Ample China Konghou

Main Panel Manual



Ample Sound Technology Co.

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1 Instrument

Ample China Konghou is sampled on a peacock type 76-string(38*2) Konghou in the key of C.

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.	L Mic Volume
4.	Mic Solo Mute & Channel EQ
5.	R Mic Volume
6.	Mid Mic Volume
7.	Stereo Mic Volume
8.	Master Volume
9.	Pan
10.	Key
11.	Tremolo Expression
12.	FX Sound Gain
13.	String Release Volume
14.	Finger Noise Volume
15.	Playing Gap Noise Volume
16.	Playing Mode
17.	Bend
18.	Mod Wheel
19.	FX Sound Group
20.	Hold Pedal Toggle

2.2 Articulations

2.2.1 Articulation Classification

Full Name	Keyswitch	Range
Sustain	C0	G0-B5
Natural Harmonic	C♯0	G0-C♯5
Tremolo	D0	G0-B5
Short Tremolo	D♯0	G0-B5
Ascending Arpeggio	E0	C1-B5
Descending Arpeggio	F0	C1-B5
Pre-Vibrato	F♯0	A1-B5

2.2.2 Sustain

Keyswitch is C0.

- Triggers the Pre-Vibrato at the maximum velocity.

2.2.3 Nature Harmonic

Keyswitch is C♯0.

2.2.4 Tremolo

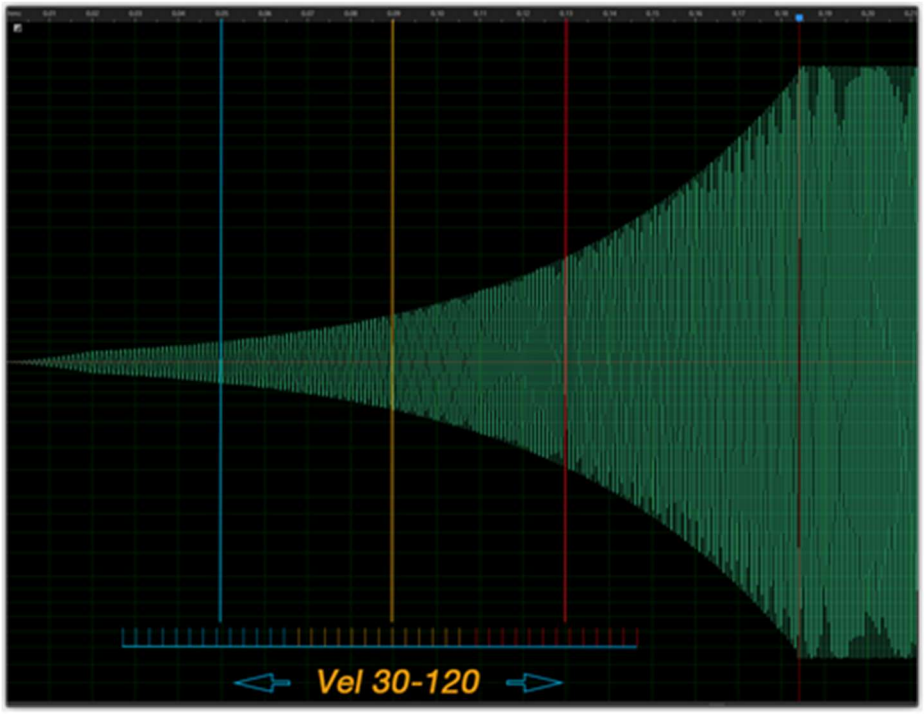
Keyswitch is D0.

- Pressing this keyswitch with high velocity triggers the Expressive Tremolo, while pressing with low velocity triggers the Straight Tremolo.
- The velocity of the note can change the starting point of the tremolo.

* Tremolo does not respond to Hold Pedal.

2.2.4.1 Start Time

When playing tremolo, the start time needs to be adjusted according to the music. The recorded samples of tremolo preserve a long fade-in time. The start time can be adjusted with velocity from 30, to 120 (velocity below 30 is treated as 30, over 120 is treated as 120). Larger velocity will cause shorter fade in time.



2.2.4.2 Loop

Tremolo notes will seamlessly loop automatically once reach the end of samples.

2.2.4.3 Release

Dedicated tremolo release samples will be triggered automatically when tremolo notes are released.

2.2.5 Short Tremolo

Keyswitch is D♯0.

2.2.6 Upward Arpeggio

Keyswitch is E0.

- Each octave represents a type of chord, in the following order: sus2, 9, Maj7, m7, m9 - five types of chords.

2.2.7 Downward Arpeggio

Keyswitch is F0.

- Each octave represents a type of chord, in the following order: sus2, 9, Maj7, m7, m9 - five types of chords.

2.2.8 Pre-Vibrato

Keyswitch is F♯0.

2.3 Sound Mode

The ACKH is recorded with 5 microphones. User can adjust the volume and channel EQ of different microphones to get more sound.

1.  AB1Mode
2.  AB2Mode
3.  MS1Mode
4.  MS2Mode

2.4 Key

The key sets the tuning of the instrument UI for clicking on the strings, and affects the tuning in Gliss mode as well.

2.5 Rich Fret Noise

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 Noise Volume.
FR: Playing Gap Noise Volume.

2.6 Playing Mode

- **Keyboard Mode:**  12 semitones for each octave, which can be played like a piano.
- **Glissando Mode:**  Original technology created to simulate two-hand glissando. Users only need to press the beginning and end notes, and the system will automatically generates the selected scale notes (pentatonic, heptatonic, or persian) in between.

- Playing 2 Legato notes can automatically generate a Glissando.
- The time interval between the 2 notes can control the speed of the Glissando.
- The velocity of the 2 notes can control the velocity variation of the Glissando.
- Different scales can be selected.

2.7 Mod Wheel

Please refer to the Settings manual.

2.8 FX Sound Group

Note	FX Sound
C6	Single Upward Glissando
C♯6	Single Downward Glissando
D6	Multiple Upward Glissando
D♯6	Multiple Downward Glissando
E6	Up and Down Glissando
F6	Down and Up Glissando
F♯6	Free Glissando
G6	Muting
G♯6	Hand Heel Strikes
A6	Palm Strikes

2.9 Hold Pedal Toggle

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