Ample Ethno Manual

Beijing Ample Sound Technology Co. Ltd

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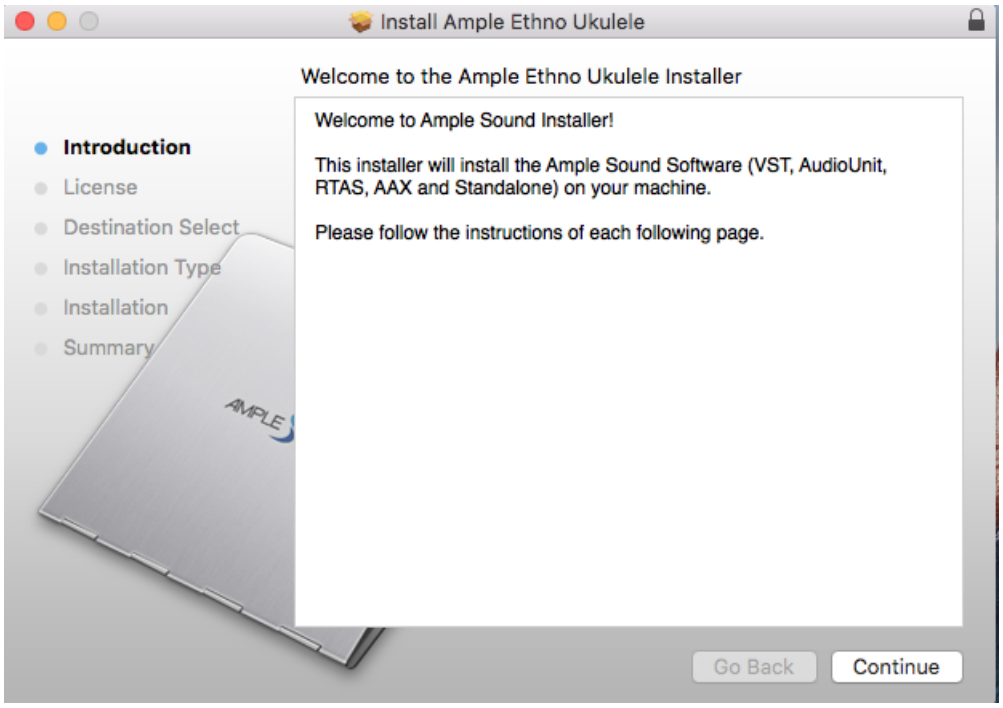
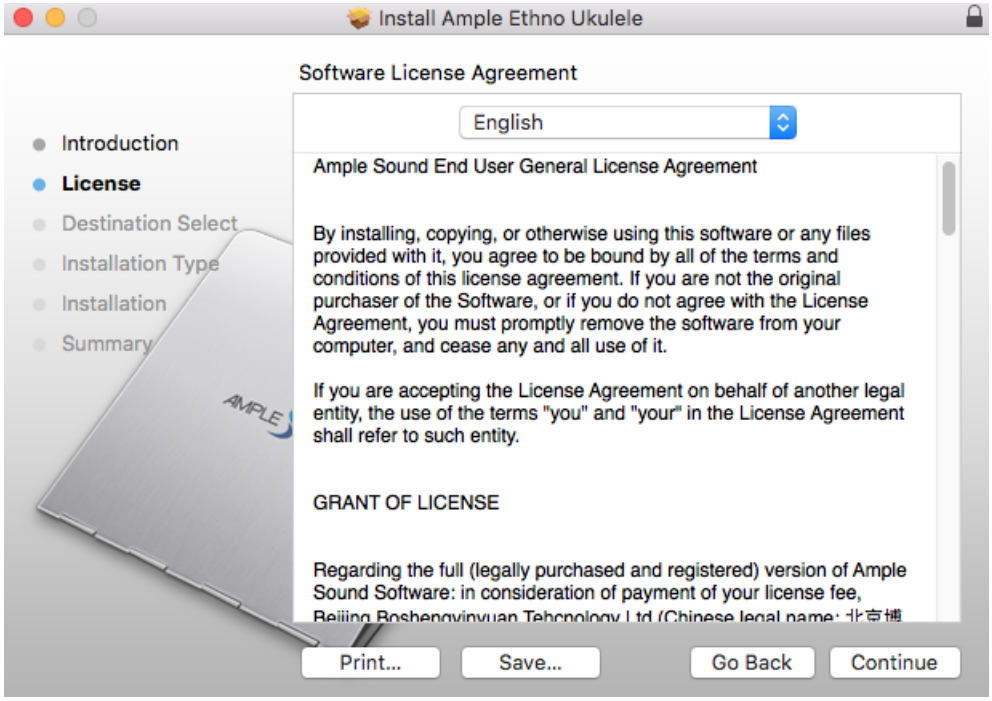
1 Installation & Activation

1.1 Installation on Mac

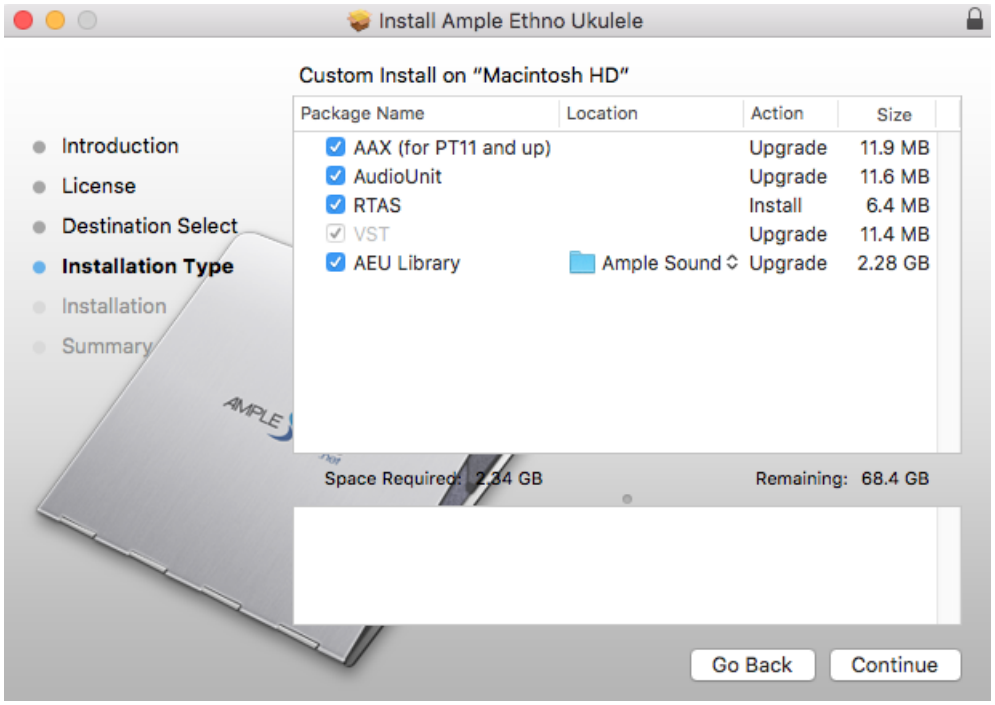
1. Continue to install.

