

Ample China TP



Ample Sound Technology Co.



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1 Overview

Thunder (Ample China Traditional Percussion) presents a Chinese ethnic percussion ensemble, covering a wide range from bass to treble, including membrane, wood, and brass instruments. It includes 19 instrument slots totaling 49 percussion instruments, such as drum ensemble, solo drum, gongs, cymbals, opera percussion, and vocal effects. Each instrument features multiple articulations, velocity layers, and sample cycles.

Sampled Instruments: Gufeng Percussion Instruments (Beijing Century Gufeng Percussion Center).

Ensemble: Zheng Yu and Gufeng Percussion Ensemble **Lead Soloist:** Zheng Yu





2 Main Panel

2.1 Main Panel Navigation



1.	Preset Bar
2.	Language
3.	Roll Loop Switch
4.	Roll Expression
5.	Key Layout

2.2 Preset Bar

There are four buttons: Previous **I** , Next **I** , Play **I** , and Save **I** . Clicking the preset name text box will open the preset file list window.



Presets	C:\Users\Ample\Documents\An	nple Sound\ACTP esets		0			
Presets	Name	Last Mod f J Time	Туре	Category	Author	Rating	
🖿 Temp	Big Drum-Bull Fighting Tiger	10/18/2024 15:35	Lead	Country	Ancient Music	****	
Test	Big Drum-Hip Hop and Filter	10/18/2024 15:35	Rhythm	Pop	Ample Sound	****	
	Big Drum-Simple Love	10/19/2024 17:24	Rhythm	Pop	Jav Chou	***	
	Cymbal Etude	10/18/2024 15:35	Lead	Country	Ample Sound	****	
	Dap-Hit the Hand Drum and Dar	nc 10/18/2024 15:35	Lead	Country	Ancient Music	***	
	Default	10/18/2024 15:35	Lead	Country	Ample Sound	**	
	Flat Drum Ens-Nine Beats	10/18/2024 15:35	Rhythm	Rock	Tang Dynasty	$\dot{}$	
	Flat Drum Ens-Rolling Walnuts	10/18/2024 15:35	Rhythm	Country	Ancient Music	$\dot{\Delta}$ $\dot{\Delta}$ $\dot{\Delta}$ $\dot{\Delta}$ $\dot{\Delta}$	
	Flat Drum-Ecstasy	10/18/2024 15:35	Lead	Country	Kodo	***	
	Flowerpot Ens-Muting to Open	10/18/2024 15:35	Rhythm	Country	Ample Sound	***	
	Flowerpot Ens-Sea Roar	10/18/2024 15:35	Lead	Country	Kodo	☆☆☆☆☆	
	Flowerpot-Ecstasy 2	10/18/2024 15:35	Lead	Country	Kodo	***	
	Highstand Ens-Drum Poetry	10/18/2024 15:35	Rhythm	Country	Zhengui Li, Dun Ta	***	
	Highstond Eps Flome of Fire	10/18/2024 15:35	Bbythm	Country	Kodo	***	

Each preset features a Riffer preview. You can click the play button or switch to the Riffer to audition the sound.





2.3 Language

* The language change will take effect after reopening the window.

2.4 Key Layout

Instrument	Кеу	Articulation	Detail	Trigger Modes	Legato	Loop
	A-1	Repeat				
	A#-1	Mute				
	B-1	Repeat				
Drum Ensemble	C0	Center	Double stroke on Maximum velocity	One-shot	-	-
	C#0	Stick		One-shot	-	-
	D0	Rim	Double stroke on Maximum velocity	One-shot	-	-
	D#0	Rimshot	Double stroke on Maximum velocity	One-shot	-	-
	EO	Edge-Center	Double stroke on Maximum velocity	One-shot	-	-
	F0	Edge	Double stroke on Maximum velocity	One-shot	-	-
	F#0	Mute	Stick Muting on High-Velocity Palm Muting on Low-Velocity	One-shot	-	-
	G0	Slap	Double stroke on Maximum velocity	One-shot	-	-
	G#0	Scraping Nails	Higher velocity faster speed	Gate	-	-
	A0	Straight Roll	Variable Roll on Maximum velocity	Gate	Leg	Loop
	A#0	Rim Roll		Gate	Leg	Loop
	B0	Expressive Roll	Grace variable Roll on Maximum velocity	Gate	Leg	Loop
Drum Solo	C1	Center	Double stroke on Maximum velocity	One-shot	-	-
	C#1	Stick		One-shot	-	-
	D1	Rim	Double stroke on Maximum velocity	One-shot	-	-
	D#1	Rimshot	Double stroke on Maximum velocity	One-shot	-	-



