Ample China TP

Main Panel Manual



Ample Sound Technology Co.

Contents

1 OVERVIEW 1
2 MAIN PANEL 2
2.1 MAIN PANEL NAVIGATION 2
2.2 PRESET BAR 2
2.3 KEY LAYOUT 4
2.3.1 TRIGGER MODES 8
2.3.2 KEY COLOR 9
2.4 ROLL LOOP SWITCH 9
2.5 ROLL EXPRESSION 9
3 PROPERTIES PAGE AND RIGHT-CLICK MENU 10
3.1 RIGHT-CLICK MENU 10
3.2 PROPERTIES PAGE 11
3.2.1 ADSR ENVELOPE 12
3.2.2 POLYPHONY AND RELEASE TIME 12
3.2.3 TUNE 12
3.2.4 VELOCITY SENSITIVITY 12
3.2.5 START TIME 13
3.2.6 RESET TO DEFAULT VALUE 13
4 INSTRUMENT SLOTS 13
4.1 DRUM ENSEMBLE（C0-B0） 13
4.2 DRUM SOLO（C1-B1） 14
4.3 PITCH BARREL DRUM（C2-A2） 14
4.4 SMALL BARREL DRUM（A♯2-B2） 14
4.5 BIG GONG（C3-F3） 14
4.6 CYMBALS（F♯3-B3） 15
4.7 SINGING BOWL（C4-D4） 15
4.8 TEMPLE BOWL（D♯4-F4） 15
4.9 BELLS（F♯4-G4） 15
4.10 SHAKING BELLS（G♯4） 16
4.11 TEMPLE BLOCK（A4） 16
4.12 RATTLE DRUM（A♯4） 16

4.13 WOODBLOCK（B4） 16
4.14 OPERA PERCUSSION（C5-C♯5） 16
4.15 LARGE OPERA GONG（D5-D♯5） 17
4.16 SMALL OPERA GONG（E5-F5） 17
4.17 OPERA CYMBAL（F♯5-B5） 17
4.18 DAP（C6-E6） 17
4.19 VOCALIZATION AND BODY PERCUSSION（F6-B6） 17
5 MIXER 17
5.1 FEATURES 17
5.2 MIXER NAVIGATION 18
5.3 CONTROLLERS ON THE MIXER 19
5.3.1 SOLO 20
5.3.2 MUTE 20
5.3.3 INVERT 20
5.3.4 BYPASS EFFECTS 20
5.3.5 TRACK DELAY 20
5.3.6 OUTPUT CHANNELS 20
5.4 INSERT EFFECTS 21
5.4.1 COMPRESSOR 21
5.4.2 EQ 21
5.5 SEND EFFECTS 21
5.5.1 REVERB 22
5.5.2 DELAY 22
5.6 RIGHT-CLICK MENU 22
6 SETTINGS 23
6.1 INSTRUMENT PATH SETTING 24
6.2 MAXIMUM VOICES 24
6.3 VOICE AND MEMORY DISPLAY 24
6.4 INSTRUMENT MEMORY RESET OPTION 24
6.5 CYCLE RESET 24
6.6 ALWAYS ON TOP FOR DIALOG WINDOWS 24
6.7 DISABLE UI ANIMATION 25
6.8 DISABLE OPENGL 25
6.9 DISABLE TOOLTIPS 25
6.10 SELECT LANGUAGE 25
6.11 SELECT KEYBOARD SKIN 25

6.12 SCALING 25
6.13 STREAMING DROPOUTS 25
6.14 PROCESSING DROPOUTS 26
6.15 DROPOUT RESET 26
7 MIDI RHYTHM PATTERNS 26

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).