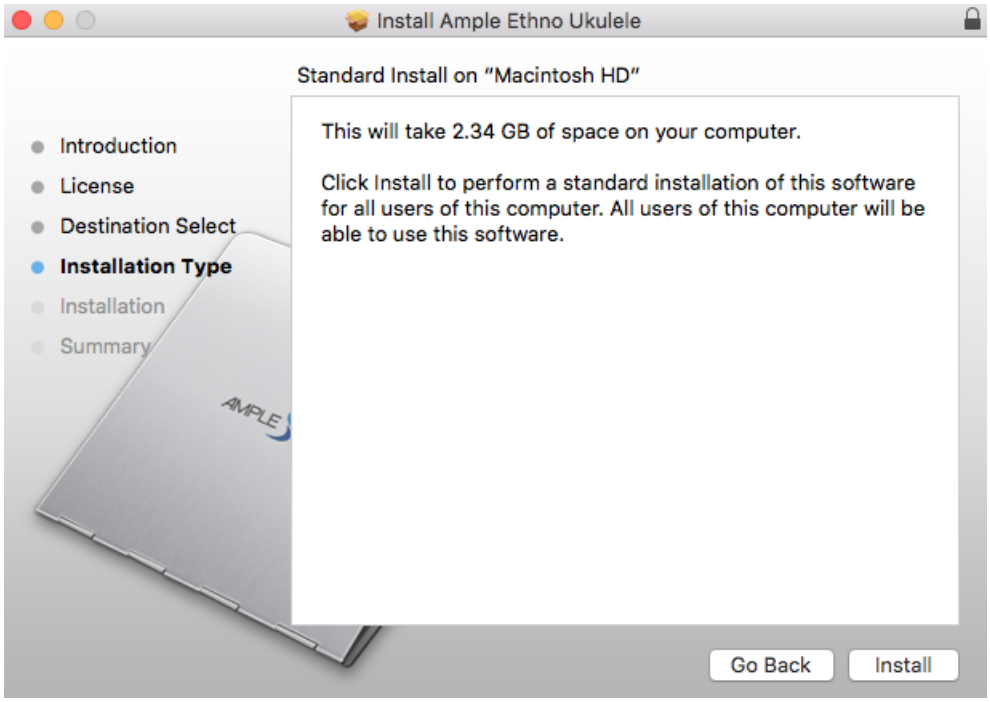


2. Read and accept the license agreement.

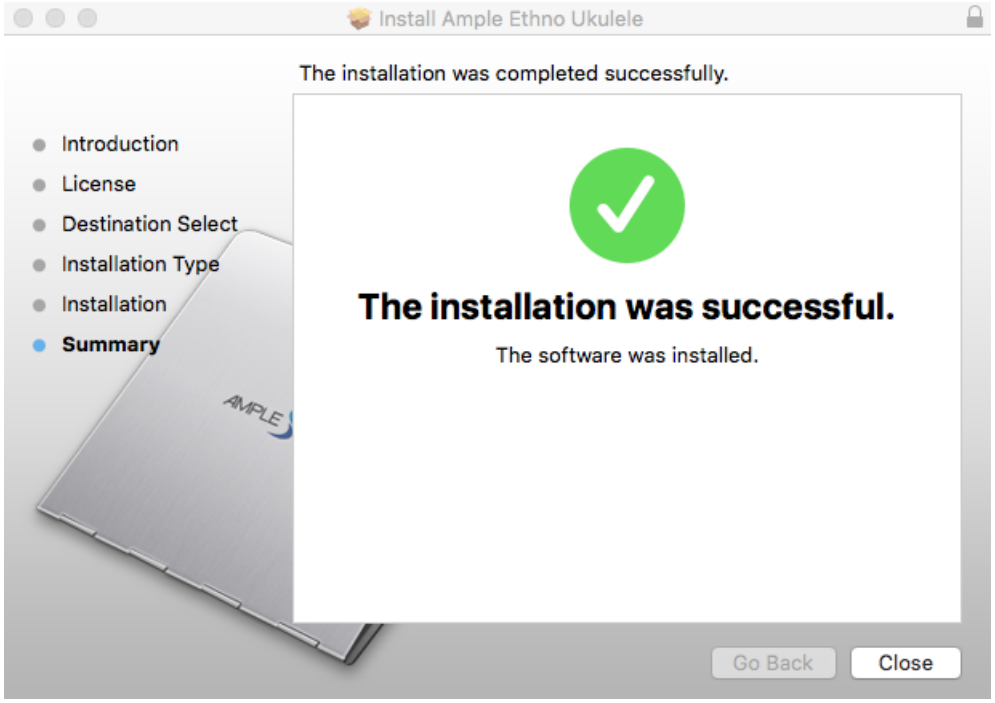


3. Select plugin formats to install. Change Location if you want to install sample library in a different place.



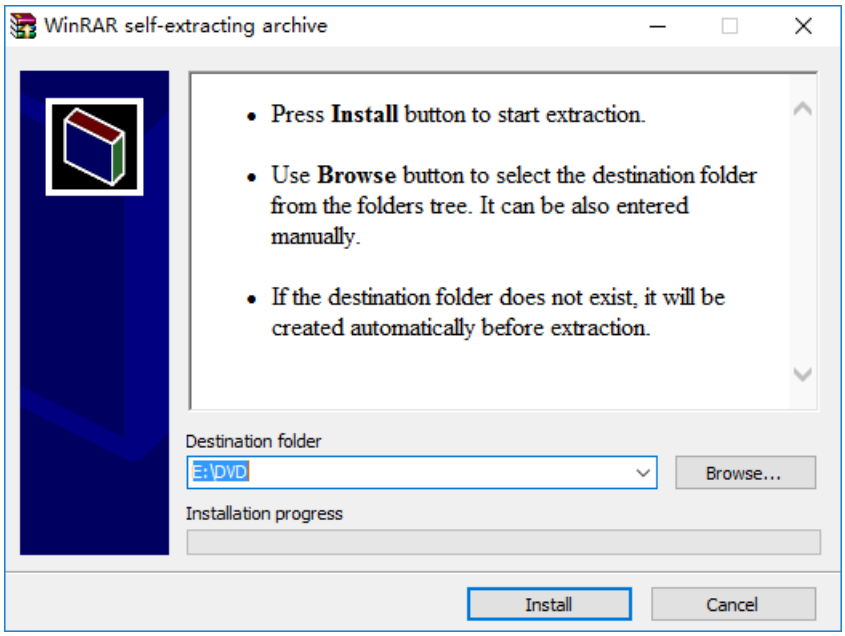


4. Close to exit.



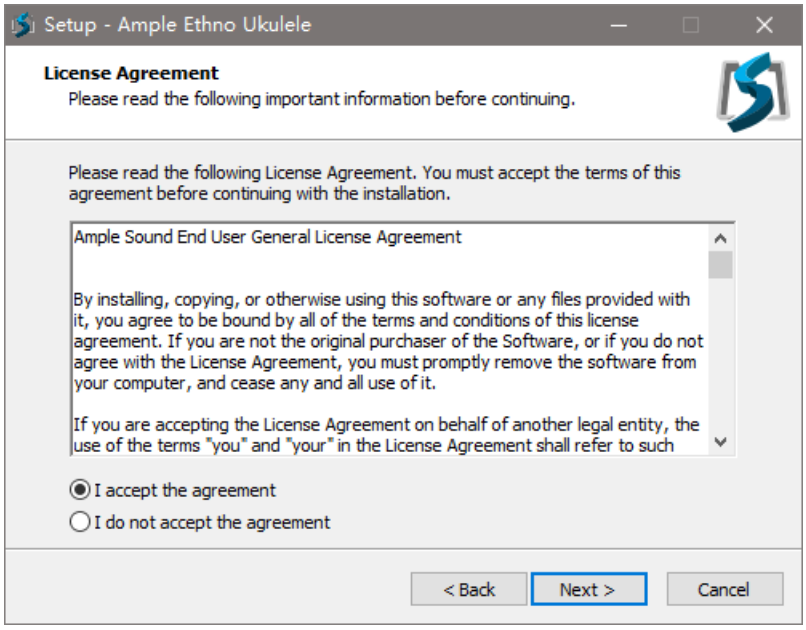
1.2 Installation on Windows

1. Extract installer.

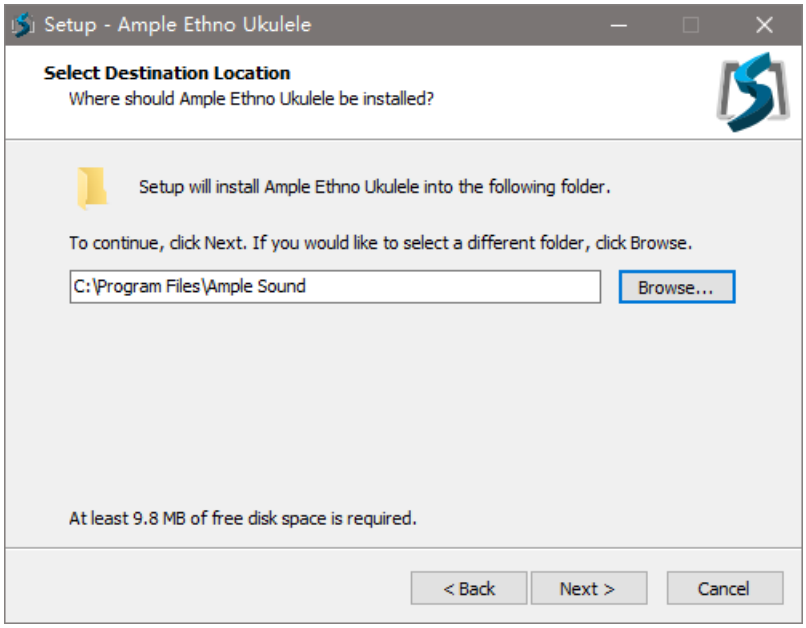


2. Continue to install.

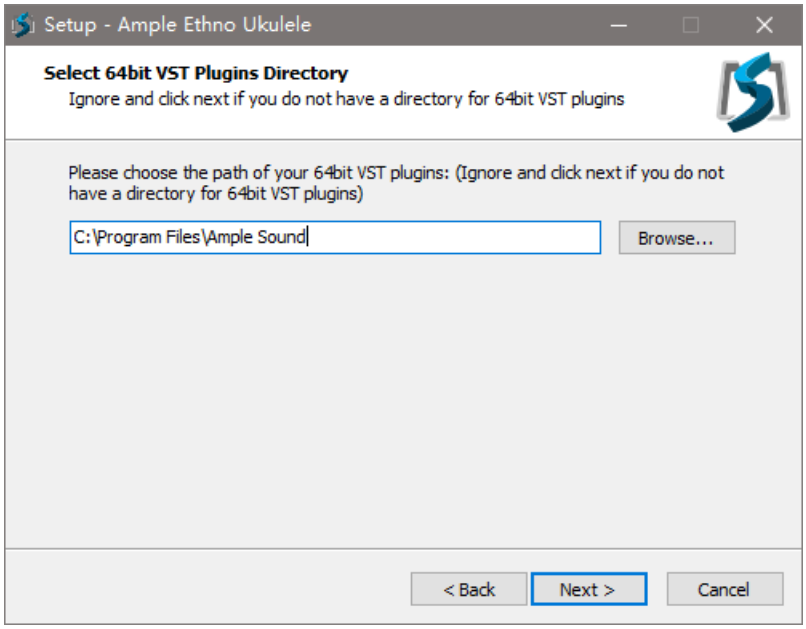
3. Read and accept the license agreement.



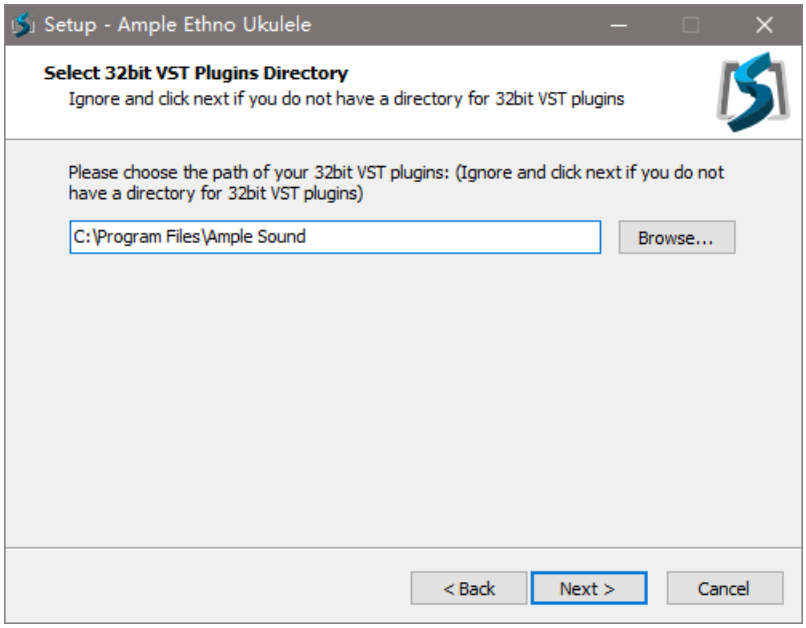
4. Specify location to install standalone.



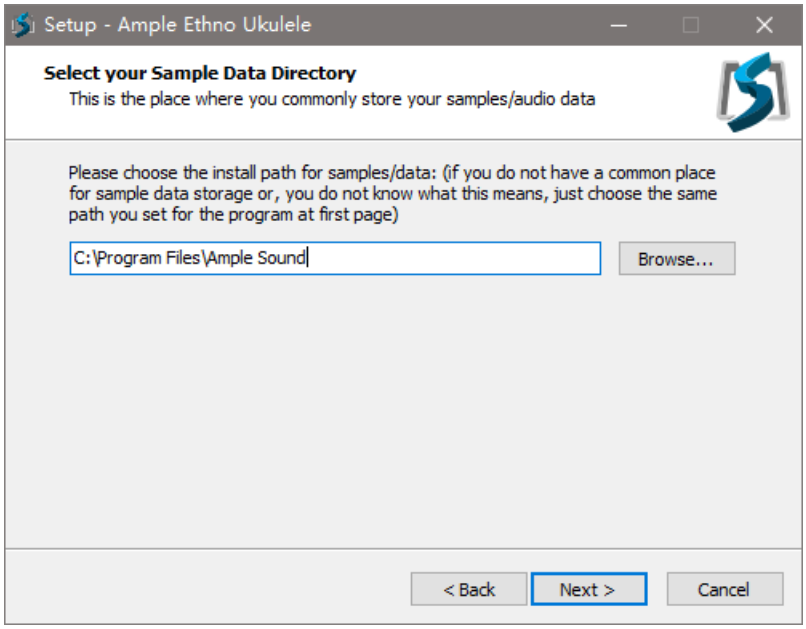
5. Specify location to install 64bit VST.



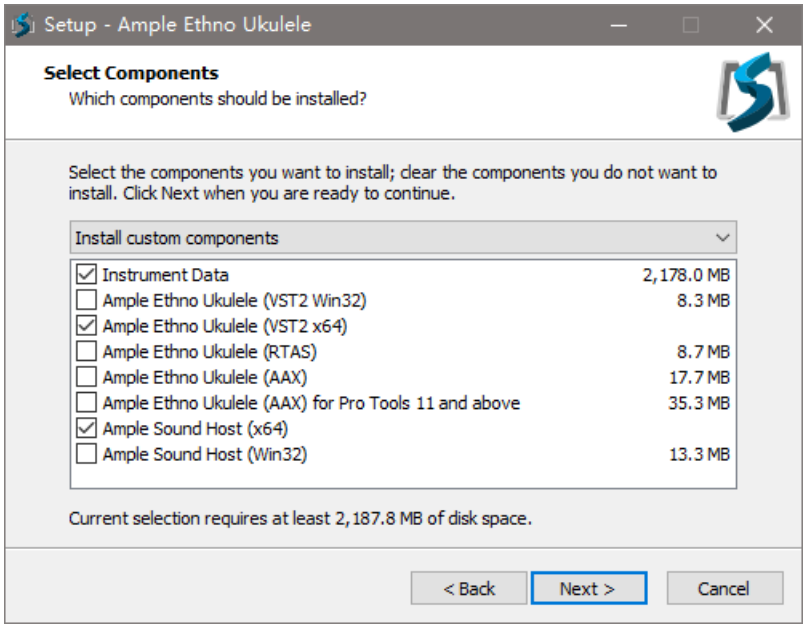
6. Specify location to install 32bit VST.



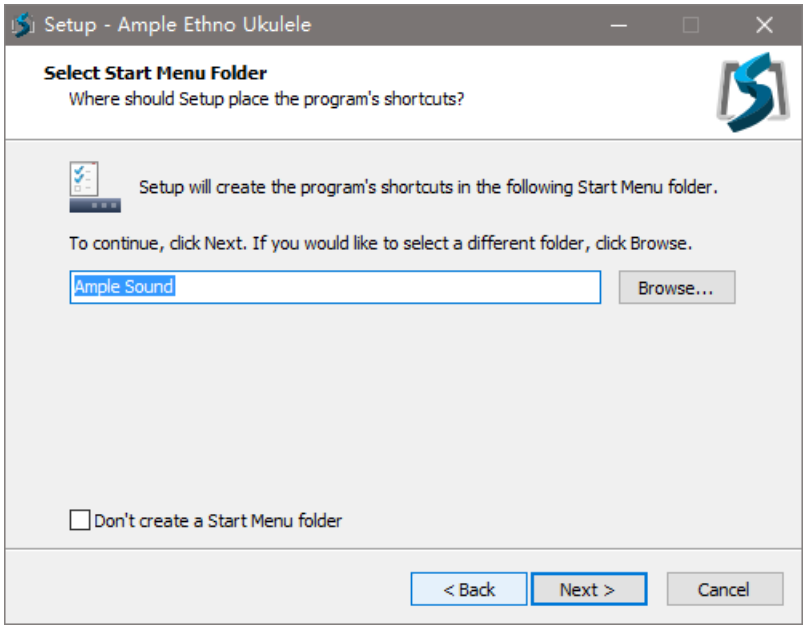
7. Specify location to install sample library.



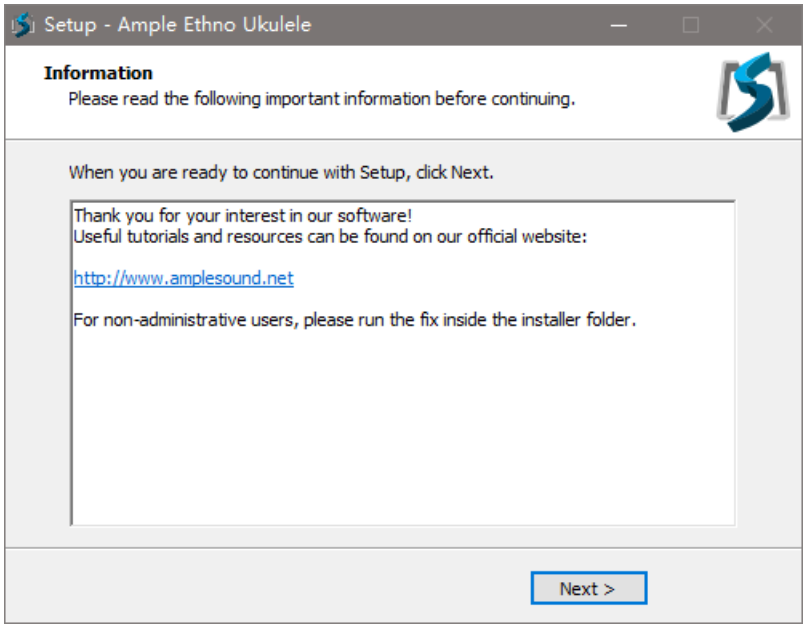
8. Select plugin formats to install.

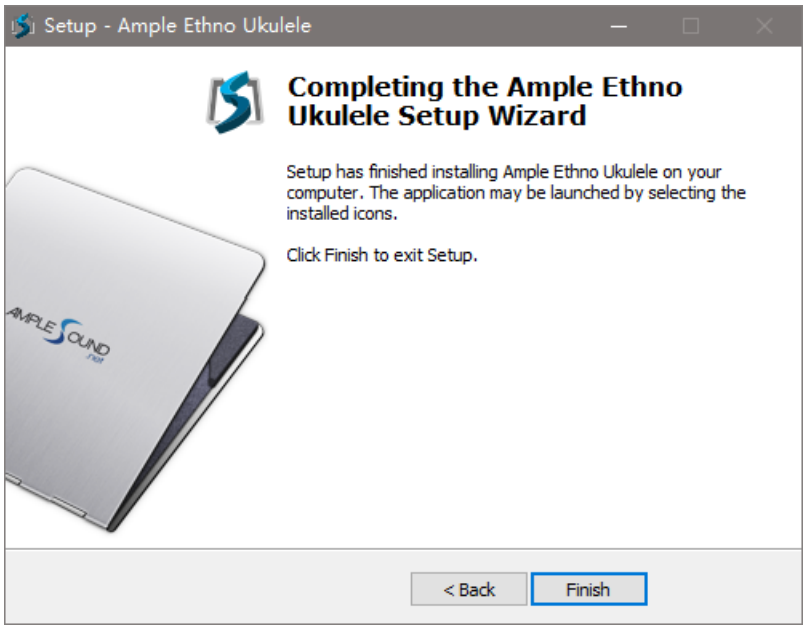


9. Choose if to create a Start Menu folder.



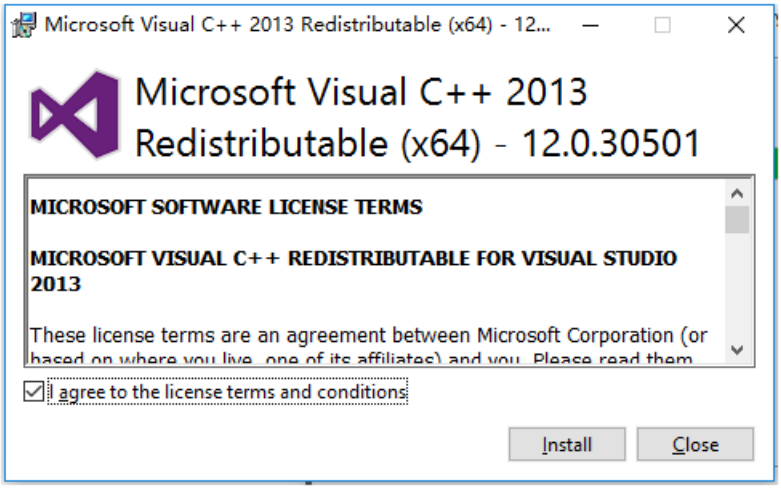
10. Finish to exit.





