Delay

Name	Range	Default	Unit
Send	0 - 1	0.1	-
L.Time	0 - 2	0.25	s
R.Time	0 - 2	0.5	s
FBK	0 - 1	0.2	-
Time Mode	Bpm/Time	Bpm	-

7.9 Reverb

Name	Range	Default	Unit
Send	0 - 0.5	0.1	-
Width	0 - 1	1	-
Damp	0 - 1	0.3	-
Size	0 - 1	0.8	-

8 Edit Panel



You can adjust both pitch and gain of every sample according to your own need. Editor can correspond to sample currently being played. You can save your tune setting for later use or load setting from file.

Website: http://www.amplesound.net

Online Manual: http://www.amplesound.net/en/tutorial.asp

Free Version Download: http://www.amplesound.net/en/download.asp

Online Service: http://www.facebook.com/amplesoundnet

Tech-Born Music

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