	E1	Edge-Center	Double stroke on	One-shot	-	-
	F1	Гана	Naximum velocity	One sheet		
	FI	Eage	Maximum velocity	One-snot	-	-
	F#1	Mute	Stick Muting on	One-shot	-	-
			High-Velocity			
			Palm Muting on			
			Low-Velocity			
	G1	Slap	Double stroke on	One-shot	-	-
			Maximum velocity			
	G#1	Scraping Nails	Higher velocity faster	Gate	-	-
			speed			
	A1	Straight Roll	Variable Roll on	Gate	Leg	Loop
			Maximum velocity			
	A#1	Rim Roll		Gate	Leg	Loop
	B1	Expressive Roll	Grace variable Roll on	Gate	Leg	Loop
			Maximum velocity			•
Pitched	C2	Center	Double stroke on	One-shot	-	-
Barrel			Maximum velocity			
	C#2	Roll		Gate	Leg	Loop
	D2	Center	Double stroke on	One-shot	-	-
			Maximum velocity			
	D#2	Roll		Gate	Leg	Loop
	E2	Center	Double stroke on	One-shot	-	-
			Maximum velocity			
	F2	Roll		Gate	Leg	Loop
	F#2	Roll		Gate	Leg	Loop
	G2	Center	Double stroke on	One-shot	-	-
			Maximum velocity			
	G#2	Roll		Gate	Leg	Loop
	A2	Center	Double stroke on	One-shot	-	-
			Maximum velocity			
Small Barrel	A#2	Roll		Gate	Leg	Loop
	B2	Center	Double stroke on	One-shot	-	-
			Maximum velocity			
Big Gong	C3	Crash		One-shot	-	-
	C#3	Тір	High-velocity tip on the	One-shot	-	-
			center			
			Low-velocity tip on the			
			edge			
	D3	Scrape		One-shot	-	-
	D#3	Swirl		Gate	Leg	Loop
	E3	Roll		One-shot	-	-



	F3	Choke		One-shot	Leg	-
Cymbals	F#3	Choke		One-shot	Leg	-
	G3	Open		One-shot	-	-
	G#3	Mute		One-shot	-	-
	A3	Edge Strike	Swirl on Maximum	One-shot	-	-
			velocity			
	A#3	Sizzle	Small Cymbal: Roll on	One-shot	Leg	-
			Maximum velocity			
	B3	Тір	High-velocity tip on the	One-shot	-	-
			Bell			
			Low-velocity tip on the			
			DOW China Cymhal: Shaft on			
			Maximum velocity			
Singing	C4	Open		One-shot	_	_
Bowl	C#4	Choke		One-shot	lea	_
	D4	Sing		One-shot	Lea	_
Temple	D#4	Choke		One-shot	Lea	-
Bowl	E4	Open		One-shot	-	-
	F4	Sing		One-shot	Leg	-
Bell	F#4	Shaking		One-shot	Leg	-
	G4	Open		One-shot	-	-
Shaking Bell	G#4	Shaking		Gate	-	Loop
Temple	A4	Open	Roll on Maximum	One-shot	-	-
Block			velocity			
Rattle Drum	A#4	Shaking		Gate	-	Loop
Wood Block	B4	Open		One-shot	-	-
Opera	C5	Drum	Opera Drum: Roll on	One-shot	-	-
Drum			Maximum velocity			
	C#5	Clapper		One-shot	-	-
Large	D5	Open		One-shot		-
Opera	D#5	Choke		One-shot	Leg	-
Gong						
Small Opera	E5	Open		One-shot		-
Gong	F5	Choke		One-shot	Leg	-
Opera	F#5	Споке		One-shot	Leg	-
Cymbais	G5	Open		One-shot	-	-
	G#5		Curint on Marineum	One-shot	-	-
	A5	Edge Strike	velocity	One-shot	-	-
	A#5	Sizzle	Roll on Maximum velocity	One-shot	Leg	-
	B5	Тір	High-velocity tip on the	One-shot	-	-