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

Microsoft official download page



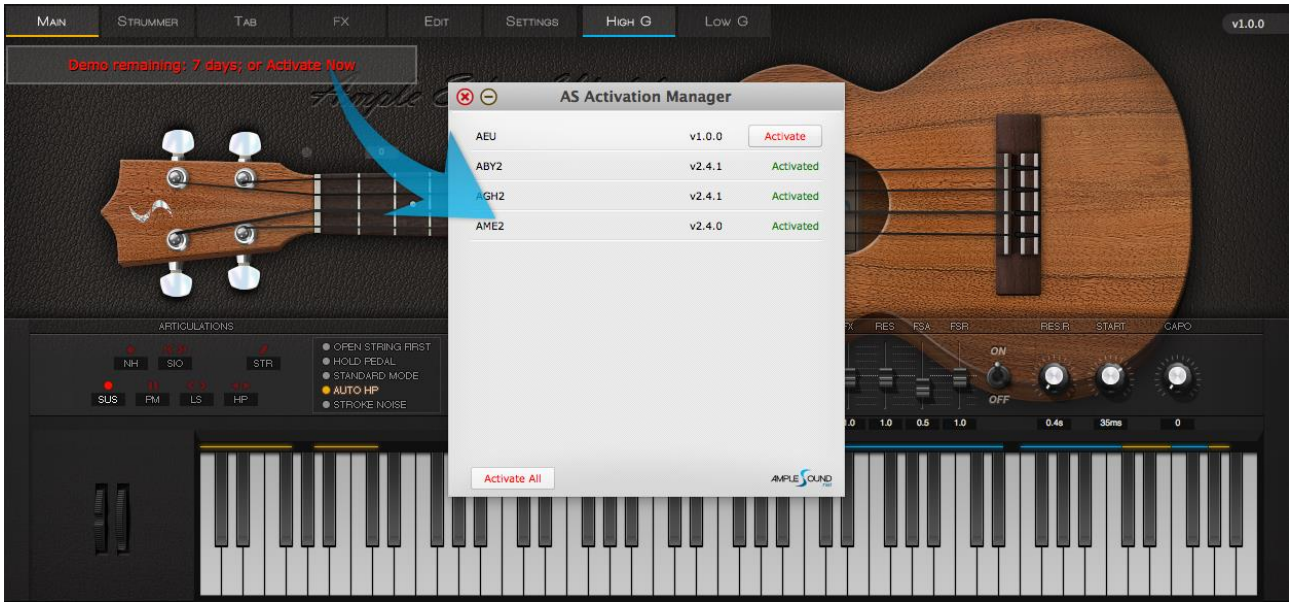
*If encountered with error shown above, please close and simply ignore it.

1.3 Activation

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

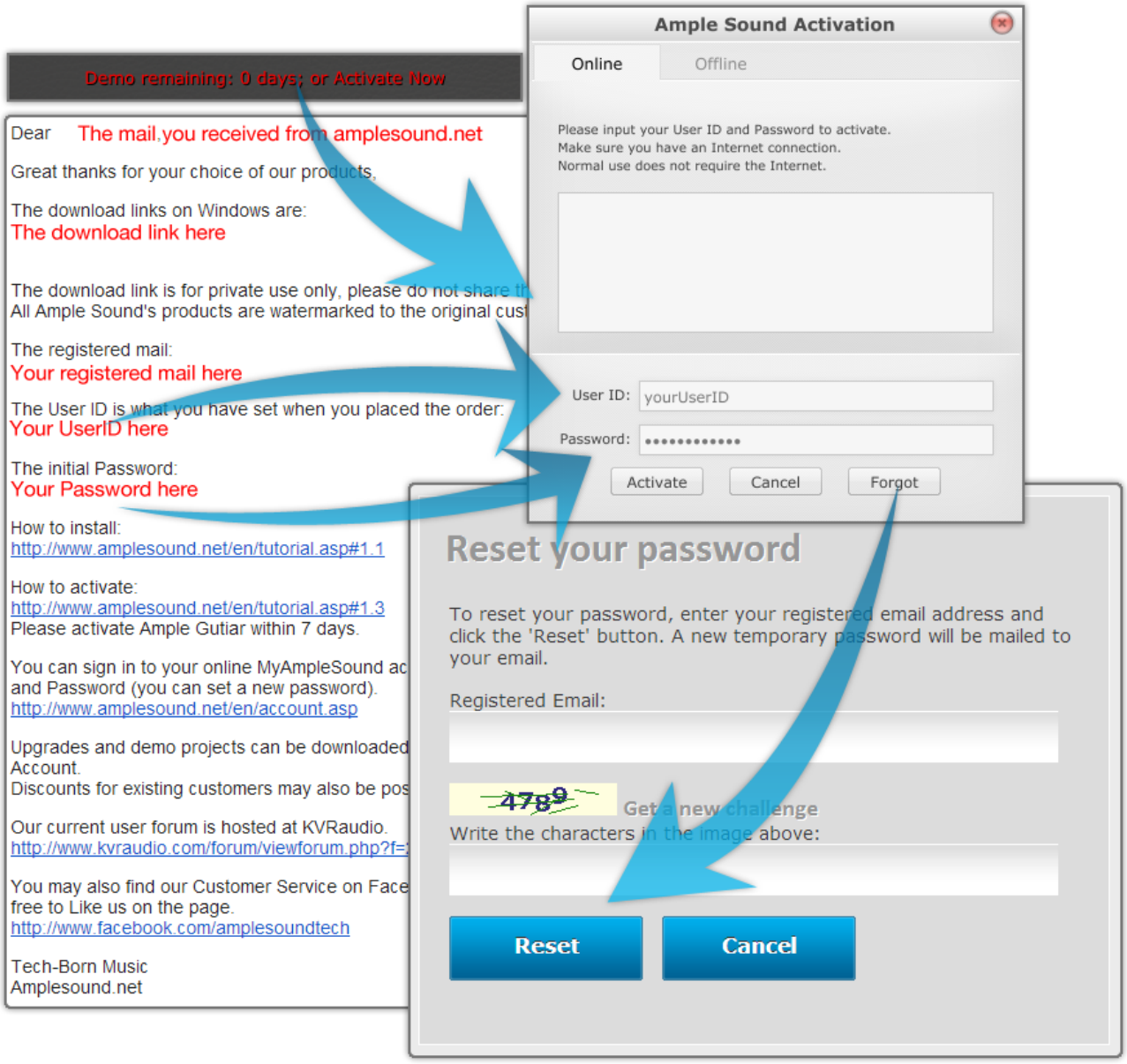
2. Trial requires an internet connection.

3.Open Activation Manager to activate products，You can activate all of Ample Guitar with one time activation.

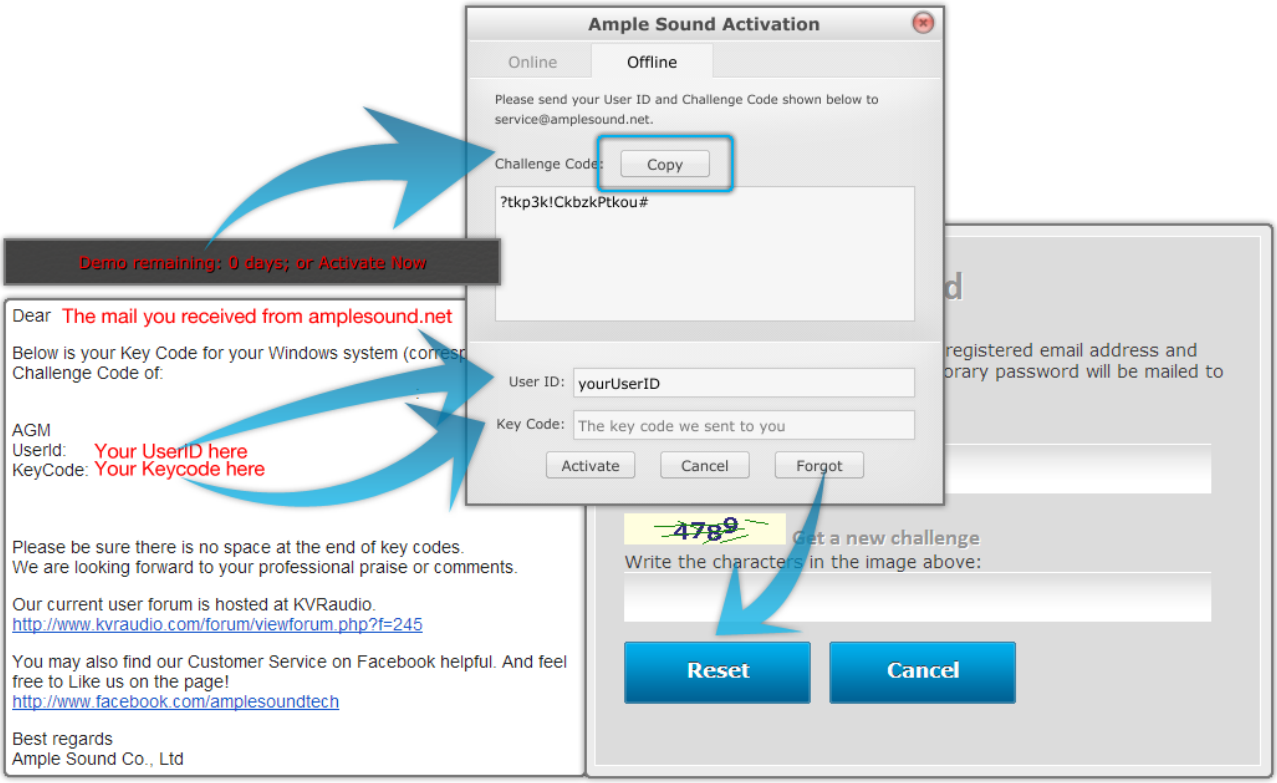


4. Online Activation: fill in User ID and password and click "Activate" to complete activation.

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.

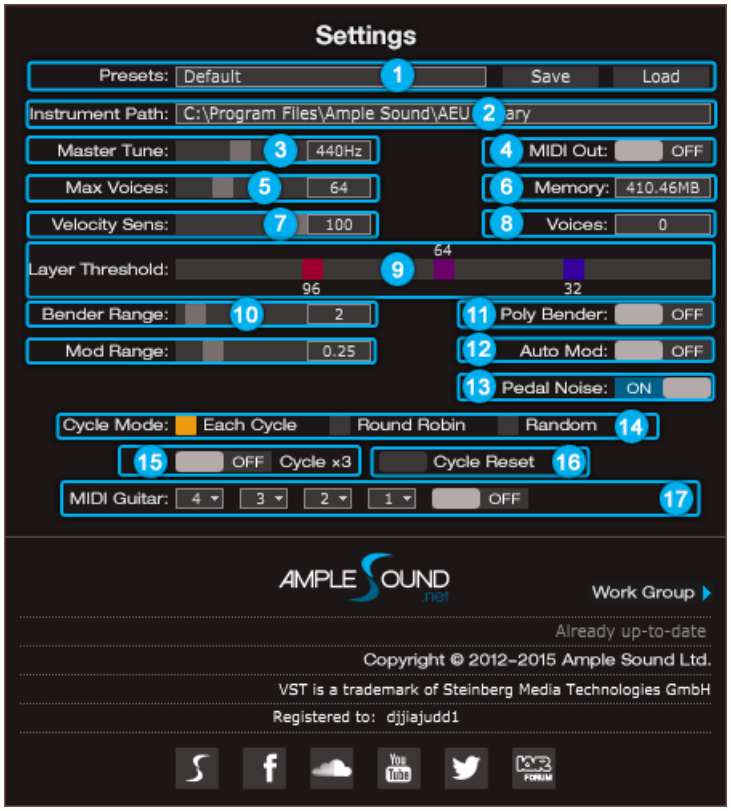


6.After activation succeeds, please close Activation Manager and restart program.

Video tutorial on Youtube

2 Settings Panel

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

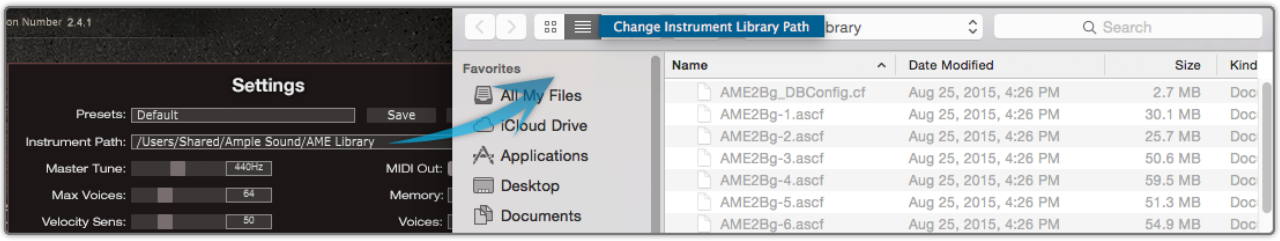
15.Cycle Mode
16.Cycle *3 & Cycle Reset
17.MIDI Guitar Mode Setting & Toggle

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 you want, and set path to new location.



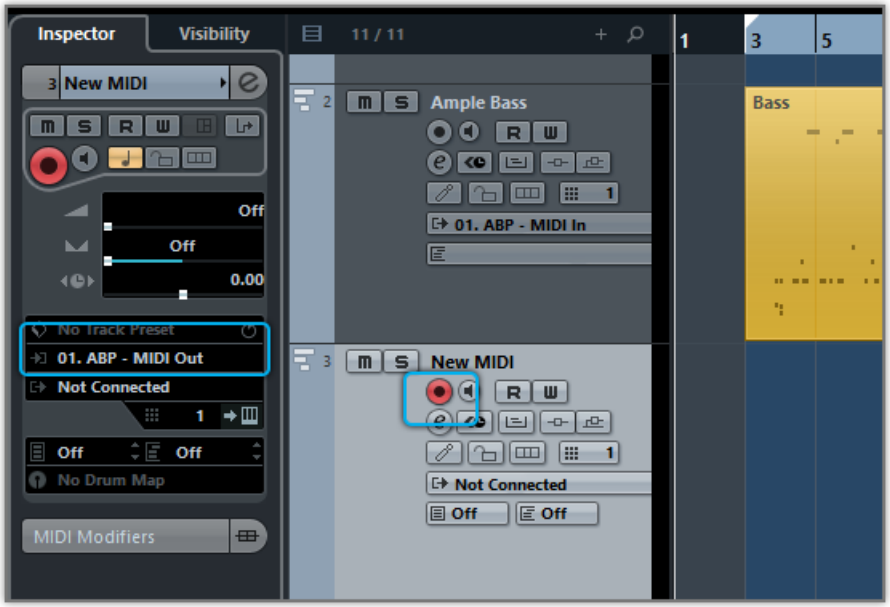
2.4 Master Tune

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 Guitar.

Then any note being played will be converted to MIDI, including those by strum and tab.