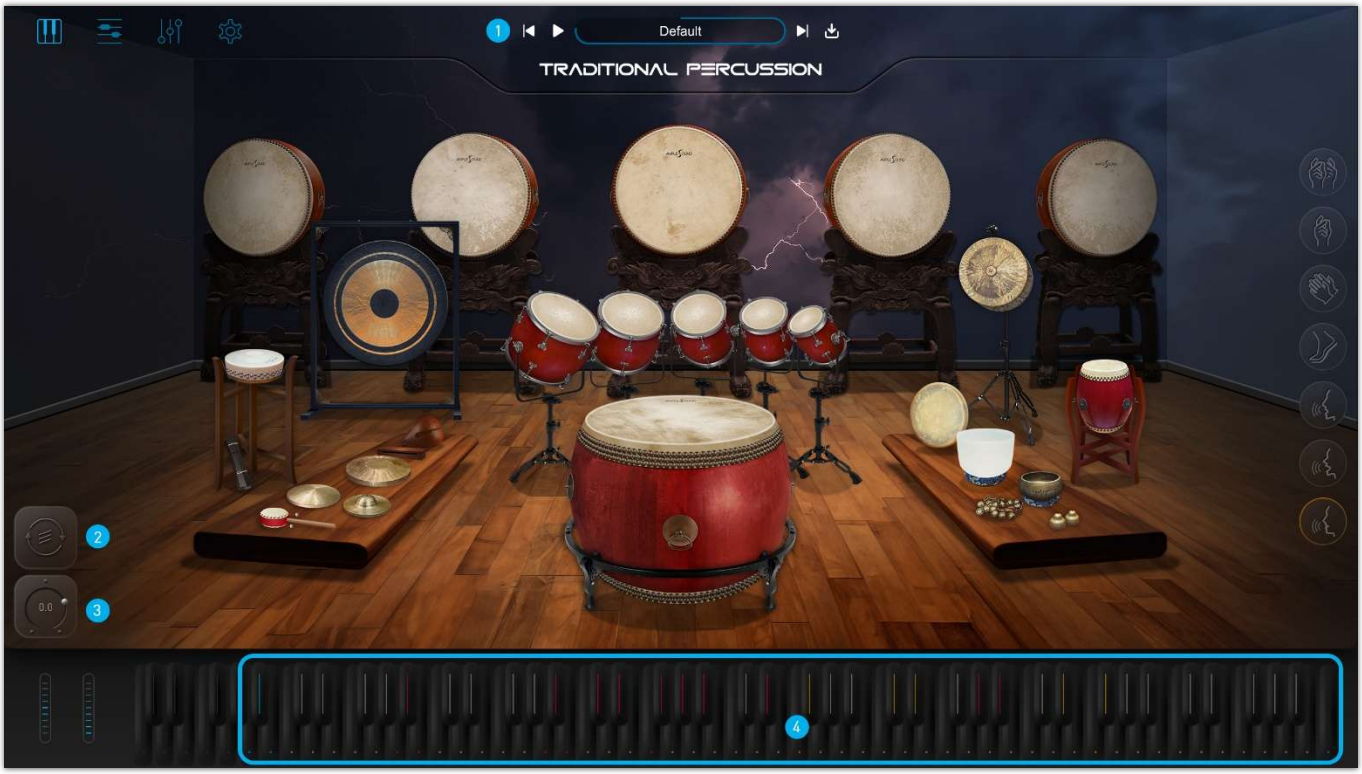
Ensemble: Zheng Yu and Gufeng Percussion Ensemble