			Bell Low-velocity tip on the Bow			
Dap	C6	PM		One-shot	-	-
	C#6	Rim L		One-shot	-	-
	D6	Slap		One-shot	-	-
	D#6	Rim R		One-shot	-	-
	E6	Finger		One-shot	-	-
Vocalization	F6	Неу		One-shot	-	-
	F#6	На		One-shot	-	-
	G6	Huh		One-shot	-	-
	G#6	Stomp		One-shot	-	-
	A6	Clap		One-shot	-	-
	A#6	Snap		One-shot	-	-
	B6	Double Snap		One-shot	-	-
	С7	Riffer Toggle	High-velocity starts playback. Low-velocity stops playback	-	-	-

2.4.1 Trigger Modes

- One Shot: The sample will play to the end even when the key is released.
- Gate: The sample stops when the key is released.
- Loop: The sample loops continuously while the key is held down.
- Legato: Allows smooth transition between different articulations.

2.4.2 Key Color

- Blue: Function keys
- White: Play keys
- Red: Roll
- Yellow: Choke

2.5 Roll Loop Switch

• Activating the Roll Loop Switch enables continuous looping for ensemble drum rolls, solo



drum rolls, pitched barrel rolls, small barrel rolls, gong scrape, bell shaking, and rattle drum shaking.

• The default MIDI CC for the sustain pedal is 64. The CC can be changed in the MIDI CC setting window (right click on the controller to open).

2.6 Roll Expression

- This controls the expression of roll articulations for ensemble drum rolls, solo drum rolls, pitched barrel rolls, small barrel rolls, gong scrape, bell shaking, and rattle drum shaking.
- The default MIDI CC for expression is CC11. The CC can be changed in the MIDI CC setting window.

3 Properties Page and Right-click Menu

3.1 Right-click Menu



- Switch or unload the current instrument.
- Show the instrument' s range.
- Jump to the instrument' s mixer track and expand all its microphone tracks.
- Open the properties page.





3.2 Properties Page

\wedge	Highstand Drum Ens	×
E	tack: 1 ms	
F T V S	Alyphonic: 2 Fade Time: 500 ms ne: -0.00 locity Sens: 75 art Time: 0 Reset	
	DSR Envelope	
	olyphony and Release Time	
-	une	
١	elocity Sensitivity	
I	nsemble Start Time / Roll Start Time	
	eset to default value	

3.2.1 ADSR Envelope

Each instrument has an independent ADSR envelope. Adjust the Decay parameter to simulate muting or opening sounds. For example:



*Preset Reference: Flowerpot Ens-Muting to Open



3.2.2 Polyphony and Release Time

- This controls the maximum number of voices for the instrument. If the polyphony is set to 2 and a third note is played, the first note' s release will be cut off and faded out.
- Higher polyphony provides a denser sound, while fewer voices create a cleaner sound, especially for instruments with extended low-frequency releases, such as large drums.

3.2.3 Tune

Fine-tune or transpose the instrument' s pitch by up to an octave.

3.2.4 Velocity Sensitivity

This controls how much velocity affects volume. Lower values reduce the impact of velocity on the sound.

3.2.5 Start Time

Only ensemble drums, gongs, shaking bell and rattle drum have this parameter.

- ensemble drums: It adjusts the start time of the sample in percentage terms, helping to synchronize group performances.
- For rolls, it can adjust the start speed for rolls on gongs, shaking bells, and rattle drums.

3.2.6 Reset to default value



4 Instrument Slots

- ACTP contains 19 instrument slots: Drum Ensembles, Solo Drums, Pitched Barrel Drums, Small Barrel Drum, Cymbals, Large Gong, Ethnic Drum, Singing Bowl, Temple Bowl, Bells, Shaking Bells, Opera Drum, Temple Block, Wood Block, Large Opera Gong, Small Opera Gong, Opera Cymbals, Rattle Drum, and vocals, each supporting multiple percussion instruments, allowing seamless switching without modifying MIDI data.
- Each instrument slot contains similar types of percussion with consistent design in terms of articulations, velocity layers, and sample cycles. When switching between instruments in the same slot, there is no need to modify the MIDI.
- For drum ensemble vs. solo, simply shifting the MIDI by an octave can achieve the same performance.