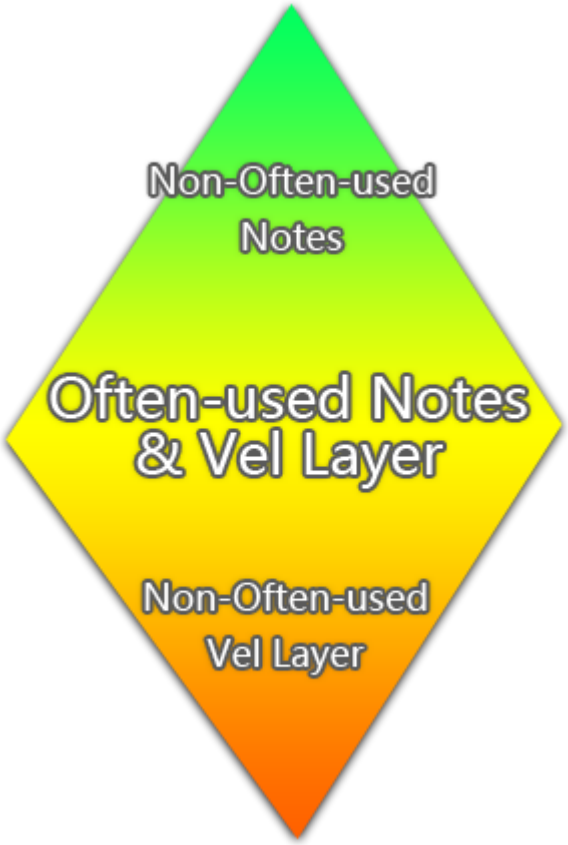


2.6 Max Voices

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

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

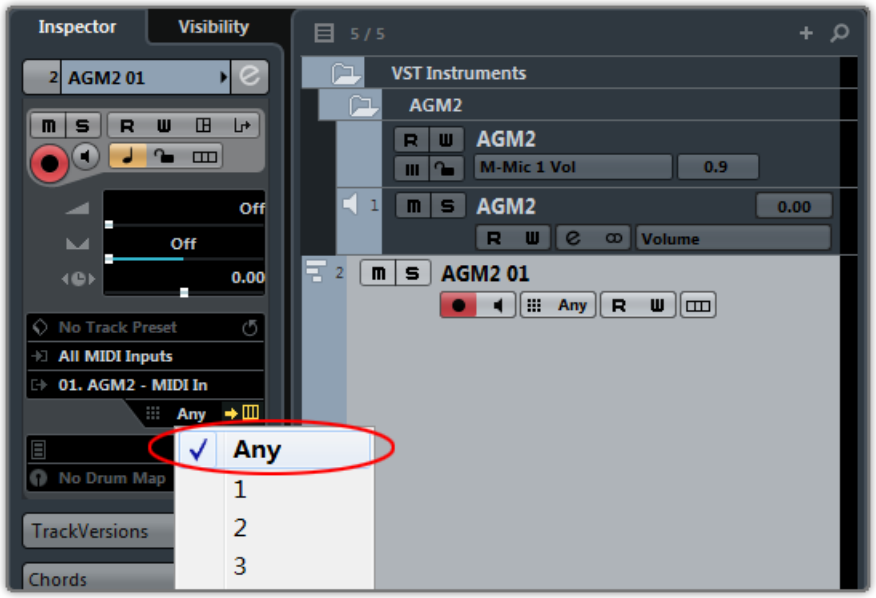
2.10 Cycle * 3 & Cycle Reset

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

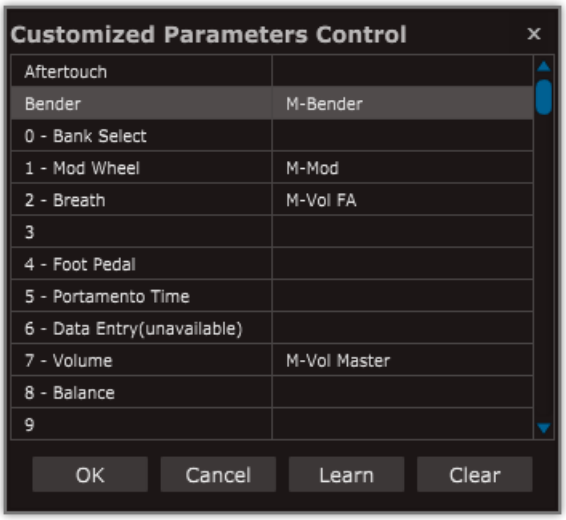
Toggle on when you use midi guitar as input. Make sure the input channel of midi track is set to all.



2.12 Customized Parameters Control

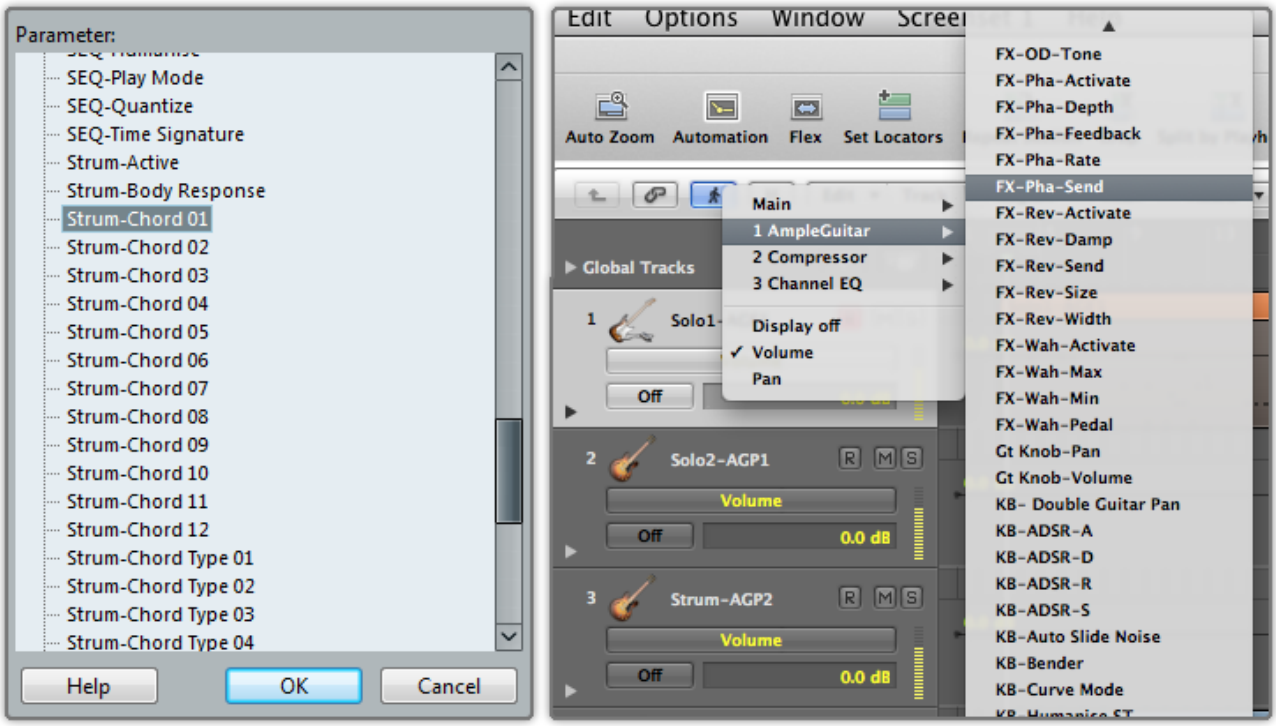
2.12.1 MIDI Controller

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 and 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.

2.12.3 Tips

Detailed information (tool tips) can be displayed by hovering your mouse over a control.

2.12.4 Fine adjustment & Value reset

Press Shift + click to reset a control to its default value. Press Ctrl and drag the mouse to make fine adjustments.

3 Instrument Panel

3.1 Overview of Instrument Panel

1.Sample Library Switch
2.Capo Logic - Intelligent Fingering Simulation Algorithm
3.StrMan
4.Alternate Tuner
5.Capo

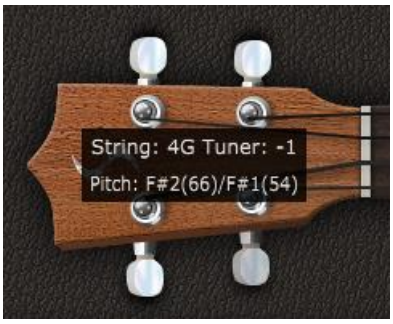
3.2 Sample Library Switch

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

*Sample Library cannot be switched during play.

3.3 Tuner

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



4 Main Panel

4.1 Overview of Main Panel

1.	Articulations & Poly Legato Keyswitches (Important)
2.	Mic Volume / Pick Attack Accentuation
3.	Master Volume
4.	Pan
5.	Sound Mode
6.	Doubling Toggle & Width (Important)
7.	Release Sound Gain
8.	FX Sound Gain
9.	Resonance Gain & Time (Original)
10.	Fret Sound Toggle & Gain (Original)
11.	Global Sample Start Time (Original)
12.	Capo
13.	Open String First, Hold Padel, Play Mode, Auto Legato Mode & Stroke Noise
14.	Bender
15.	Manual Vibrato Wheel (Original)
16.	StrMan & CapoMan
17.	FX Sound Group

18. Strum Mode Toggle
19. Poly Repeater (Original)
20. Percussion Sound Group 2
21. Open String First Toggle
22. Auto Legato Mode Switch
23. Tab Play Toggle

4.2 Articulations & Poly Legato Keyswitches

4.2.1 Acoustics & Electrics

Abbr.	Full Name	Keyswitch	Range
Sus	Sustain & Pop (Artificial Harmonic)	C0	C3 (G2) -D#5
NH	Natural Harmonic & Artificial 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 (Poly Legato)	F0	C3(G2)-D#5
SG	Slide Guitar	F#0	C3(G2)-D#5

4.2.2 Sustain & Pop (Artificial Harmonic)

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

4.2.3 Natural Harmonic & Artificial Harmonic

Keyswitch is C#0

4.2.4 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.

4.2.5 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.

4.2.6 Legato Slide (Poly Legato)

Keyswitch is E0. The two notes must overlap and E0 must be ahead of the start note. 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.

Poly Legato: Press the highest note of destination set to slide upwards; Press the lowest note of destination set to slide downwards.

Slidesmoother: 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: When keyboard/solo mode is off and auto legato mode is Auto LS, two overlapped note on same string will make a slide automatically without keyswitch.

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

Keyswitch is F0. The two notes must overlap and F0 must be ahead of the start note. 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. Low velocity will not.

Auto HP: Ample Guitar can switch to HP automatically if there is a legato on one string, without pressing a Keyswitch first. if you don't need it, open "keyboard mode".

Poly Legato: The HP Keyswitch can also change the Capo in the same way as LS, Highly-advanced scripting logic enables this feature to select both the correct "capoed" fret and string, to exactly replicate a real guitar performance.

4.2.8 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.

4.2.9 Doubled Keyswitches

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

4.3 Doubled Guitars

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

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

4.4 Controllable Resonance Sound

Resonance is an indispensable part of the expressiveness and realism of an acoustic instrument. During a live performance, the player controls the volume and duration of resonance manually, Ample Ethno simulates this control.

Silent Press(G5), Silent Stroke(G#5) and releasing Hold Pedal can mute ringing resonance.

4.5 Rich Fret Sound

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

4.6 Global Sample Start Time

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

Set Start Time to 50ms and Track Delay of DAWs to 0ms as shown in the figure above on the left for real-time playing.

Set Start Time to 0ms and Track Delay of DAWs to -50ms as shown in the figure above on the right for playback or export.

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.

4.7 Capo

Shifts all incoming notes without need to change original.

4.8 Manual Vibrato Wheel

Vibrato can be controlled by hand like a real guitarist does. If you want to vibrate automatically, open Settings Panel to toggle on Auto Mod.

4.9 StrMan & CapoMan

4.9.1 StrMan

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

4.9.2 CapoMan

Switch to a fret position manually. Press C#1 and the CapoMan line (yellow) will appear. Then press G1-A2 to switch to position 0-14 respectively.

4.10 FX Sound Group

Note	FX Sound
F5	Scratch
F#5	Slap
G5	Silent Press
G#5	Silent Stroke
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

4.11 Poly Repeater

As a simulation of repetitive downstroke and upstroke, you can press D6 and E6 to repeat notes being played or last ended note. Multiple notes are supported.

4.12 Sound Mode

Mono and stereo modes are available. In addition, you can adjust mic volumes, pan and width to meet your need

4.13 Open String First

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

4.14 Play Mode

When Keyboard Mode is on, multiple notes can be played on same string simultaneously. When Solo Mode is on, only single note can be played. Both Keyboard Mode and Solo Mode will mute Auto Legato.

4.15 Auto Legato Mode

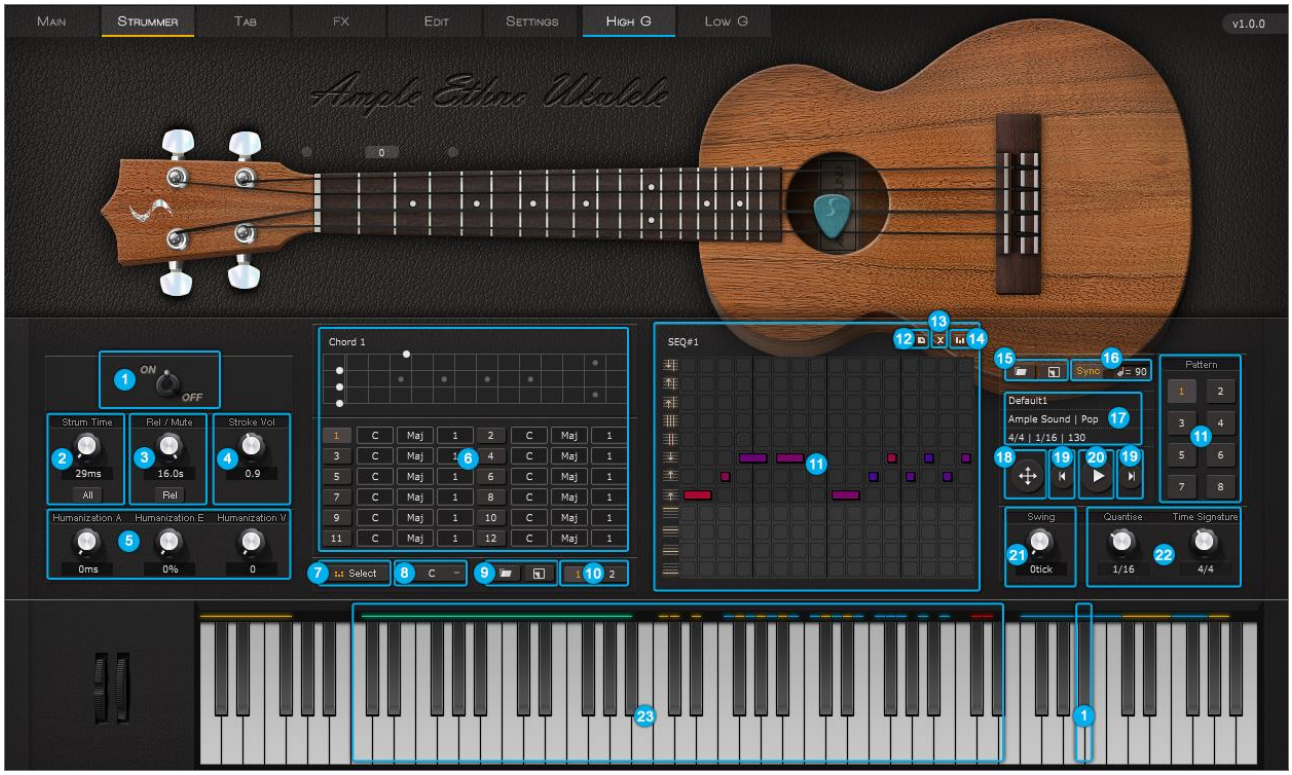
When two notes on same string overlap and Keyboard/Solo Mode is off, a legato will be automatically made. Note D#6 can switch auto legato mode, high velocity for Auto LS and low velocity for Auto HP.

