Ample Bass A
Main Panel Manual



Ample Sound Technology Co.

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1 Instrument Panel

1.1 Overview of Instrument Panel



1.	Preset Bar
2.	Tuner
3.	Current Position
4.	Note Information
5.	String Assignment Display
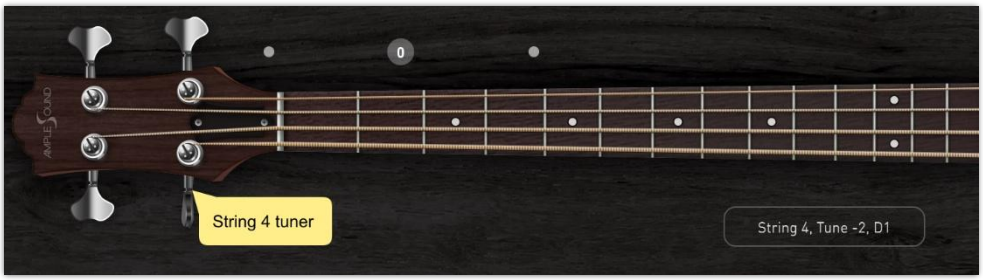
1.2 Preset Bar

There are four buttons: Previous , Next , Play , and Save .

Clicking the preset name text box will open the preset file list window.

1.3 Tuner

You can tune every string by turning its corresponding tuner, 2 semitones down at most.



2 Main Panel

2.1 Overview of Main Panel



1.	Articulations
2.	Sound Mode
3.	Neck Mic Volume
4.	Ambience Mic Volume
5.	Mic Solo Mute & Channel EQ
6.	DI Volume
7.	Master Volume
8.	Pan
9.	DI Delay
10.	Auto Buzz
11.	Capo
12.	Position Mode

13. Release Sound Gain
14. FX Sound Gain
15. Fingering Sound Toggle & Gain
16. Play Mode
17. Auto Legato Mode
18. Bend
19. Vibrato Wheel
20. Position Assignment Keyswitch
21. FX Sound Group
22. Octave Notes
23. Dead Note / Slap X / Pop X
24. Note Repeater
25. FX Sound Group 2
26. Buzzing
27. Auto Legato Mode Keyswitch
28. String Assignment
29. Position Mode Keyswitch
30. Hold Pedal Toggle

2.2 Articulations & Poly Legato

2.2.1 Articulation List

Abbr.	Full Name	Keyswitch	Range
Sus	Sustain & Pop	C0	B0-F4
NH	Natural Harmonic	C#0	E1-G3
PM	Palm Mute	D0	E1-F4
SIO	Slide In & Slide Out	D#0	F#1-F4
LS	Legato Slide (Poly Legato)	E0	F1-F4
HP	Hammer-On & Pull-Off	F0	E1-F4
Slap	Slap(vel 64-127) & Slap Dead Note(vel 1-63)	G0	E1-F4

2.2.2 Sustain & Pop

Keyswitch is C0.

- Notes of velocity less than 125 (incl.) will be Sustain.
- Notes of velocity 126 or 127 will be Pop.

2.2.3 Natural Harmonic

Keyswitch is C#0.

2.2.4 Palm Mute

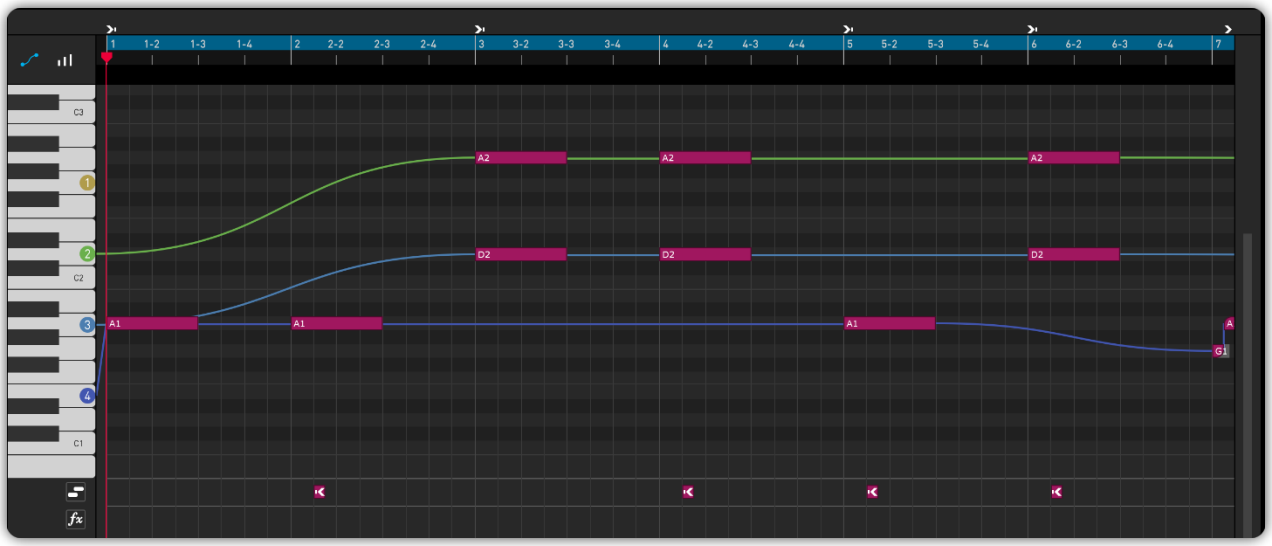
Keyswitch is D0.