Lead Soloist: Zheng Yu



2 Main Panel

2.1 Main Panel Navigation

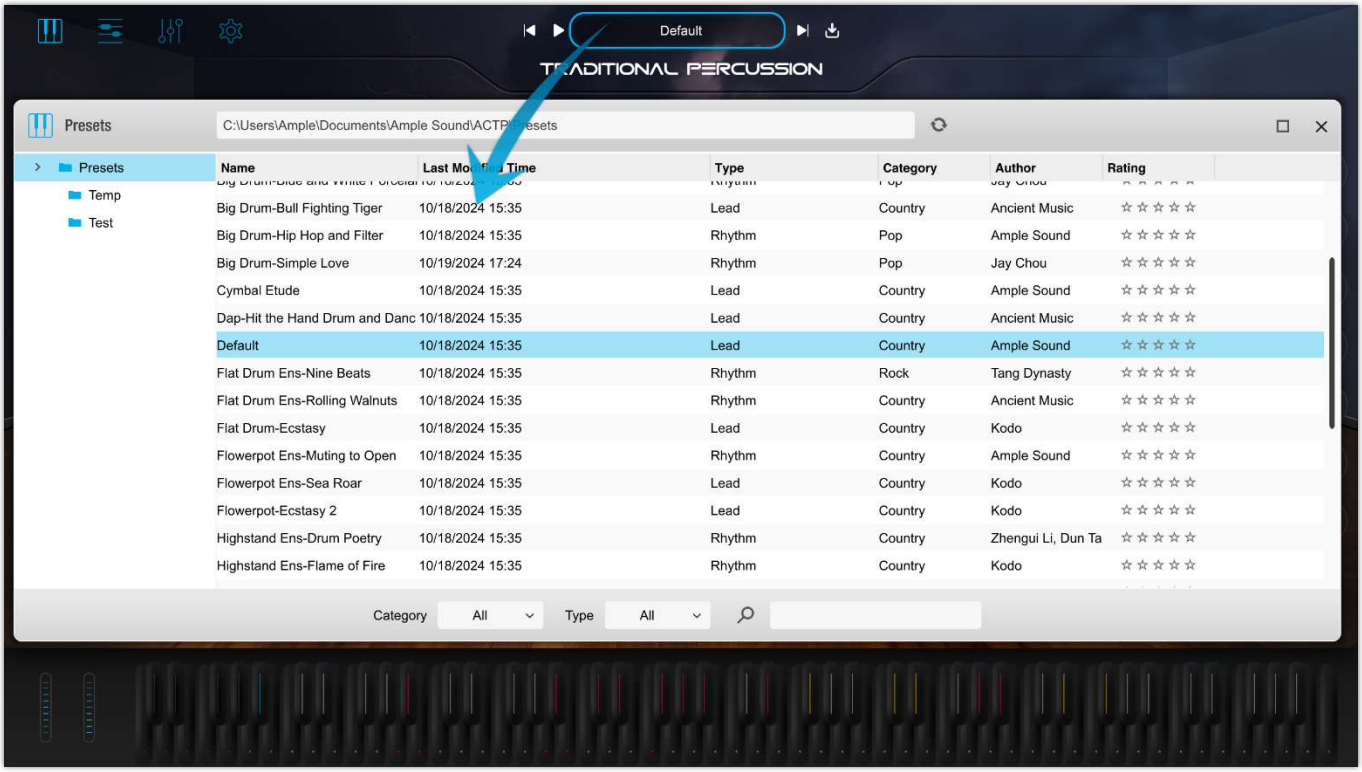


1.	Preset Bar
2.	Roll Loop Switch
3.	Roll Expression
4.	Key Layout

2.2 Preset Bar

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

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



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



2.3 Key Layout

Instrument	Key	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	One-shot	-	-

			Maximum velocity			
	D♯0	Rimshot	Double stroke on Maximum velocity	One-shot	-	-
	E0	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 Maximum velocity	One-shot	-	-
	F1	Edge	Double stroke on Maximum velocity	One-shot	-	-
	F♯1	Mute	Stick Muting on High-Velocity Palm Muting on Low-Velocity	One-shot	-	-
	G1	Slap	Double stroke on Maximum velocity	One-shot	-	-