4.16 Stroke Noise

When toggled on, a noise will be added for poly notes.

5 Strummer Panel

5.1 Overview of Strummer Panel



1.	Strum Mode Toggle(C#6)
2.	Strum Time (C#5) & Mode
3.	Body Resonance & Mute Depth (Original)
4.	Stroke Noise Volume
5.	Strummer Humanizations
6.	Chord Setting & Switch (Important)
7.	Switch Chord Mode between Select Mode & Detect Mode
8.	Transpose Whole Chord Bank
9.	Save/Load Whole Chord Bank
10.	Browse Chords 1-12 or 13-24
11.	Chord Play & SEQ Edit: 14 Strum Notes + 28 Ways to Play (Important)
12.	Copy Current SEQ from Another
13.	Clear All SEQ Notes
14.	Default SEQ Note Velocity
15.	Save/Load Pattern

16. SEQ Sync
17. Pattern Information
18. SEQ Export to MIDI
19. Previous/Next Pattern
20. SEQ Play
21. SEQ Swing
22. SEQ Quantize & Time Signature
23. Strummer Keys

5.2 Strum Time & Mode

Strum Time controls how fast pick cross strings. When Strum Time is 1000ms, in Each Mode every interval between chord notes is 1000ms while in All Mode intervals are altogether 1000ms.

Note C#5 can control Strum Time. Higher the velocity, shorter the time.

5.3 Body Resonance & Mute Depth

There are two ADSRs in strum mode, Body Resonance and Mute Depth. Body Resonance simulates open strum, higher the value longer the ringing time. Mute Depth simulates mute strum, lower the value greater the depth.

5.4 Strummer Humanizations

5.4.1 Humanization (All)

Applies random change to total strum time.

5.4.2 Humanization (Each)

Alters the timing of chord notes without affecting total strum time.

5.4.3 Humanization (Velocity)

Randomly assigns variations in note velocities.

5.4.4 SEQ Swing

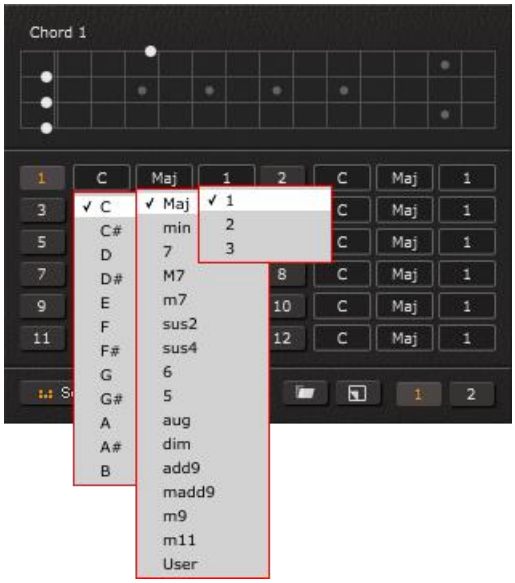
Randomly flexes the timing grids of SEQ to avoid mechanical performance.

5.5 Chord Setting & Switch

There are two chord modes available, select mode and detect mode. Note D5 can switch chord mode, high velocity for detect mode and low velocity for select mode.

*High-velocity switching chords automatically mutes the ringing of the last chord played.

5.5.1 Select Mode

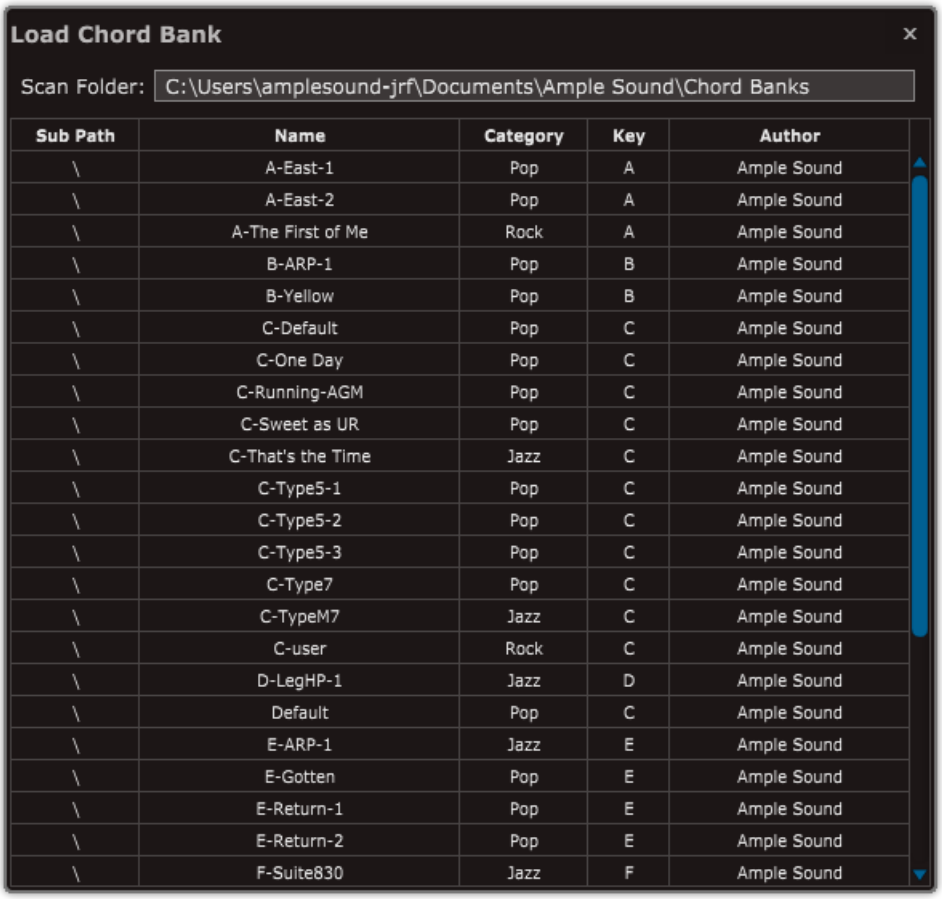


Select Mode provides 24 chord slots. Every chord slot can be customized by setting root note, type and position, altogether 540 variations available. You can also customize by clicking on the fretboard.

Press C1-B2 to switch to chord slot 1-24 respectively. Chord switch with high velocity will mute the ringing of previous chord.

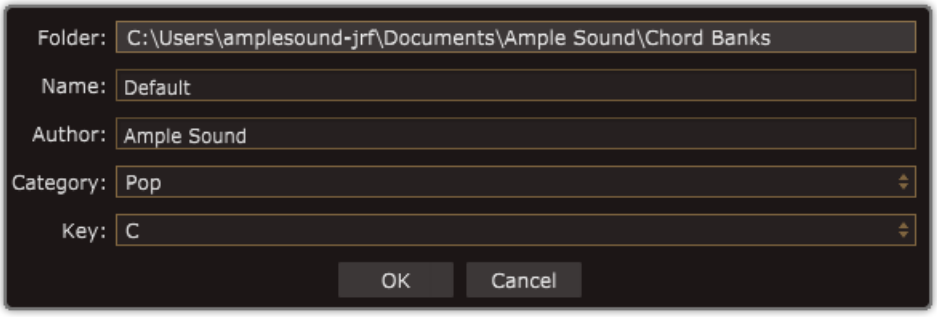
Click Transpose button will transpose 24 chord slots altogether.

Click Load button to browse and load whole chord bank. Click Scan Folder to change folder.



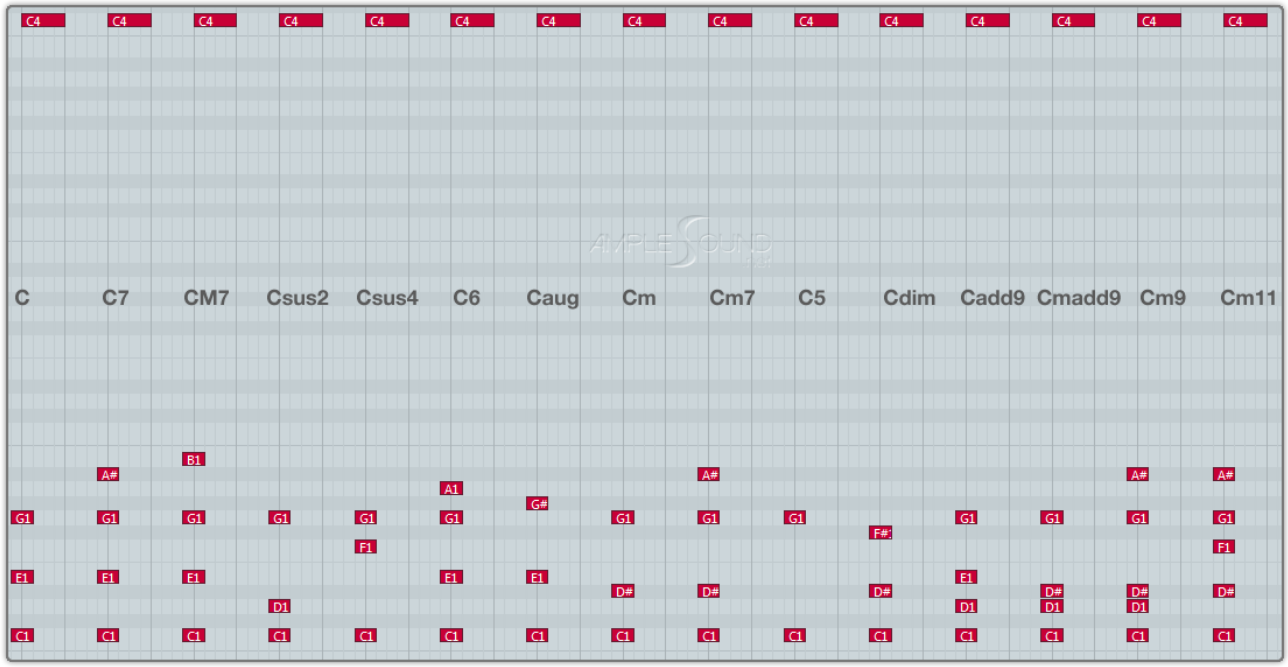
Sub Path	Name	Category	Key	Author
\	A-East-1	Pop	A	Ample Sound
\	A-East-2	Pop	A	Ample Sound
\	A-The First of Me	Rock	A	Ample Sound
\	B-ARP-1	Pop	B	Ample Sound
\	B-Yellow	Pop	B	Ample Sound
\	C-Default	Pop	C	Ample Sound
\	C-One Day	Pop	C	Ample Sound
\	C-Running-AGM	Pop	C	Ample Sound
\	C-Sweet as UR	Pop	C	Ample Sound
\	C-That's the Time	Jazz	C	Ample Sound
\	C-Type5-1	Pop	C	Ample Sound
\	C-Type5-2	Pop	C	Ample Sound
\	C-Type5-3	Pop	C	Ample Sound
\	C-Type7	Pop	C	Ample Sound
\	C-TypeM7	Jazz	C	Ample Sound
\	C-user	Rock	C	Ample Sound
\	D-LegHP-1	Jazz	D	Ample Sound
\	Default	Pop	C	Ample Sound
\	E-ARP-1	Jazz	E	Ample Sound
\	E-Gotten	Pop	E	Ample Sound
\	E-Return-1	Pop	E	Ample Sound
\	E-Return-2	Pop	E	Ample Sound
\	F-Suite830	Jazz	F	Ample Sound

Click Save button to save whole chord bank.

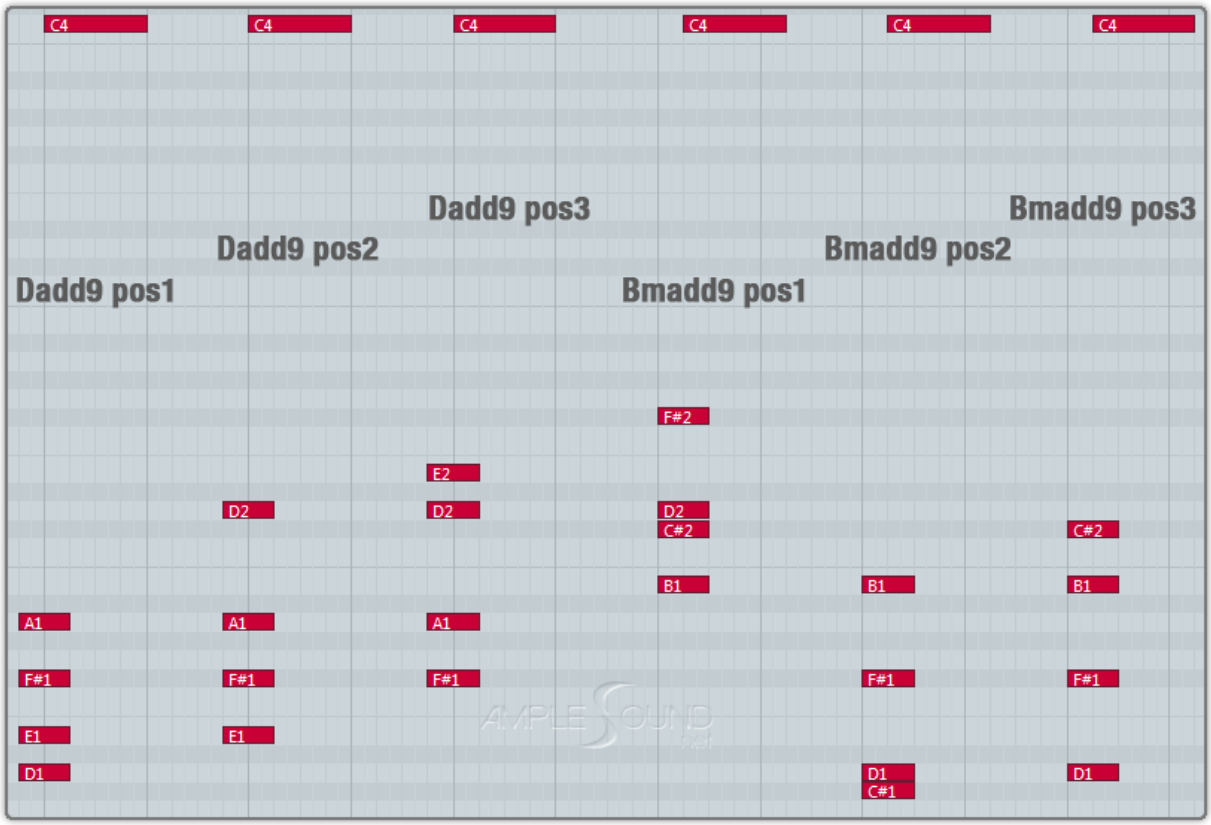


5.5.2 Detect Mode

Detect Mode can detect chord pressed by users within C1-B2 and directly switch to corresponding preset. Root note must be within C1-B1.



