Ample China Dadi

Main Panel Manual



Ample Sound Technology Co.

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1 Instrument

Ample China Dadi is sampled on 5 flutes (in the key of C, D, E, F, and G) of The Singing of Dragon series Dadi (Xuehua Dong Masterbuilt).

1.1 Overview of Instrument Panel



1. Preset Bar

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.

2 Main Panel

2.1 Overview of Main Panel



1.	Articulations
2.	Sound Mode
3.	Middle Mic Volume
4.	Mic Solo Mute & Channel EQ
5.	Front Mic Volume
6.	Back Mic Volume
7.	Room Mic Volume
8.	Master Volume
9.	Pan
10.	Key
11.	Expression
12.	FX Sound Gain
13.	Release Sound Gain
14.	Breath Sound Gain
15.	Wind Sound Gain
16.	Playing Mode
17.	Random Articulation

18. Legato Mode
19. Sample Loop Toggle
20. Bend
21. Mod Wheel
22. FX Sound Group
23. Legato Mode Keyswitch
24. Hold Pedal Toggle

2.2 Articulations

2.2.1 Articulation Classification

There are 3 kinds of articulations in The Singing of Dragon - Head Group (blue keyswitches), Body Group (yellow keyswitches) and Special Effect Group (red keyswitches).

- **The head group** is used to perform grace notes at head. Articulations with more grace notes are assigned to higher keyswitches; Ascending and descending articulations are close together.
- **The body group** can not only perform grace notes at head, but also can be used for articulation legatos to express changes of the sound body. The Singing of Dragon's body group can be used for endless articulation legatos. For example, you can start with a Sustain, hold the note, then play the Expression Keyswitch (C1) to play legato to an Expression note; then play Mid Trill Up keyswitch(E1) to play legato to a Mid Trill Up note, and then press Mid Trill Down keyswitch (F1) to play legato to a Mid Trill Down note, and so on.

2.2.2 How to Play the Keyswitches

Most articulations will automatically return to Sustain after playing one phrase; You can also stay on one articulation by holding the keyswitch.

Playing the keyswitch when a note is sounding will play legato to the articulation.

2.2.3 Articulations of Head Group

Full Name	Keyswitch	Range
Sustain	C0	G2-E5
Grace Up	D0	A2-E5
Grace Down	D♯0	G2-D5
Arpeggio Up	E0	B2-E5
Arpeggio Down	F0	G2-D5
Mordent	F♯0	G2-D5
Pre-Trill	G0	G2-D5
Impulse	G♯0	G2-E5
Glissando Up	A0	B2-E5
Glissando Down	A♯0	G2-C5
Roaring	C♯2	G2-E5

2.2.4 Articulations of Body Group

Full Name	Keyswitch	Range
Repeated Tonguing	C♯0	G2-E5
Roaring Legato	B0	G2-E5
Espressivo	C1	G2-E5
Vibrato	C♯1	G2-E5
Trill	D1	G2-D5
Flutter	D♯1	G2-E5
Mid Trill Down	E1	A2-E5
Mid Trill Up	F1	G2-E5
Slide Up	F♯1	G2-D5
Slide Down	G1	A2-E5
Sforzando	G♯1	G2-E5
Wolf Tone	A1	G2-E5
Slide Out Downwards	A♯1	G2-E5
Impulse Release	B1	G2-E5

2.2.5 Articulations of Special Effects Group

Abbr.	Full Name	Keyswitch	Range
Lick	Lick	C2	F2-E5
Reverse	Reverse	D2	-
Repeated-Note Legato	Repeated-Note Legato	D♯2	G2-D5

2.2.6 Sustain

Keyswitch is C0. Head Group.

- Four velocity layers controlled by note velocity. Roaring is triggered when velocity is higher than 125.

2.2.7 Repeated Tonguing

Keyswitch is C♯0. Body Group.

- High keyswitch velocity triggers Hard Repeated Tonguing. Low velocity triggers Repeated Tonguing.

2.2.8 Grace Up

Keyswitch is D0. Head Group.

- Major 2nd or minor 3rd grace up is selected automatically based on current Key setting.

2.2.9 Grace Down

Keyswitch is D♯0. Head Group.

- Major 2nd or minor 3rd grace down is selected automatically based on current Key setting.

2.2.10 Arpeggio Up

Keyswitch is E0. Head Group.

- High note velocity triggers Impulse Arpeggio Up. Low velocity triggers normal Arpeggio Up.

2.2.11 Arpeggio Down

Keyswitch is F0. Head Group.

- High note velocity triggers Impulse Arpeggio Down. Low velocity triggers normal Arpeggio Down.

2.2.12 Mordent

Keyswitch is F♯0. Head Group.

- Minor 2nd or major 2nd Mordent is selected automatically based on current Key setting.

2.2.13 Pre-Trill

Keyswitch is G0. Head Group.

- High note velocity triggers Short Pre-Trill. Low velocity triggers Long Pre-Trill.

2.2.14 Impulse

Keyswitch is G♯0. Head Group.

- Note velocity >95 triggers Grace Impulse. Velocity >64 triggers Impulse. Low velocity triggers Soft Impulse.

2.2.15 Glissando Up

Keyswitch is A0. Head Group.

2.2.16 Glissando Down

Keyswitch is A♯0. Head Group.

2.2.17 Roaring Legato

Keyswitch is B0. Body Group.

- Playing the keyswitch while a note is sounding will transition to Roaring Legato.