	G♯1	Scraping Nails	Higher velocity faster speed	Gate	-	-
	A1	Straight Roll	Variable Roll on Maximum velocity	Gate	Leg	Loop
	A♯1	Rim Roll		Gate	Leg	Loop
	B1	Expressive Roll	Grace variable Roll on Maximum velocity	Gate	Leg	Loop
Pitched Barrel	C2	Center	Double stroke on Maximum velocity	One-shot	-	-
	C♯2	Roll		Gate	Leg	Loop
	D2	Center	Double stroke on Maximum velocity	One-shot	-	-
	D♯2	Roll		Gate	Leg	Loop
	E2	Center	Double stroke on Maximum velocity	One-shot	-	-
	F2	Roll		Gate	Leg	Loop
	F♯2	Roll		Gate	Leg	Loop
	G2	Center	Double stroke on Maximum velocity	One-shot	-	-
	G♯2	Roll		Gate	Leg	Loop
	A2	Center	Double stroke on Maximum velocity	One-shot	-	-
Small Barrel	A♯2	Roll		Gate	Leg	Loop
	B2	Center	Double stroke on Maximum velocity	One-shot	-	-
Big Gong	C3	Crash		One-shot	-	-
	C♯3	Tip	High-velocity tip on the center Low-velocity tip on the edge	One-shot	-	-
	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 velocity	One-shot	-	-
	A♯3	Sizzle	Small Cymbal: Roll on Maximum velocity	One-shot	Leg	-
	B3	Tip	High-velocity tip on the Bell Low-velocity tip on the Bow China Cymbal: Shaft on Maximum velocity	One-shot	-	-
Singing Bowl	C4	Open		One-shot	-	-
	C♯4	Choke		One-shot	Leg	-
	D4	Sing		One-shot	Leg	-
Temple Bowl	D♯4	Choke		One-shot	Leg	-
	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 Block	A4	Open	Roll on Maximum velocity	One-shot	-	-
Rattle Drum	A♯4	Shaking		Gate	-	Loop
Wood Block	B4	Open		One-shot	-	-
Opera Drum	C5	Drum	Opera Drum: Roll on Maximum velocity	One-shot	-	-
	C♯5	Clapper		One-shot	-	-
Large Opera Gong	D5	Open		One-shot		-
	D♯5	Choke		One-shot	Leg	-
Small Opera Gong	E5	Open		One-shot		-
	F5	Choke		One-shot	Leg	-
Opera	F♯5	Choke		One-shot	Leg	-

Cymbals	G5	Open		One-shot	-	-
	G♯5	Mute		One-shot	-	-
	A5	Edge Strike	Swirl on Maximum velocity	One-shot	-	-
	A♯5	Sizzle	Roll on Maximum velocity	One-shot	Leg	-
	B5	Tip	High-velocity tip on the Bell Low-velocity tip on the Bow	One-shot	-	-
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	Hey		One-shot	-	-
	F♯6	Ha		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	-	-
	C7	Riffer Toggle	High-velocity starts playback. Low-velocity stops playback	-	-	-

2.3.1 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.

2.3.2 Key Color

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

2.4 Roll Loop Switch

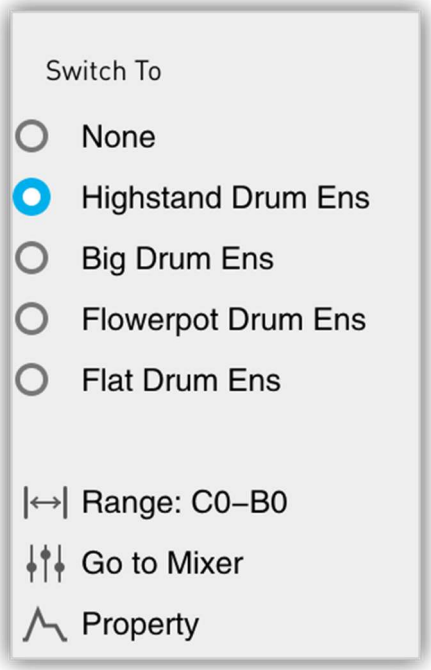
- Activating the Roll Loop Switch enables continuous looping for ensemble drum rolls, solo drum rolls, pitched barrel rolls, small barrel rolls, gong scrape, bell shaking, and rattle drum shaking.
- The default MIDI CC for the sustain pedal is 64. The CC can be changed in the MIDI CC setting window (right click on the controller to open).