- In this articulation, high velocity note triggers Palm Mute, while low velocity note triggers Dead Note.
- If keyswitches C0 and D0 are pressed at the same time, the special Sustain and Palm Mute mixed articulation is turn on. In this articulation, notes of high velocity will be Sustain and notes of low velocity will be Palm Mute.

2.2.5 Slide In & Slide Out

Keyswitch is D#0.

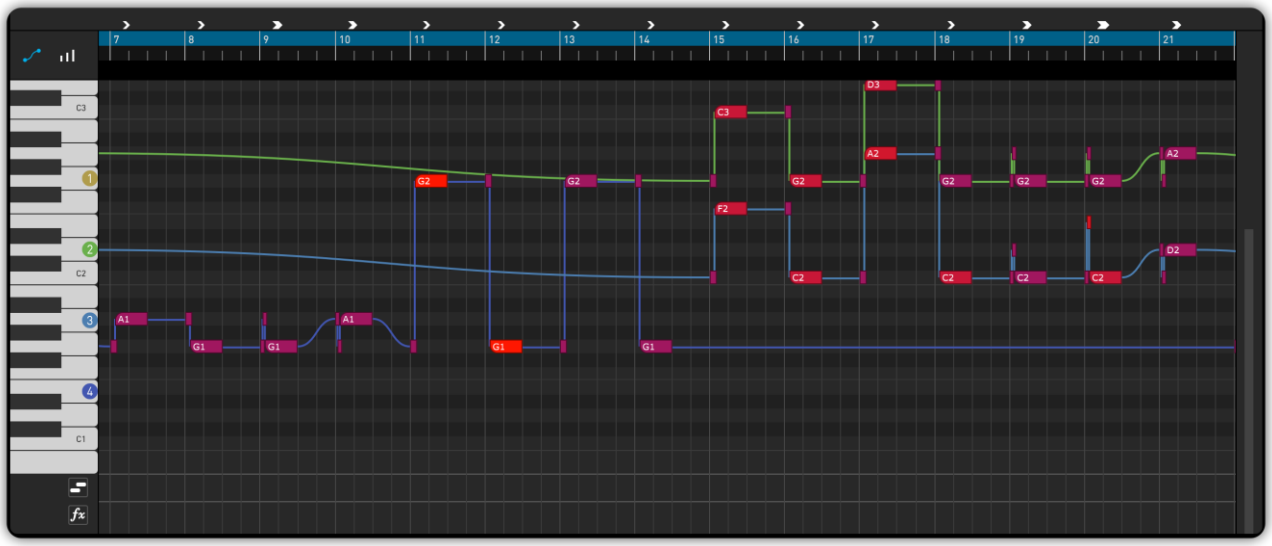
- Press D#0 then play a note (above fret 2) will trigger Slide In.
- Press D#0 while a note (above fret 3) is playing will trigger Slide Out.
- Reverts to Sustain automatically.



2.2.6 Legato Slide (Poly Legato)

Keyswitch is E0.

- Press E0 then play two overlapping notes will trigger slide between the notes.
- Support controllable slide speed (by note velocity) and intervals.
- Reverts to previous articulation automatically after slide.
- E0 with high velocity will change position. Otherwise the position will not be changed by slide.



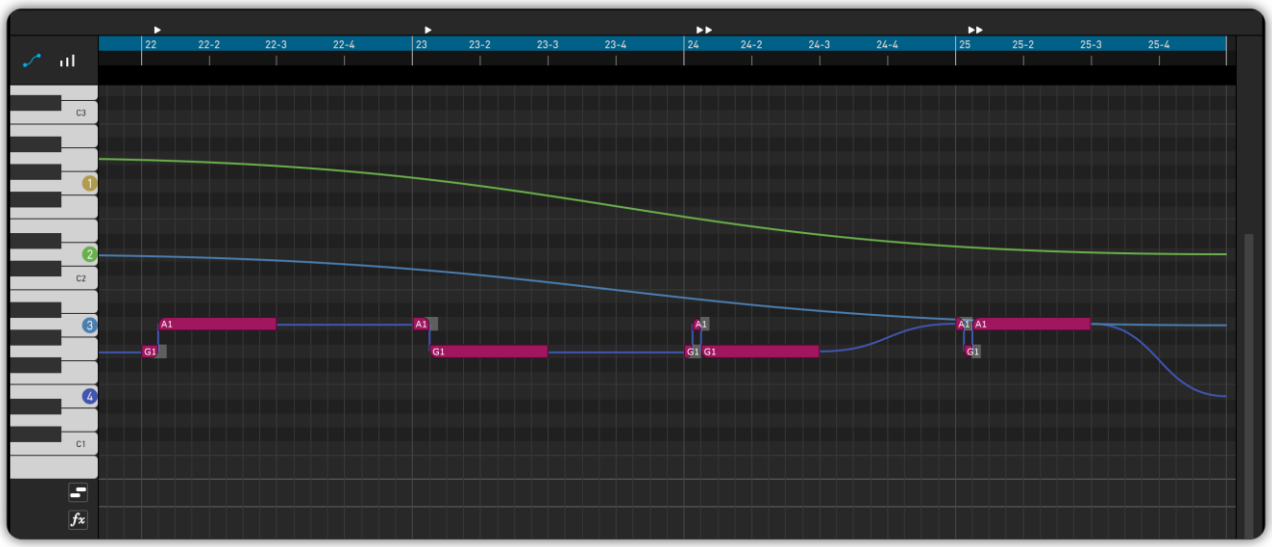
Poly Legato: Play multiple start notes on different strings at the same time, then play a higher or lower destination note. All start notes on different strings will trigger slides of the same interval, performing polyphonic legato.