Chord Inversion is supported. Different inversions will be mapped to different positions.



Pressing C1-B1 or C2-B2 solely can make a slash chord based on current.

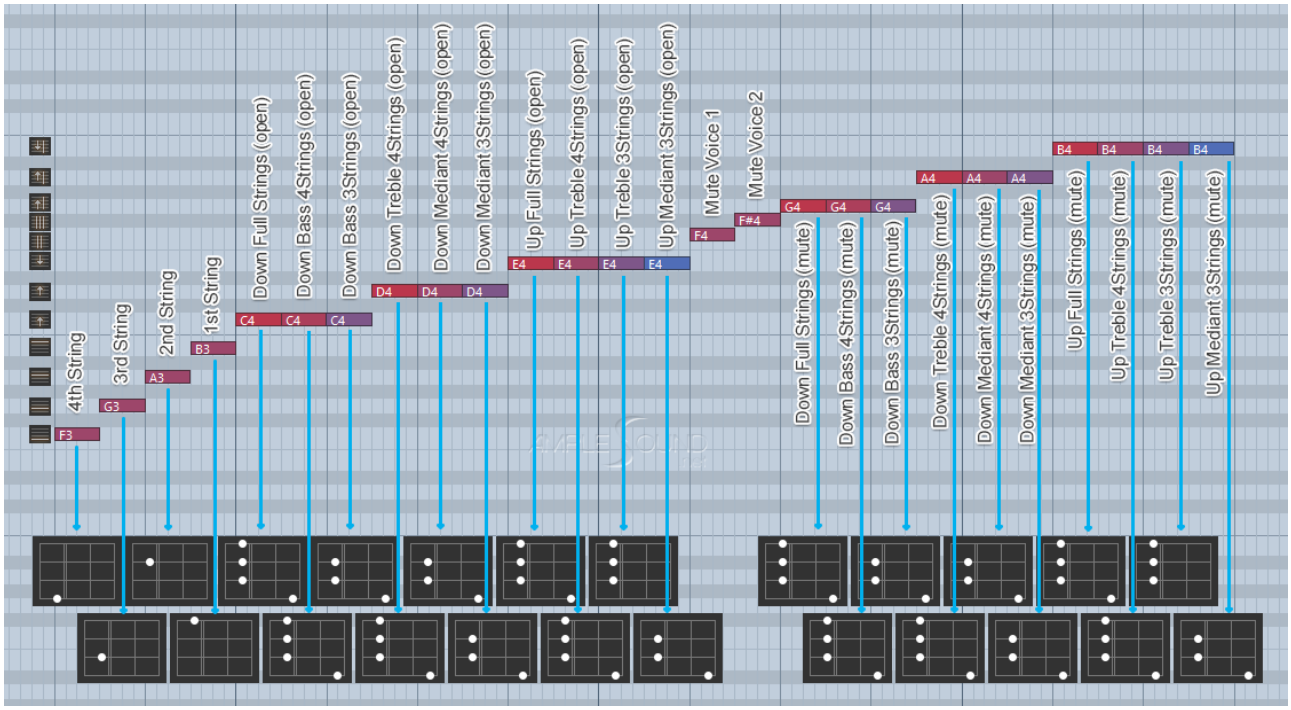
5.6 Chord Play & SEQ Setting

5.6.1 14 Strum Notes + 28 Ways to Play

Strummer system provides 14 strum notes, and 28 ways to play when combined with different velocity, giving great variety for chord play, even with only one chord.

28 ways to play have been designed and arranged for convenience concern after countless hours of testing. Without need for remembering them, you can play naturally on keyboard to achieve realistic strum.

Figure below shows 28 ways to play with Em chord.



5.6.2 SEQ Edit

Click 8 SEQ buttons to browse and edit SEQs.

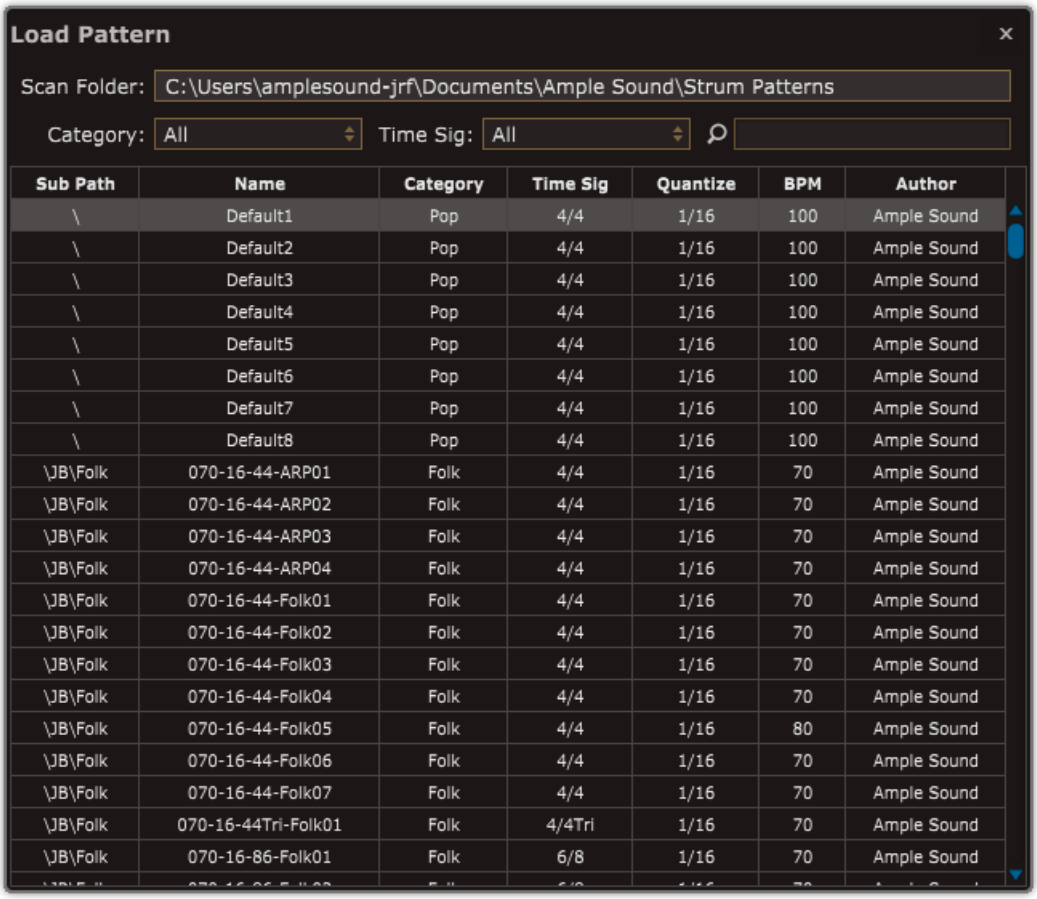
The icons on the left of editor are 14 strum notes.

Click to clear current SEQ notes. Click to copy another SEQ to current. Click to select default velocity of SEQ note.

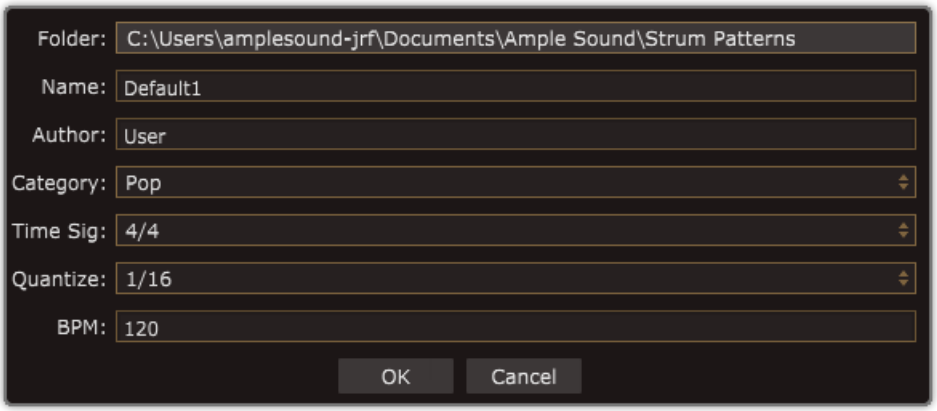
The color of SEQ note indicates velocity. Dragging mouse up/down or left/right will change the velocity and/or duration. Single clicking will enter a note. Double clicking on an existing note will remove it.

5.6.3 Save/Load Pattern

Click Load button to browse and load pattern. Click Scan Folder to change folder. Select Category, Time Signature or type to filter patterns.



Click Save button to save pattern.



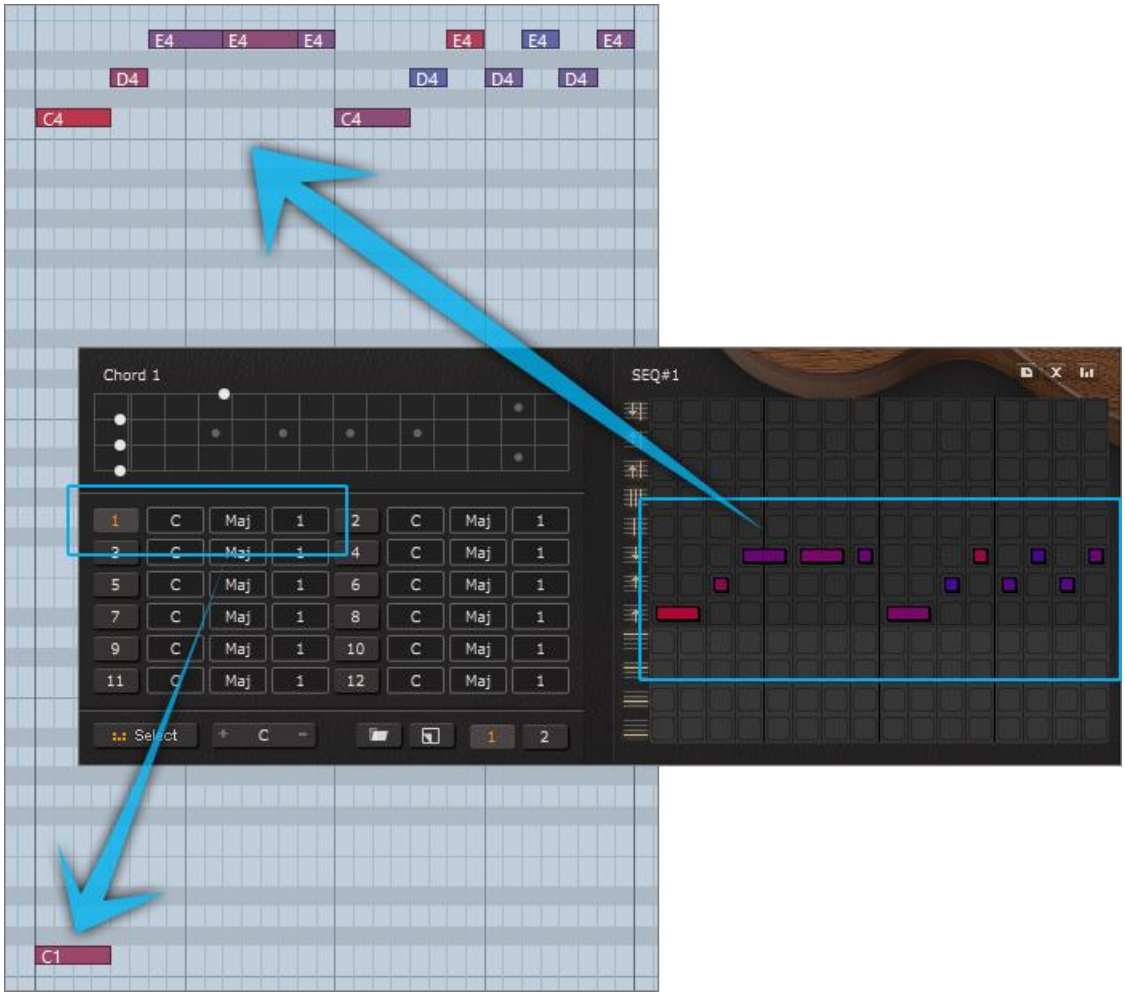
5.6.4 SEQ Play

Press C3 C#3 D#3 F#3 G#3 A#3 C#4 D#4 to play SEQ 1-8 respectively.

5.6.5 SEQ Export

Drag export button to export current SEQ to host.

Transfer rhythm and chord to MIDI notes.



5.7 Strum with Articulations

By combining articulation keyswitches and chord switch keys, you can play Natural Harmonic, Palm Mute, Slide In & Out, Legato Slide, Hammer-On & Pull-Off and Pop while strumming.

5.7.1 Strum Legato - Legato Slide

Press E0 and switch to another chord during a strum note, a slide will be made by notes of previous chord and current chord which are on same string but different frets.

5.7.2 Strum Legato - Hammer On & Pull Off

Press F0 and switch to another chord during a strum note, a HP will be made by notes of previous chord and current chord which are on same string but different frets.

5.7.3 Slide In Strum

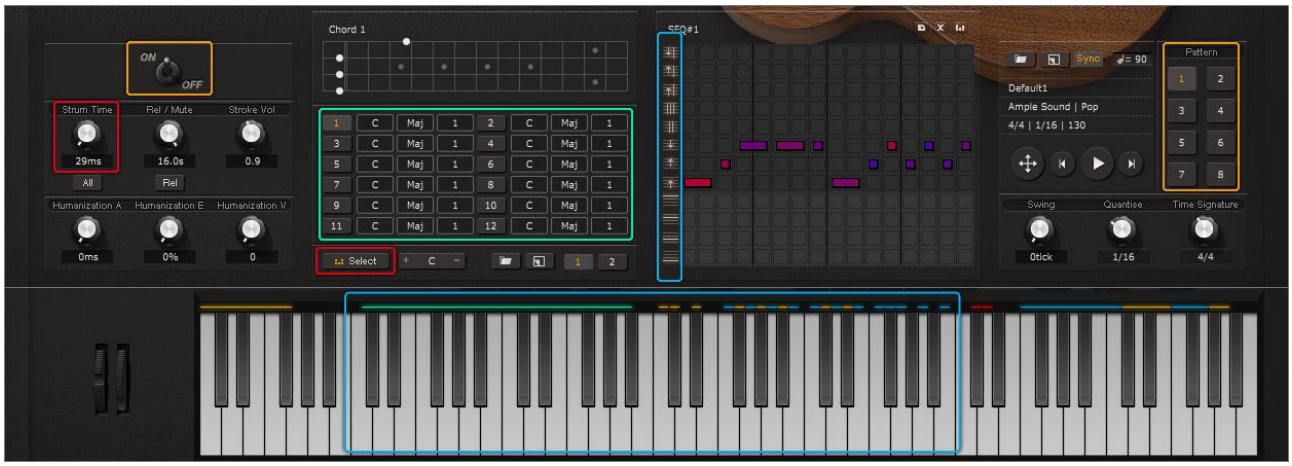
Press D#0 before a strum note will make a Slide In strum.