2.2.18 Espressivo

Keyswitch is C1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Espressivo.
- High keyswitch velocity triggers Wolf Tone Espressivo. Low velocity triggers normal Espressivo.
- Note velocity controls the start point. Higher velocity starts later.

2.2.19 Vibrato

Keyswitch is C♯1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Vibrato.
- High keyswitch velocity triggers uniform vibrato. Low velocity triggers accelerating vibrato.
- Note velocity controls the start point.

2.2.20 Trill

Keyswitch is D1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Trill.
- High keyswitch velocity triggers uniform trill. Low velocity triggers variable trill.
- Major 2nd or minor 3rd is selected based on current Key settin.

2.2.21 Flutter

Keyswitch is D♯1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Flutter.
- High keyswitch velocity triggers Scale-Run Flutter. Low velocity triggers Tail-Impulse Flutter.
- Keyswitch velocity also controls transition time.

2.2.22 Mid Trill Down

Keyswitch is E1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Mid Trill Down.

2.2.23 Mid Trill Up

Keyswitch is F1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Mid Trill Up.

2.2.24 Slide Up

Keyswitch is F♯1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Slide Up.
- Major 2nd or minor 3rd is selected based on current Key setting.

2.2.25 Slide Down

Keyswitch is G1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Slide Down.
- Major 2nd or minor 3rd is selected based on current Key setting.

2.2.26 Sforzando

Keyswitch is G♯1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Sforzando.

2.2.27 Wolf Tone

Keyswitch is A1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Wolf Tone.

2.2.28 Slide Out Downwards

Keyswitch is A♯1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Slide Out Downwards.
- Keyswitch velocity >125 triggers Flutter Slide Out Downwards.
- Velocity >63 triggers Fast SOD, Velocity <64 triggers Slow SOD.

2.2.29 Impulse Release

Keyswitch is B1. Body Group.

- Playing the keyswitch while a note is sounding will transition to Impulse Release.

2.2.30 Lick

Keyswitch is C2. There are 36 improvisation licks.

2.2.31 Roaring

Keyswitch is C♯2. Head Group.

- High note velocity triggers Grace Roaring. Low velocity triggers normal Roaring.

2.2.32 Reverse

Keyswitch is D2. Special Group.

- Playing the keyswitch while a note is sounding will reverse the sample from the current position, such as converting scale runs, vibrato speed, and articulations.

2.2.33 Repeated-Note Legato

Keyswitch is D♯2. Body Group.

- Playing the keyswitch while a note is sounding will transition to Repeated-Note Legato.
- Returns the note to its original pitch if the pitch has been altered by Slide Legato.

2.3 Sound Mode

The ACDD has 3 mic modes: AB, MS, and Mono Mode, recorded with 5 microphones. You can adjust the volume and channel EQ of different microphones to get more sound.

1.  L&R Mode
2.  Middle Mode
3.  Mono Mode

2.4 Expression

The default MIDI CC is CC11. The Expression controls the dynamic of the sound.

2.5 Key

The Key setting determines the intervals of some articulations, for example major 2nd or minor 3rd, minor 2nd or major 2nd.

2.6 Wind

The Wind is the sound of air blowing in the Dadi tube. We extracted this sound from each real sample to enable the independent control of this element.
Without Wind, the Dadi sounds very clean. By adjusting the Wind volume—and varying it during performance—you can add breathiness and a slightly ‘dirty’ character, improving realism.

2.7 Playing Mode

- **Keyboard Mode:**  You can play polyphonic notes in this mode.
- **Instrument Mode:**  You can play mono note and legato in this mode.

2.8 Random Articulation

After playing a phrase, it will randomly switch to a random head articulation for the next phrase.

This mode is used for live playing.

2.9 Legato Mode

2.9.1 Legato Mode

Legato Mode: The mode triggers Straight Legato when the note duration is shorter than Legato Time, which can be adjusted in the Settings.
When the note duration is longer than Legato Time:

Velocity(126-127)	Impulse and Roaring articulations trigger Roaring Legato. Other articulations trigger ascending layered ornament legato or descending mordent legato.
Velocity (96-125)	triggers Grace Legato
Velocity (32-95)	triggers Straight Legato
Velocity (16-31)	triggers Soft Legato 1
Velocity (1-15)	triggers Soft Legato 2

2.9.2 Slide Mode

When playing major 2nd and minor 3rd legatos, Velocity(1-31) triggers Slide Legato.

2.9.3 Legato Smooth

In the real performance of the Dadi, the legatos are ever-changing, sometimes hard and sometimes soft. Legatos with no changes cannot completely simulate real performance.
You can adjust the Legato Smooth in the Settings to suit different legato needs.

2.10 Sample Loop

The sample length of The Singing of Dragon is about 8 seconds on average. In most cases, it can meet the requirements of a Dadi note. If you need longer notes, you can turn on the Sample Loop.
On: Samples such as Sustain and Legato will keep looping.
Off: Samples will play their natural releas.

2.11 Bend

Please refer to the Settings manual.

2.12 Mod Wheel

Please refer to the Settings manual.

2.13 FX Sound Group

Note	FX Sound
F5	Breath Sound
F♯5	Hit on the tube
G5	Impulse Effect 1
G♯5	Impulse Effect 2
A5	Impulse Effect 3
A♯5	Trill FX1
B5	Trill FX2
C6	Trill FX3
C♯6	Howling Effect 1
D6	Howling Effect 2

2.14 Hold Pedal Toggle

Hold Pedal On: Double Legato Mode. For example, when playing a legato from D to E, and release E while holding the D, the D will be automatically triggered.

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