Slide Smoother: For slides over two frets, the destination note's velocity determines the slide speed. Higher the velocity, faster the speed.

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

Keyswitch is F0.

- Press F0 then play two overlapping notes will trigger HP between the notes.
- Reverts to previous articulation automatically after HP.
- F0 with high velocity will change position, otherwise the position will not be changed by HP.



Poly Legato: Play multiple start notes on different strings at the same time, then play a higher or lower destination note. All start notes on different strings will trigger HP of the same interval, performing polyphonic legato.

2.2.8 Slap

Keyswitch is G0.

- On strings 3 & 4: High velocity = Slap, Low velocity = Dead Slap.
- On strings 1 & 2: High velocity = Pop, Low velocity = Dead Pop.

*If you're unsure about articulation or legato techniques, we recommend using Riffer to create and edit your MIDI. Once done, simply drag it into your DAW's MIDI track then you will have the same playback result as in Riffer.

2.3 Sound Mode

Mono and Stereo DI modes are available.

1.  All of Mics
2.  MS Mode
3.  Mono
4.  DI

2.4 Capo

It simulates the real bass capo. It can transpose the pitch without changing the fingering.

2.5 Position Mode

Supports 2 kinds of position modes of different fingering pattern:

1. 

   Melody Mode: An ascending/descending fingering pattern over 3 octaves, suitable for playing solo/melody.

   Press keyswitch B6 with low velocity to switch to this mode quickly.

2. 

   Chord Mode: The common fingering pattern that covers 5 frets of each string, suitable for play chords.

   Press keyswitch B6 with high velocity to switch to this mode quickly.

2.6 Buzz

When toggled on, notes will be randomly buzzed depending on frequency.

When you press D6, all ringing notes will be buzzed.

2.7 Rich Fingering Sound

In real performance, a lot of playing noises are generated. Virtual instrument would sound unnatural without those noises. Ample Sound Engine can generate rich Fret Noise automatically.

FA：Finger Touch Noise

FR：Finger Release Noise

2.8 Play Mode

Instrument Mode:  It is limited by the real playing rules of the instrument, such as two notes on the same string cannot ring simultaneously.

Keyboard Mode:  When Keyboard Mode is on, multiple notes can be played on same string simultaneously.

Solo Mode:  Only a single note can be played simultaneously.

* Both Keyboard Mode and Solo Mode will disable Automatic Legato.

2.9 Auto Legato Mode

There are 3 modes: Automatic Slide; Automatic Hammer On and Pull Off; Off.

*High velocity D#6 turns on Automatic Slide mode; Low velocity D#6 turns on Automatic Hammer-On & Pull-Off mode.

2.10 Vibrato Wheel

Play the mod wheel back and forth to manually control vibrato. It triggers a vibrato noise when the value >= 0.75.

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

* Mod time, mod gain, mod pitch, and the ADSR of auto modulation curve can be set in the Settings panel.

2.11 String Assignment and Position Assignment

2.11.1 String Assignment

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

2.11.2 Position Assignment

Switch to a fret position manually. A yellow line will be displayed after pressing A#0, notifying the notes that represent positions from 0 and up, then press the position note (E1-A#2) to switch to a particular position.

*A position covers a range of 5 frets (12 frets in Melody mode).



2.12 FX Sound Group

Note	FX Sound
G#4	Hit Top (Mute)
A4	Hit Top (Open)
A#4	Hit Rim
F5	Scratch 1
F#5	Scratch 2
G5	Single String Slap
G#5	Left-Hand Slap Noise
A5	Right-Hand Slap Noise
A#5	Fx Slide Turn 4
B5	Fx Slide Turn 3
C6	Fx Slide Down 4
C#6	Fx Slide Down 3

2.13 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.

2.14 Note Repeater

Press D#5 to repeat notes being played. Multiple notes are supported.

2.15 Hold Pedal Toggle

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