5.7.4 Harmonic Strum

Press C#0 before a strum note will make a Natural Harmonics strum, only available on 3rd, 5th, 7th, 9th and 12th fret.

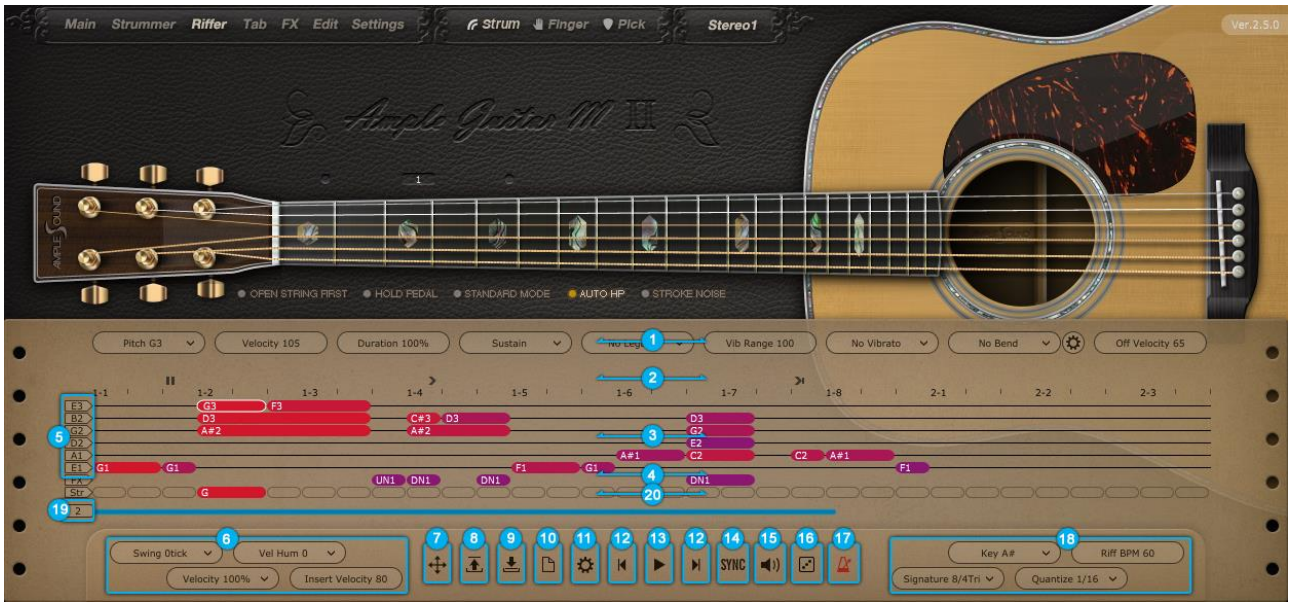
5.8 Strummer Keys

Green: Chord switch (select mode) or detect (detect mode). Yellow: SEQ triggers. Blue: Strum notes. Red: Chord Mode switch and Strum Time control.



6 Riffer Panel

6.1 Overview of Riffer Panel



1.	Note Properties Line
2.	Expression Line
3.	String Roll
4.	FX Noise Line
5.	Tuner: The Pitch of Each Open String
6.	Global Properties
7.	Drag MIDI to Host
8.	Load
9.	Save
10.	New Riff
11.	Preference
12.	Previous and Next Riff
13.	Play Toggle
14.	Sync Toggle
15.	Acoustic Feedback
16.	Dice - Random Riff Generator
17.	Metronome
18.	Score Properties
19.	Measures and Scroll Bar
20.	Strum Line

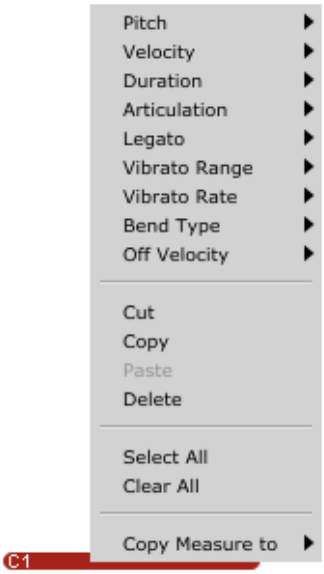
6.2 Operation

6.2.1 Operation and Key Commands

Left click	Enter a note on strings or FX-line
Left click a note	Select the note
Left click anywhere when a note is selected	Cancel the selection
Double click a note	Delete the note
Right click a note (or Alt\Option + Left click)	Right-click menu
Drag a note vertically	Change pitch
Drag the border of a note horizontally	Change length
Ctrl + Drag a note vertically	Change velocity
Ctrl + Drag the border of a note horizontally	Change duration
Shift + Drag a note	Move the note

6.2.2 Right-Click Menu

You can do Cut, Copy, Paste, Delete, Select All, Clear All and Copy Measure on the Right-Click Menu, and change the note properties if a note is selected.



6.2.3 Riff Play Toggle

The keyswitch is A#6 (high velocity on and low velocity off), The playing position begins at the selected note.

6.3 Note Properties

6.3.1 Note Properties

Select a note, the note properties will be shown on the title area. There are Pitch, Velocity, Duration, Articulation, Legato, Vibrato Range, Vibrato Rate, Bend Type, Bend Rate, Note Off Velocity, altogether 10 options for each note.

6.3.2 Bend Editor

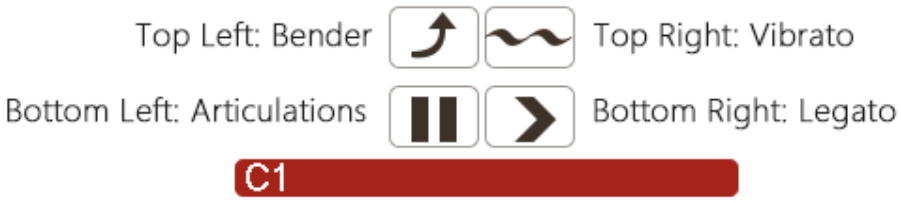
You can drag every point to change the Bend Rate.

6.3.3 Note Off Velocity

Control the volume of Release and Fingered Release.

6.4 Expression

6.4.1 Icon Position



6.4.2 Icons of Articulations & Legato

	Articulation	Guitar	Bass
◆	Nature Harmonic	All Guitars except AME	All Basses except AMR
▮▮	Palm Mute	All	All
▲	Slap	--	Electric Basses and ABA
▼	Pop	All	Electric Basses and ABA
🔒	Tap	--	Electric Basses
✕	Staccato	AGG, AGP and AGF	ABP and ABJ
⏭ ⏮	Slide In & Slide Out	All	All
▶ ◀	Hammer On & Pull Off	All	All
› ‹	Legato Slide	All	All
⤴	Bender	All	All
~	Vibrato	All	All
○	Slide Guitar	AGP, AGF, AGG, AGM and AGT	--

*The articulations and Legato are different in different instruments.

6.4.3 Articulation & Legato Rules

- 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 (more than 2 frets) is determined by the velocity of destination note. Higher the velocity, faster the speed.
- Slide Out: Slide Out from the 50% point of a note;

1/4 Slide Out: Slide Out from the 75% point of a note;
1/8 Slide Out: Slide Out from the 87.5% point of a note.

- Nature Harmonic is available on the nature harmonic positions (5th, 7th, 9th and 12th fret), the pitch is the same as Sustain.
- Slap or Pop dead note is available when switching to Slap or Pop, and the velocity is 1 - 63.
- Pop Slide In is available when switching to Slide, and the velocity is 127. (ABY only)

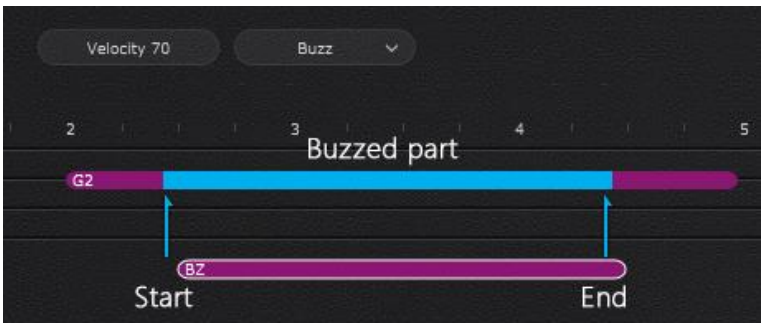
6.5 FX Line

6.5.1 Articulation & Legato Rules

Select a FX note, there are 2 options: Velocity and FX type (pitch) for each FX note.

*The FX type is different on different instruments.

6.5.2 Buzzing



6.6 Score & Global Parameters

6.6.1 Global Parameters

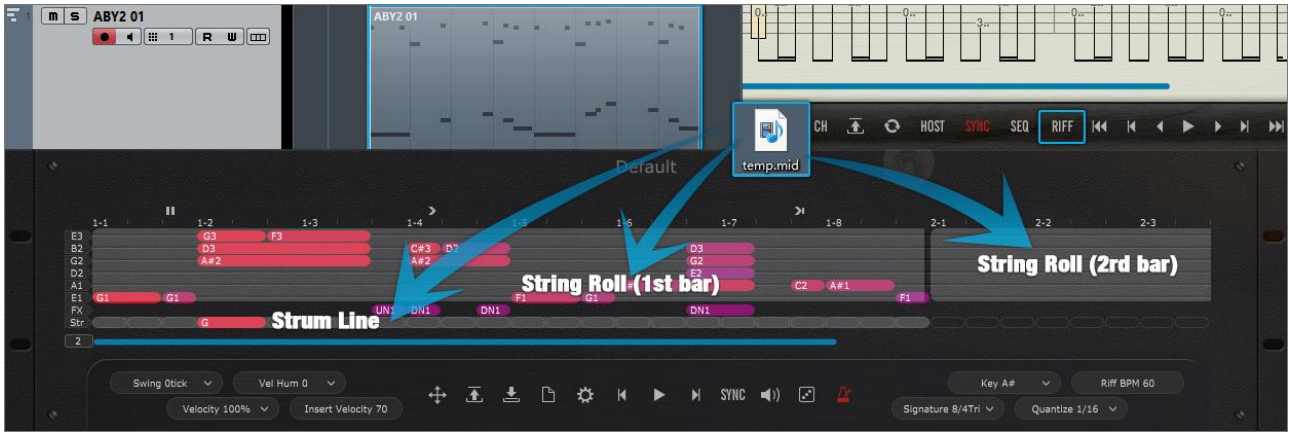
Swing Tick	-
Velocity Humanization	If the Insert Velocity is 80 and Velocity humanization is set to +/-20, the value will be in the range of 60 - 100
Velocity Proportion	Controls the percentage of original velocity with which to play
Insert Velocity	Default Note Velocity

6.6.2 Score Parameters

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

6.7 Import & Export

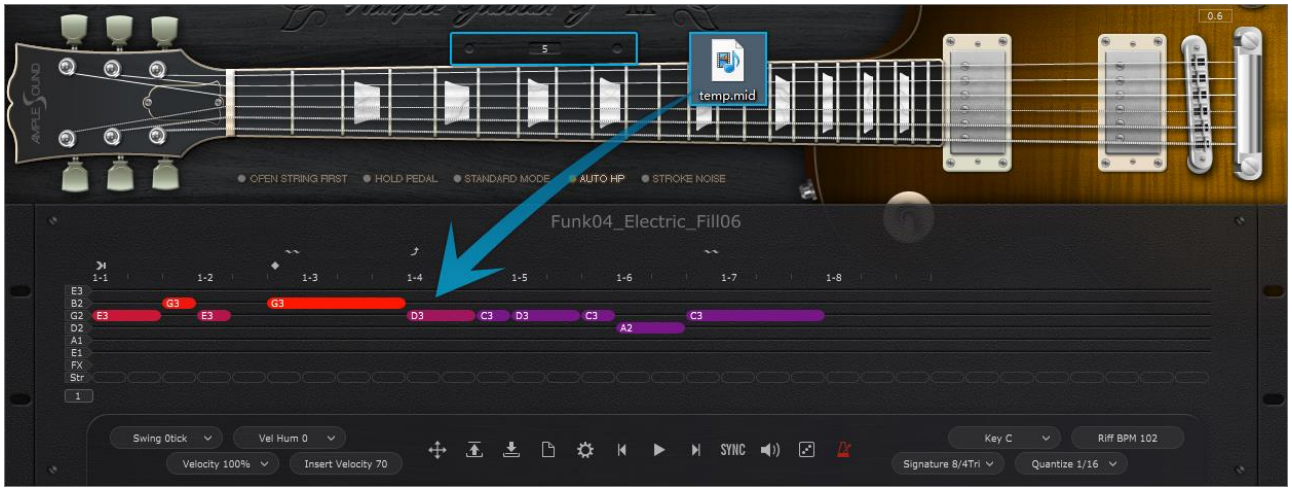
6.7.1 Import MIDI and Tab to Riffer



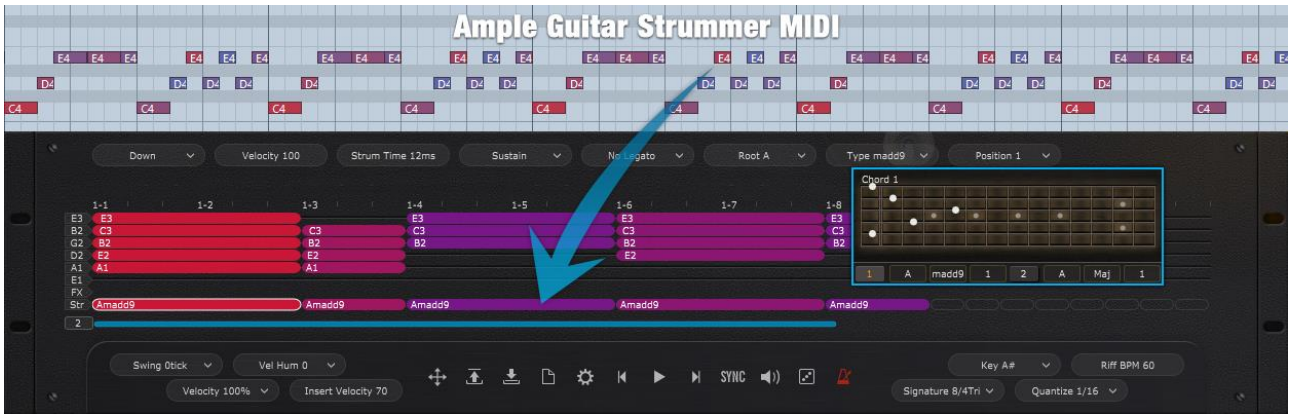
The MIDI file could be imported to Riffer, the MIDI format must be MIDI 0 or MIDI 1, and make sure that there is only one track in the MIDI file.

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

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.