2.5 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.

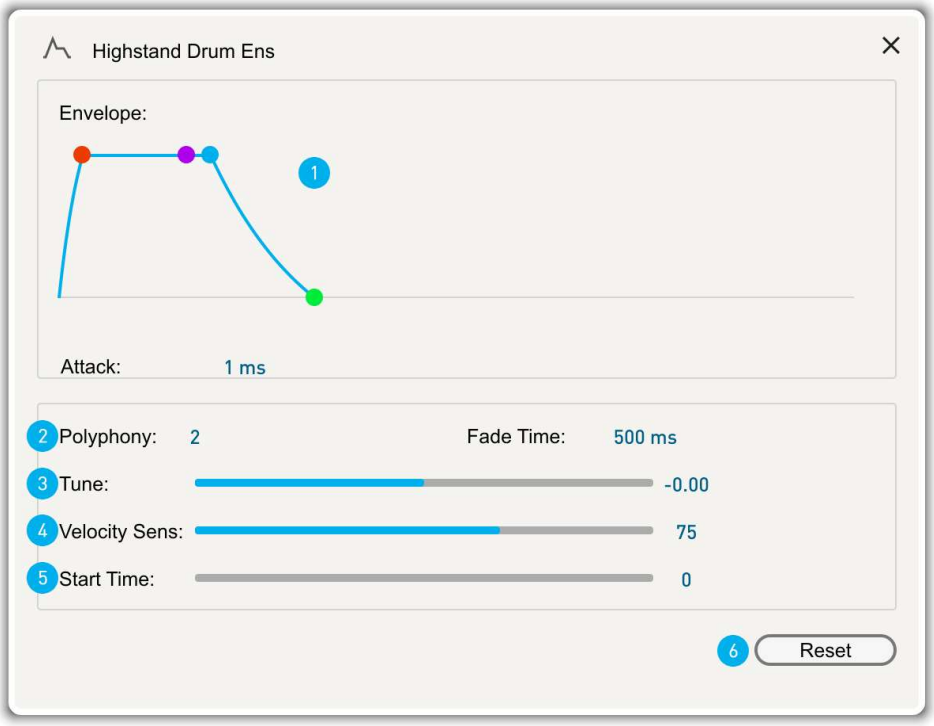
3 Properties Page and Right-click Menu

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.

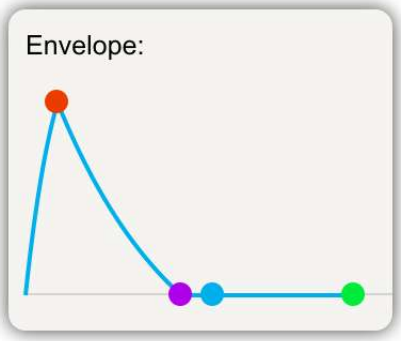
3.2 Properties Page



1.	ADSR Envelope
2.	Polyphony and Release Time
3.	Tune
4.	Velocity Sensitivity
5.	Ensemble Start Time / Roll Start Time
6.	Reset 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）

- This slot can switch between 2 sets of instruments.
  1. Large Opera Gong
  2. Small China Gong
- 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（C6-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. Invert
11. Bypass Effects
12. Volume Slider
13. Output Channels
14. Instrument Panel Toggle
15. Expand or close all mi tracks
16. 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 Invert

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.