4.1 Drum Ensemble (C0-B0)

- This slot can switch between 4 instruments:
 - 1. Highstand Drum Ensemble (100cm)
 - 2. Big Drum Ensemble (80cm)
 - 3. Flowerpot Drum Ensemble (60cm)
 - 4. Flat Drum Ensemble (45cm)
- Three types of rolls—straight roll, rim roll, and expressive roll support legato playing; when rolling, playing any other articulation, such as the center, will seamlessly transition the roll to that articulation.

4.2 Drum Solo (C1-B1)

- This slot can switch between 4 instruments:
 - 1. Highstand Drum Solo (100cm)
 - 2. Big Drum Solo (80cm)
 - 3. Flowerpot Drum Solo (60cm)
 - 4. Flat Drum Solo (45cm)



• Three types of rolls—straight roll, rim roll, and expressive roll. Legato playing is supported.

4.3 Pitch Barrel Drum (C2-A2)

- From left to right, the pitch goes from low to high, which is Pitch barrel 5 to Pitch barrel 1.
- Rolls on the Pitch barrel drum support legato playing.

4.4 Small Barrel Drum (A#2-B2)

• Rolls on the Small barrel drum support legato playing.

4.5 Big Gong (C3-F3)

- This slot can switch between 3 instruments:
 - 1. China Gong (100cm)
 - 2. Knobbed Gong (100cm)
 - 3. Wind Gong (60cm)
- Scrape and Choke on the gong support legato playing.
- The dampened hit on the big gong offers three different release samples: felt mallet, wooden mallet, and metal mallet. Different articulations are used to automatically match the corresponding type.

4.6 Cymbals (F#3-B3)

- This slot can switch between 5 instruments:
 - 1. China Cymbals (50cm)
 - 2. Large Cymbals (40cm)
 - 3. Strawhat Cymbals (32cm)
 - 4. Water Cymbals (30cm)
 - 5. Small Cymbals (15cm)
- Sizzle and Choke on the cymbals support legato playing.



4.7 Singing Bowl (C4-D4)

- This slot can switch between 2 instruments:
 - 1. Porcelain Singing Bowl
 - 2. Bronze Singing Bowl
- Sing and Choke on the singing bowl support legato playing.

4.8 Temple Bowl (D#4-F4)

- This slot can switch between 3 instruments:
 - 1. Temple Bowl
 - 2. Bronze Bowl
 - 3. Porcelain Bowl
- Sing and Choke on the temple bowl support legato playing.

4.9 Bells (F#4-G4)

- This slot can switch between 2 instruments:
 - 1. Finger Bells
 - 2. Temple Ritual Chime
- Shaking on the bells support legato playing.

4.10 Shaking Bells (G#4)

- This slot can switch between 4 instruments:
 - 1. Camel Bell
 - 2. Horse Bells
 - 3. Large Handbell
 - 4. Small Handbell



4.11 Temple Block (A4)

- This slot can switch between 3 instruments:
 - 1. High-pitch temple block
 - 2. Mid-pitch temple block
 - 3. Low-pitch temple block

4.12 Rattle Drum (A#4)

4.13 Woodblock (B4)

- This slot can switch between 2 instruments:
 - 1. Opera woodblock
 - 2. Opera Claves

4.14 Opera Percussion (C5-C#5)

- This slot can switch between 3 sets of instruments:
 - 1. Opera Drum and Opera Clappers.
 - 2. Storytelling Drum and Storytelling Clappers.
 - 3. Large Bamboo Clappers and Small Bamboo Clappers.

4.15 Large Opera Gong (D5-D#5)

• Choke on the large opera gong support legato playing.

4.16 Small Opera Gong (E5-F5)

• Choke on the small opera gong support legato playing.



4.17 Opera Cymbal (F#5-B5)

 Articulations, velocity layers are the same with other cymbals, and Sizzle and Choke on the opera cymbals support legato.

4.18 Dap (C#6-E6)

4.19 Vocalization and Body Percussion (F6-B6)

5 Mixer

5.1 Features

- The ACTP adopts a dual-layer mixer design. The first layer is the instrument track, and each instrument track contains multiple microphone tracks. This setup is to adapt to the diverse nature of Chinese percussion, as the miking configuration for drum ensembles and small wood percussion differs. However, every percussion instrument uses the same overhead microphones to ensure tonal consistency
- Each track can have multiple effects applied, and switching between instruments automatically updates the mixer track.
- In the ACTP, the drum head and rim of the large drums are treated as two separate instrument tracks, as their tonal functions are entirely different. The drum head emphasizes low frequencies, similar to a kick, while the rim emphasizes high frequencies, akin to a snare.