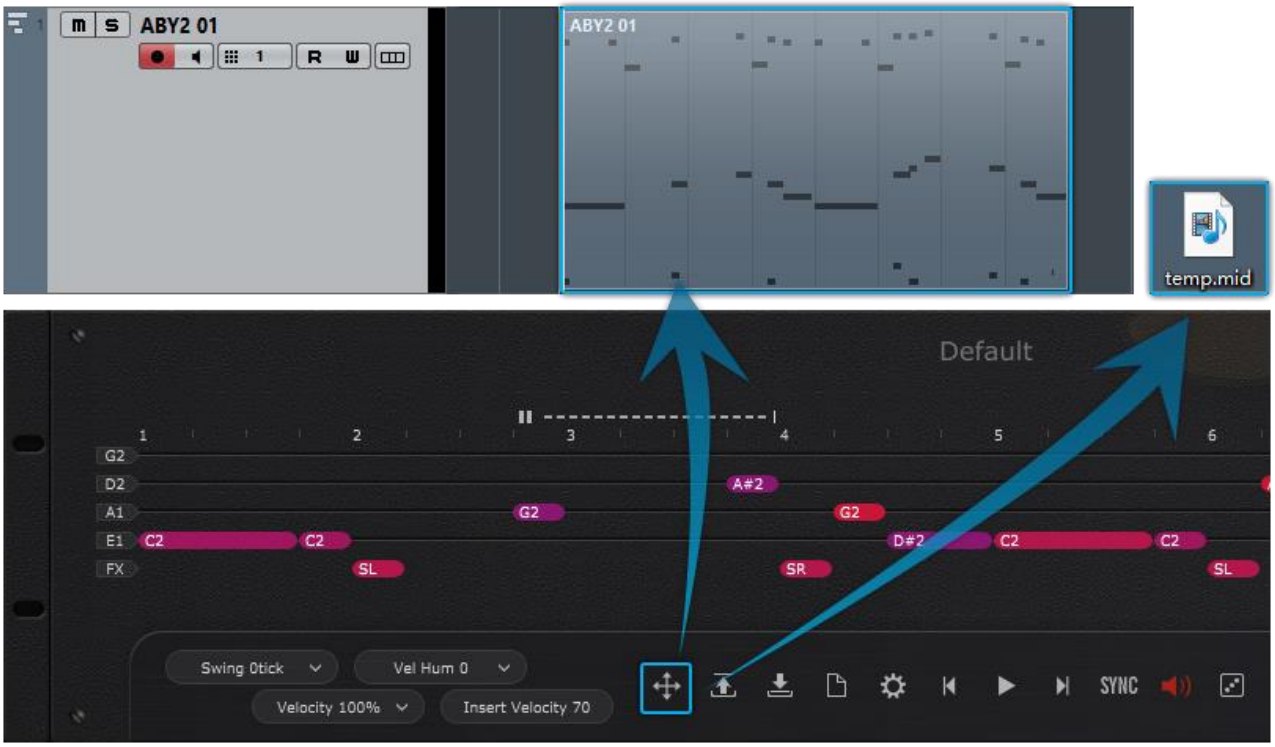


Click on the virtual fingerboard to set a capo then import the MIDI, the notes could be in the correct positions.



Set a chord on Strummer then drag the Strummer MIDI to Riffer Strum Line, the Riff could be the same as imported MIDI.

6.7.2 Export Riff to MIDI

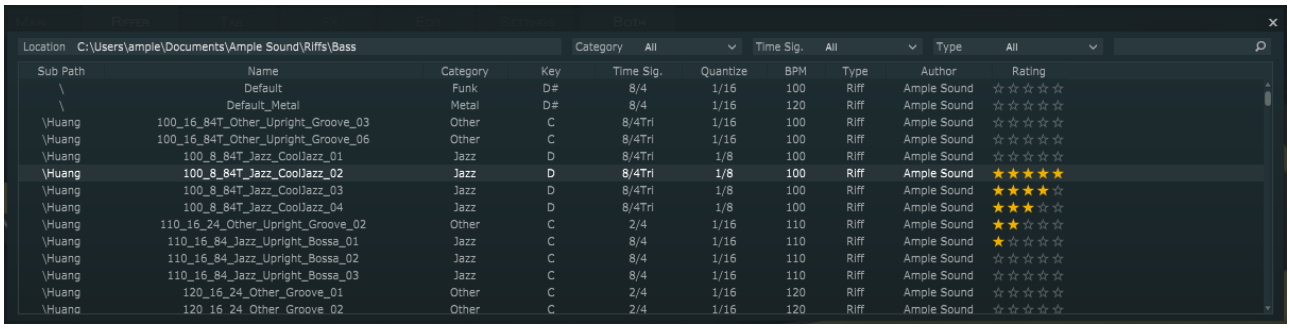


Drag the riff to MIDI track, or generate a MIDI file

*The Export Mode and Export Humanization could be changed on the Preferences window, refer to section 6.9.

6.8 Preset & Save Window

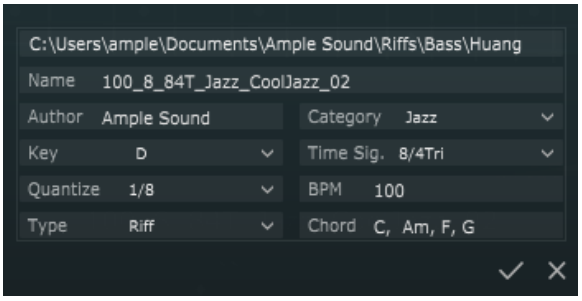
6.8.1 Preset Window



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

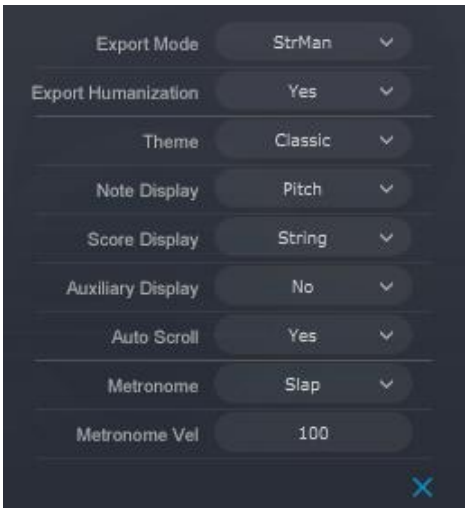
*Right click can remove rating.

6.8.2 Save Window



*Separated by commas if more than one chord.

6.9 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 the exported MIDI include Swing, Velocity Humanization, and Velocity Proportion settings.
Theme	Classic Dark
Note Display	Select what 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
Auto Scroll	Auto Scroll during playback
Metronome	Change the sound of Metronome
Metronome Velocity	Change the volume of Metronome

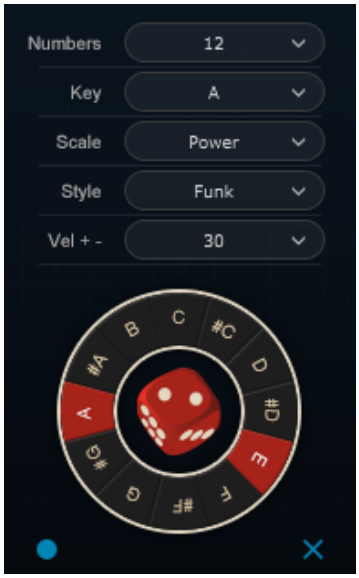
6.10 Dice

Dice is a Random Riff Generator, the keyswitch is B6.

6.10.1 Guitar Dice

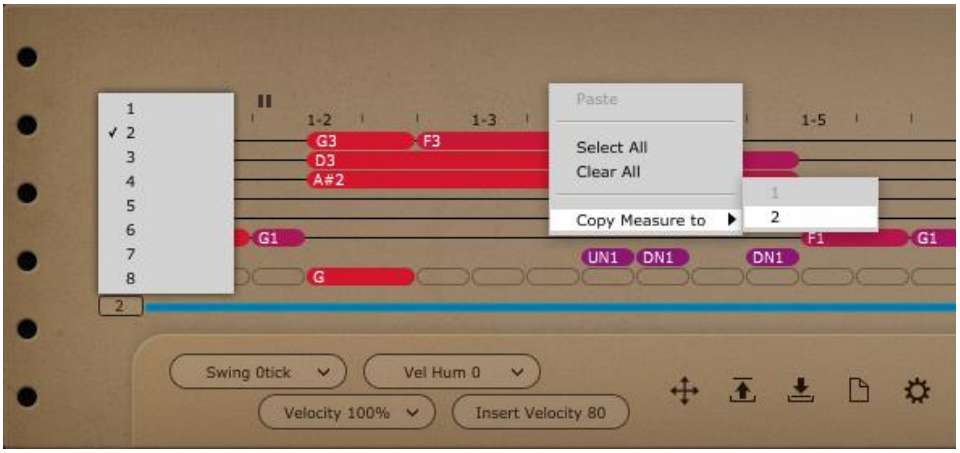
Density	Number of notes to generate in time signatures 4/4. In other time signatures, the number of notes might change but the density of notes will be kept the same.
Key	Root note
Scale	Select a chord template
Style	Notes and Groove style
Vel+-	Random Velocity Range
Dice	Create a random riff

6.10.2 Bass Dice



Numbers	Number of notes to generate
Key	Root note
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

6.11 Measure Setting



Set multi-measures for the riff(up to 8) and duplicate all the notes in the current measure to another measure.

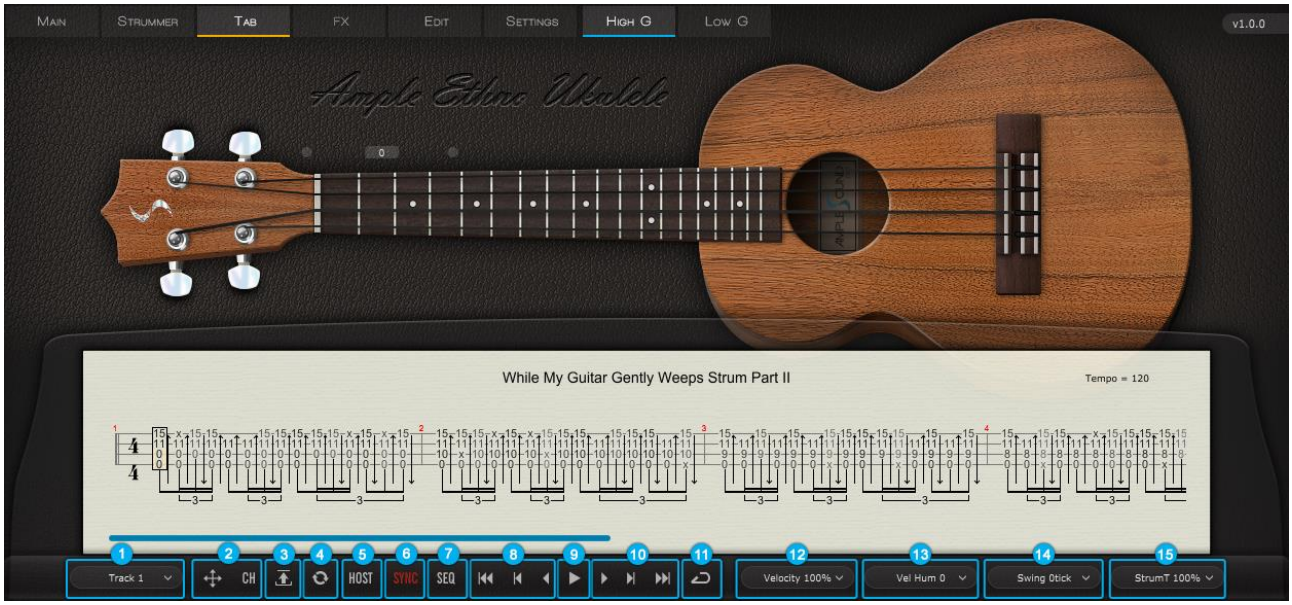
6.12 Strum Line (Guitar only)

Select a strum note, the strum note properties will be shown on the title area. There are Direction, Velocity, Strum Time, Articulation, Legato, Chord Root, Chord Type and Position altogether 8 options for each strum note.

All the notes in a chord will be changed if any option of the chord note is changed.

7 Tab Player Panel

7.1 Overview of Tab Panel



1.	Track Select
2.	Tab Export

3. Load Tab
4. Refresh the Tab
5. Host Playback
6. Tab Sync
7. Convert Current Measure to Pattern
8. Go to...
9. Tab Play Toggle (Note A6)
10. Go to...
11. Tab Loop
12. Velocity Proportion
13. Velocity Humanization
14. Tab Swing
15. Strum Time Proportion

7.2 Load Tab

Ample Ethno supports four formats of tab, GP3, GP4, GP5 and GPX. After you edit a tab, you can click Reload button to refresh. Click on edge or "Go to..." buttons to browse tab.

7.3 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.

7.4 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.

7.5 Host Playback

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

7.6 Velocity Proportion & Humanization

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

7.7 Tab Swing

Randomly flexes the timing of tab to avoid mechanical performance.

7.8 Strum Time Proportion

Controls the percentage of original strum time with which to play tab. When set as "Fixed by Strummer"，strum time will be fixed by the strum time knob on strummer panel.

8 FX Panel

8.1 Overview of FX

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

8.2 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

8.3 Overdrive

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

8.4 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

8.5 Wah

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

8.6 Chorus

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

8.7 Phaser

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

8.8 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	-

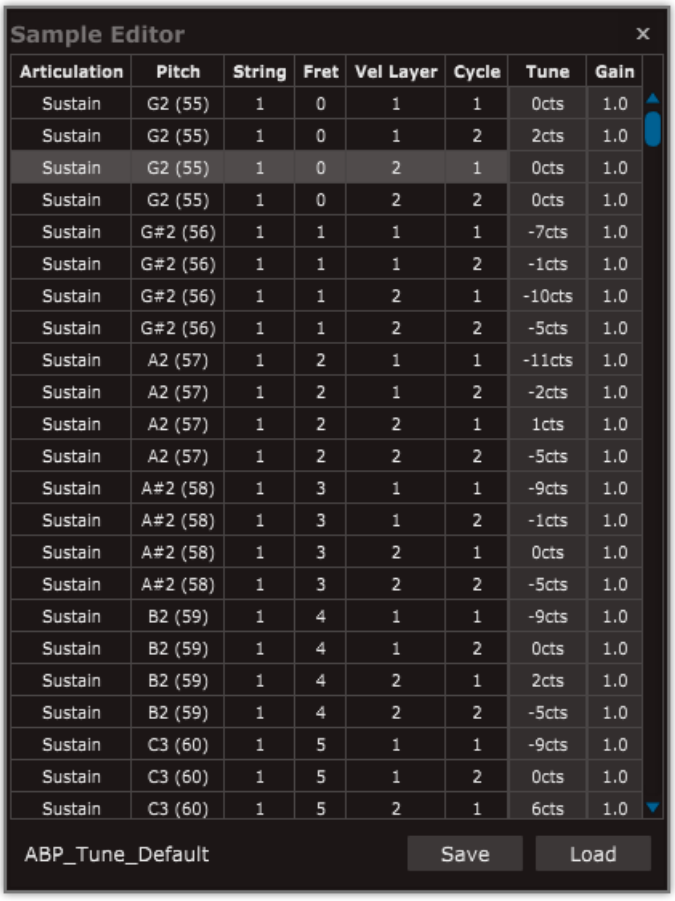
Time Mode	Bpm/Time	Bpm	-

8.9 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	-

9 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.



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