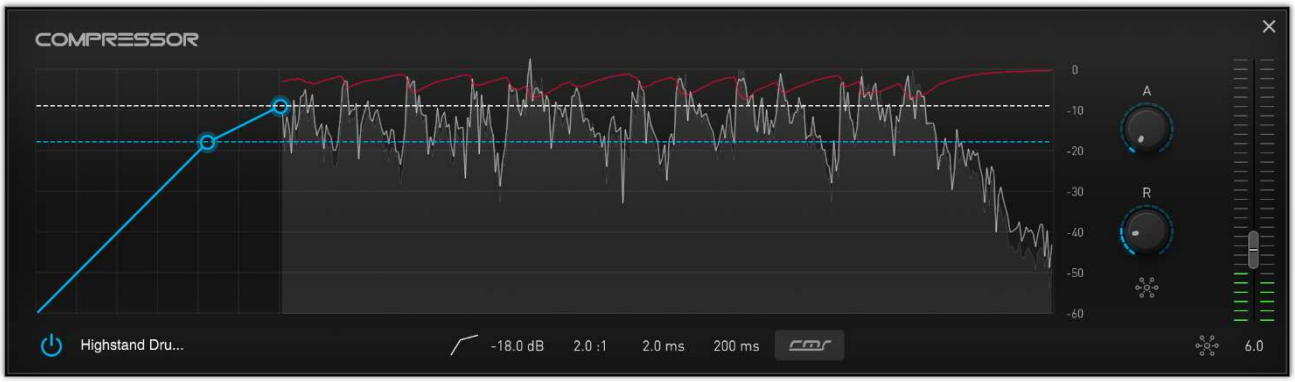
5.3.6 Output Channels

Assign an independent output channel to each drum instrument.
In DAWs that support Multi-Output, each output channel can be routed to a separate track, allowing you to:

- Insert third-party effects on individual drum instruments.
- Mix and automate each drum instrument independently.
- Record and export multi-track audio (stems).