5.2 Mixer Navigation



1.	Compressor
2.	EQ
3.	Delay
4.	Reverb
5.	Track Delay
6.	Expand mic tracks
7.	Pan
8.	Solo
9.	Mute
10.	Phase
11.	Bypass Effects
12.	Volume Slider
13.	Expand or close all mi tracks
14.	Full-screen view



5.3 Controllers on the Mixer

- The mixer channels are divided into five types: instrument tracks, microphone tracks, delay track, reverb track, and master control track.
- On the ACTP mixer, you can perform batch operations by holding down Ctrl (Cmd on Mac)
 + Click to turn all on and all off.
- The master control track's Solo and Mute can also be used for batch operations.

5.3.1 Solo

5.3.2 Mute

5.3.3 Phase

5.3.4 Bypass Effects

5.3.5 Track Delay

In multi-microphone recording, dynamic microphones, condenser microphones, and variations in each microphone's distance and angle cause different delay times for each signal. Adjusting the track delay of the microphone track will change the tone of the instrument.



5.4 Insert Effects

5.4.1 Compressor



5.4.2 EQ



5.5 Send Effects

All instrument tracks send signals to the reverb and delay tracks. The processed signals from reverb and delay are then mixed with the original instrument track signals for master output.



5.5.1 Reverb



5.5.2 Delay



For detailed information on effect parameters, please refer to the FX user manual.

5.6 Right-Click Menu

📄 Сору	١
Paste	
O Reset	

Right-clicking on an empty space in a track allows you to copy, paste the current track parameters, or reset to default parameters.





ốột Settings 📃 💄	×								
Path: D:\D\Ample Sound\AS-VST\AmpleGuitar\ACTP_Library 1 Browse Max Voices: 256 2									
Voices: 0 Memory: 1169.85MB 3									
Sample Cycle: Cycle Reset 5									
Display									
Disable UI Animations									
Disable OpenGL 8 Disable Tooltip 9									
Keyboard Skin: Seaboard Keys v 10									
Note Display: Pitch ~									

- 1. Sample library path
- 2. Maximum voice
- 3. Voice and memory display
- 4. Instrument memory reset option
- 5. Cycle reset
- 6. Always on top for dialog windows
- 7. Disable UI animation
- 8. Disable OpenGL
- 9. Disable tooltips
- 10. Select keyboard skin
- 11. Riffer note display



6.1 Sample library path setting

The sample library can be moved to any location on your computer, then the new path can be set here.

6.2 Maximum voice

Adjusting the maximum voice limits the number of samples that can play simultaneously. When the limit is exceeded, the earliest played sample will be stopped.

6.3 Voice and memory display

6.4 Instrument memory reset option

- When switching instruments, the previous instrument is cleared from memory to save memory.
- If this option is not selected, the switching speed will be faster, which is suitable for users with large memory.

6.5 Cycle reset

- Clicking it will reset the sample cycle index to zero, restarting the cycle.
- Resetting the loop before exporting MIDI to audio ensures the sound effect is consistent.

6.6 Always on top for dialog windows

Controls whether pop-up windows are always on top.



6.7 Disable UI animation

Disables animation effects, like panel switching, to improve performance.

6.8 Disable OpenGL

Disable OpenGL to avoid display issues when using an old graphics card or if there are driver problems.

6.9 Disable tooltips

Controls whether to display tooltips.

6.10 Select keyboard skin

You can choose from three keyboard styles: Control Key, Seaboard Key, and Dark Key.

6.11 Riffer note display

In the Riffer, you can display note pitch, velocity, or off velocity.

7 MIDI rhythm patterns

The Riffer in the ACTP provides a variety of MIDI rhythm patterns for users to utilize.



			₩ ► (Default	▶ ₹					
Riffer		C:\Users\Ample\Documents\Ample	Sound\Riffs\ACTP				0			□ ×
> 🗖 ACTP		Name	Last Modified Time	Author	Rating	Riff Ti	Riff B	Туре	Category	
E Cymbal	s	Bamboo Clappers	10/18/2024 15:35	Ample Sound	***	4/4	125	Riff	Country	
🖿 Drum E	ns	Big Drum Ens 1	10/22/2024 13:51	Ample Sound	****	4/4	120	Riff	Rock	
🖿 Drum E	ns 2	Big Drum Ens EDM	10/18/2024 15:35	Ample Sound	$ \begin{array}{c} \begin{array}{c} \begin{array}{c} \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \begin{array}{c} \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} $	4/4	128	Riff	R&B	
🖿 Drum S	olo	Big Drum-Blue and White Porcelain	10/18/2024 15:35	Jay Chou	***	4/4	53	Riff	Рор	
🖿 Drum S	olo 2	Big Drum-Bull Fighting Tiger	10/18/2024 15:35	Ancient Music	***	4/4	90	Riff	Country	
🖿 Ensemb	ole	Big Drum-Hip Hop Groove 112	10/18/2024 15:35	Ample Sound	$\div \div \div \div \div$	4/4	112	Riff	Рор	
🖿 Opera		Big Drum-Simple Love	10/22/2024 13:51	Jay Chou	\dot	4/4	97	Riff	Pop	
🖿 Temp		Cymbal Etude	10/18/2024 15:35	Ample Sound	$ \begin{array}{c} \begin{array}{c} \begin{array}{c} \\ \end{array} \end{array} \\ \begin{array}{c} \begin{array}{c} \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \end{array} \\ \end{array} $	4/4	120	Riff	Country	
		Dap-Hit the Hand Drum and Dance 2	2 10/18/2024 15:35	Yiliyaer Ayoufu	$ \begin{tabular}{cccc} & & & & & & & & & & & & & & & & & $	4/4	115	Riff	Country	
		Default	10/18/2024 15:35	Ample Sound	$\stackrel{_{\scriptstyle \wedge}}{_{\scriptstyle \wedge}} \stackrel{_{\scriptstyle \circ}}{_{\scriptstyle \wedge}} \stackrel{_{\scriptstyle \circ}}{_{\scriptstyle \wedge}} \stackrel{_{\scriptstyle \circ}}{_{\scriptstyle \wedge}} \stackrel{_{\scriptstyle \circ}}{_{\scriptstyle \sim}} \stackrel{_{\scriptstyle \sim}}{_{\scriptstyle \sim}} \stackrel{_{\scriptstyle \sim}}}{_{\scriptstyle \sim}} \stackrel{_{\scriptstyle \sim}}}{_{\scriptstyle \sim}} \stackrel{_{\scriptstyle \sim}}{_{\scriptstyle \sim}} \stackrel{_{\scriptstyle \sim}}}{_{\scriptstyle \sim}} \stackrel{_{\scriptstyle \sim}}{_{\scriptstyle \sim}} \stackrel{_{\scriptstyle \sim}}}{_{\scriptstyle \sim}} \stackrel{_{\scriptstyle \sim}}}{_{\scriptstyle \sim}} \stackrel{_{\scriptstyle \sim}}}$	4/4	120	Riff	Rock	
		Ensemble-100-Riff-01	0/18/2024 15:35	Ample Sound	\Rightarrow \Rightarrow \Rightarrow \Rightarrow \Rightarrow \Rightarrow	4/4	100	Riff	Folk	
		Flat Drum Ens-Nine Beats	0/18/2024 15:35	Tangchao	$ \begin{array}{c} \begin{array}{c} \\ \\ \end{array} \end{array} \\ \begin{array}{c} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \\ \end{array} \\ \begin{array}{c} \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \\ \end{array} \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \\ \end{array} \\ $	9/4	135	Riff	Rock	
		Flat Drum Ens-Rolling Walnuts	10/18/2024 15:35	Ancient Music	${} }{} {} }{} {} }{ }{} }{ }{ } }{$	4/4	80	Riff	Country	
		Flat Drum-Ecstasy	10/18/2024 15:35	Kodo	***	4/4	116	Riff	Folk	
		Flowerpot-Ecstasy 2	10/18/2024 15:35	Kodo	* * * * *	4/4	128	Riff	Country	
	🕒 Nev	w (Ctrl + Shift + N) ar	10/18/2024 15:35	Kodo	***	6/4	100	Riff	Country	
	🚹 Loa	ad (Ctrl + O)	10/18/2024 15:35	Ample Sound	***	4/4	120	Riff	Rock	
	🛃 Sav	Ve Category	All ~ Type	All ~ C						
-	.⊉ Sav	ve As					_			
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For detailed instructions on using the Riffer, please refer to the Riffer manual.



网址: <u>https://www.amplesound.net</u>



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