5.4 Insert Effects

5.4.1 Compressor



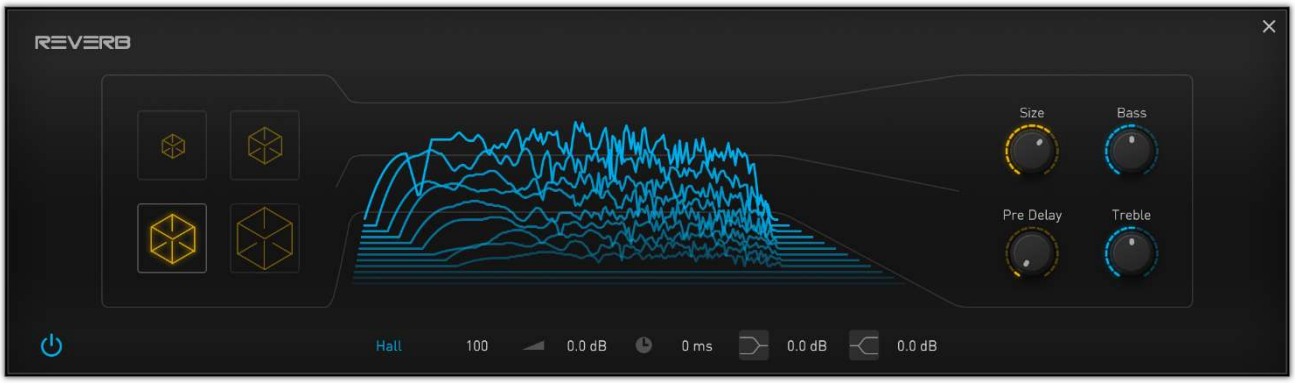
5.4.2 EQ



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

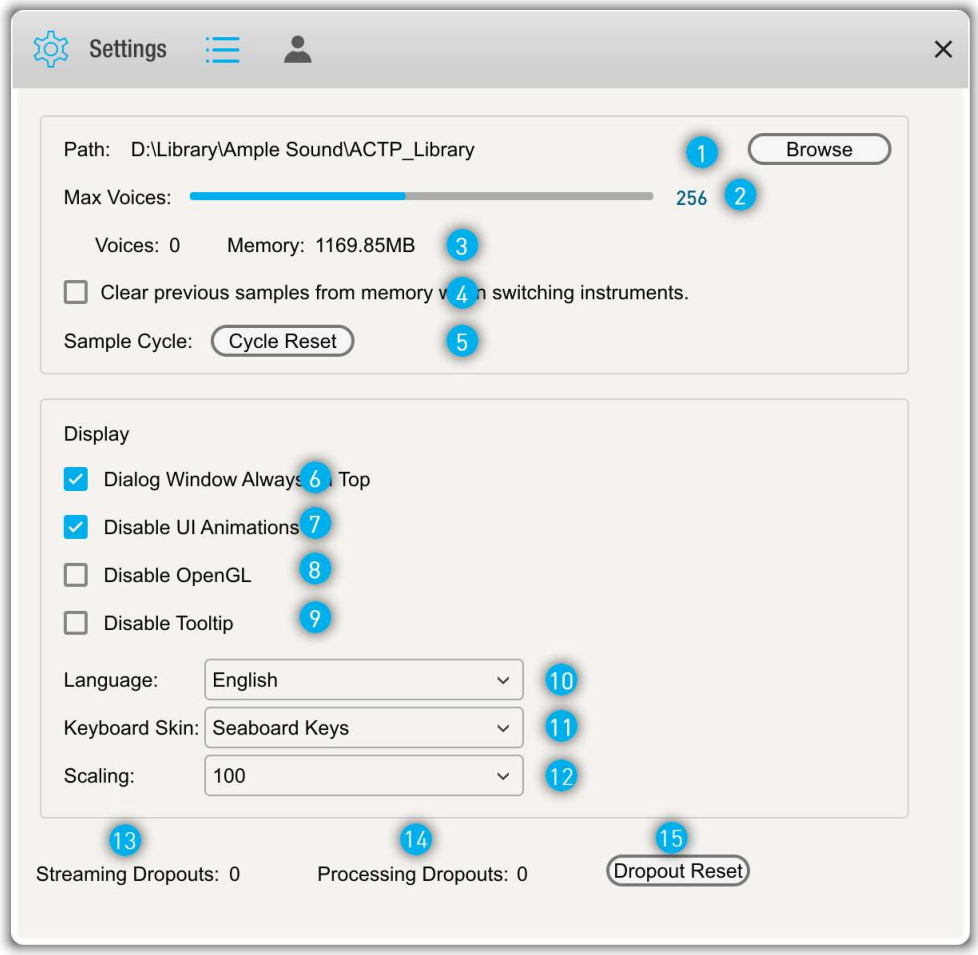


5.6 Right-Click Menu



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

6 Settings



1.	Instrument Path Setting
2.	Max Voices
3.	Voice and memory display
4.	Instrument memory reset option
5.	Cycle Reset
6.	Dialog Window Always on top
7.	Disable UI Animations
8.	Disable OpenGL
9.	Disable Tooltip
10.	Select Language
11.	Select Keyboard Skin
12.	Scaling
13.	Streaming Dropouts
14.	Processing Dropouts

15. Dropout Reset

6.1 Instrument 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 voices

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 Language

Switch Language, will take effect after reopening the window.

6.11 Select keyboard skin

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

6.12 Scaling

6.13 Streaming Dropouts

The number of times samples could not be loaded in time due to insufficient disk read speed.
If the number is high, try the following:
Install the sample library on an internal SSD, or use a high-speed external SSD with a fast connection.

6.14 Processing Dropouts

The number of times audio processing could not be completed in time due to insufficient CPU performance.

If the number is high, try the following:

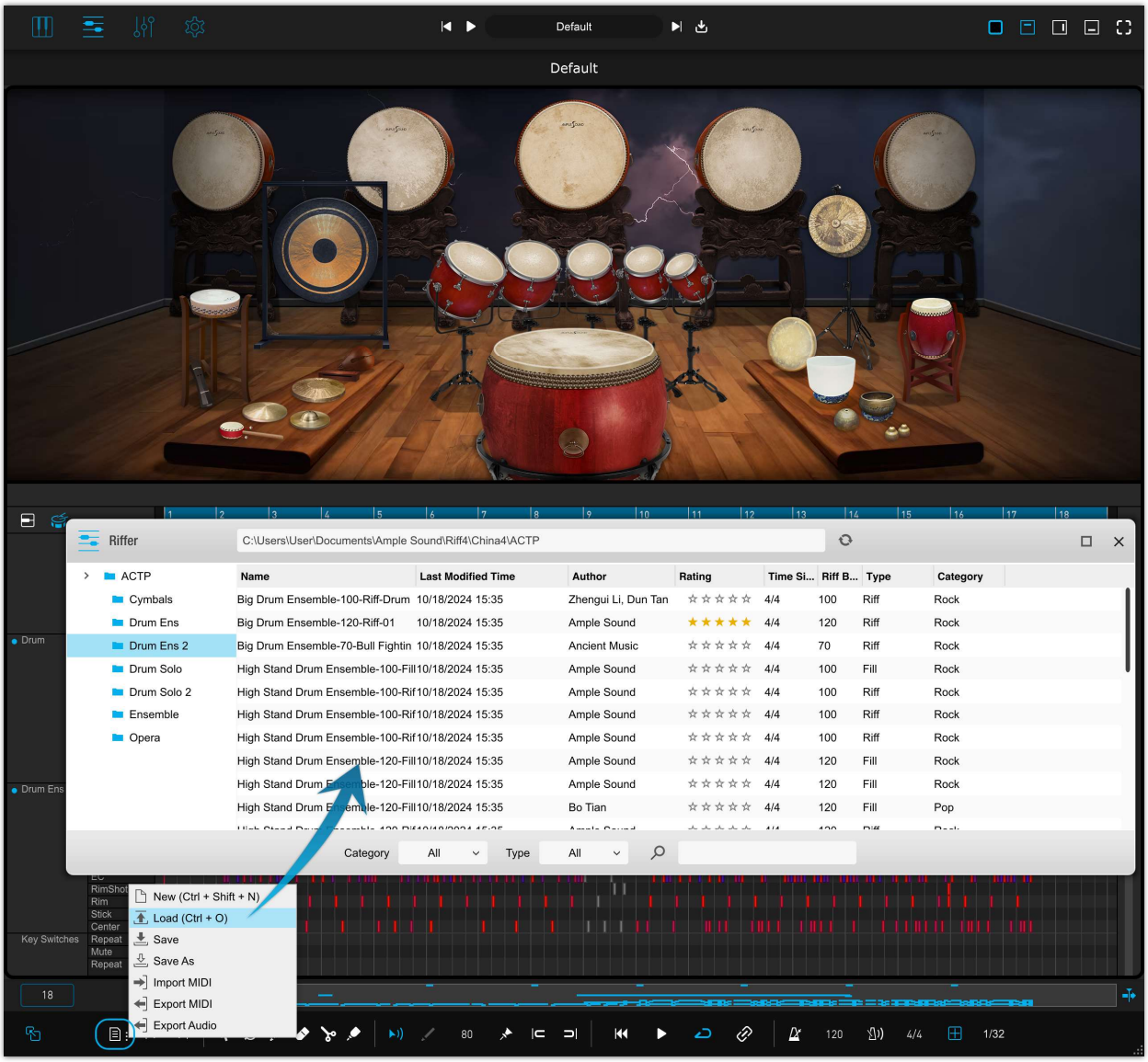
- Increase the audio Buffer Size.
- Reduce the maximum number of voices in Settings.
- In Windows, set the Power Mode to Best Performance.

6.15 Dropout Reset

- Clicking it will reset the Streaming Dropouts and Processing Dropouts to zero.

7 MIDI rhythm patterns

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



For detailed instructions on using the Riffer, please refer to the Riffer manual.

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