# Ample Guitar Twelve Main Panel Manual




**Ample Sound Technology Co.**

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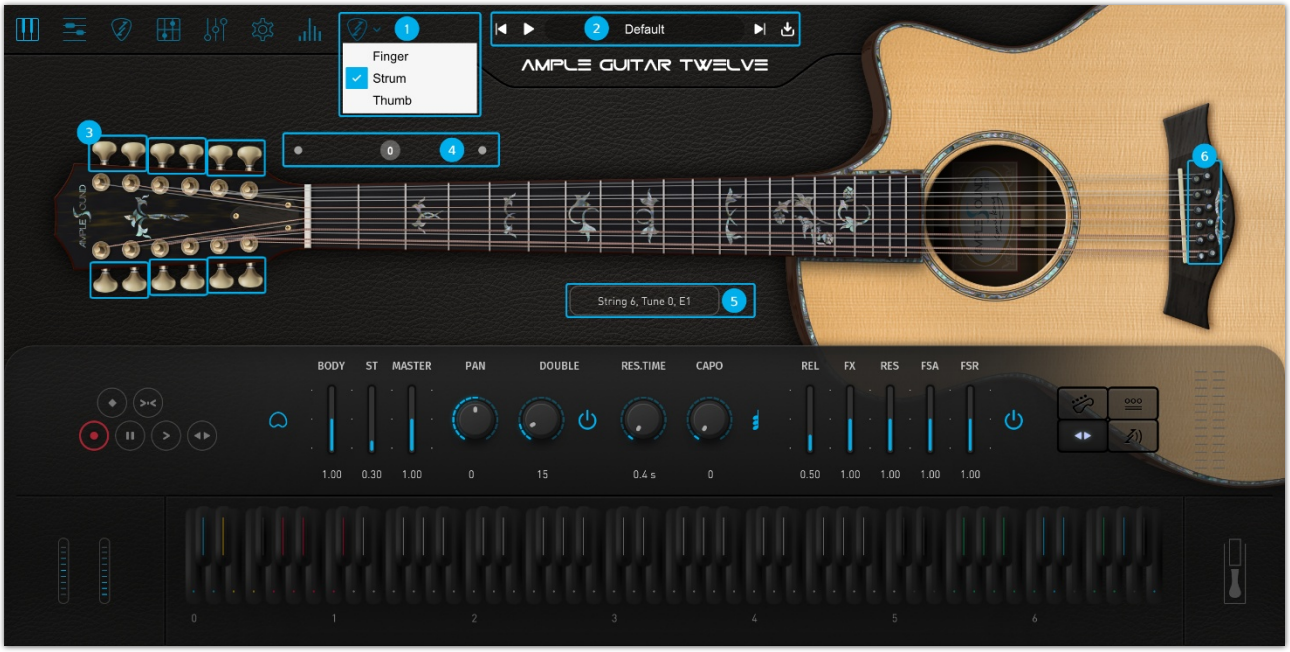
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# 1 Instrument Panel

## 1.1 Overview of Instrument Panel




| | |
|---|---|
| 1. | Sample Library Switch |
| 2. | Preset Bar |
| 3. | Tuner |
| 4. | Position Assignment |
| 5. | Note Information |
| 6. | String Assignment Display |
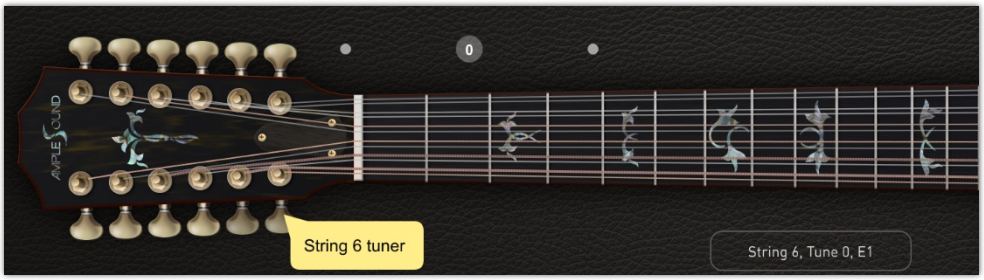
## 1.2 Preset Bar

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. | Middle Mic Volume |
| 4. | Side Mic Volume |
| 5. | Master Volume |
| 6. | Pan |
| 7. | Doubling Toggle & Width |
| 8. | Resonance Gain & Time |
| 9. | Capo |
| 10. | Position Mode |
| 11. | Release Sound Gain |
| 12. | FX Sound Gain |
| 13. | Fingering Sound Toggle & Gain |

| |
|---|
| 14. Play Mode |
| 15. Open String First Toggle |
| 16. Auto Legato Mode |
| 17. Stroke Noise Toggle |
| 18. Bend |
| 19. Vibrato Wheel |
| 20. String Assignment & Position Assignment |
| 21. FX Sound Group |
| 22. Strum Mode Keyswitch |
| 23. Auto Legato Mode Keyswitch |
| 24. Note Repeater |
| 25. FX Sound Group 2 |
| 26. Open String First Keyswitch |
| 27. Position Mode Keyswitch |
| 28. Hold Pedal Toggle |

## 2.2 Articulations & Poly Legato

### 2.2.1 Articulation List

| Abbr. | Full Name | Keyswitch | Range |
|---|---|---|---|
| Sus | Sustain & Pop | C0 | E1-C5 |
| NH | Natural Harmonic | C#0 | E1-C5 |
| PM | Palm Mute | D0 | E1-C5 |
| SIO | Slide In & Slide Out | D#0 | F#1-C5 |
| LS | Legato Slide (Poly Legato) | E0 | F1-C5 |
| HP | Hammer-On & Pull-Off | F0 | E1-C5 |

### 2.2.2 Sustain & Pop

Keyswitch is C0.

- Notes with velocity <127 trigger a sustain note.
- Notes with velocity 127 trigger a Pop.

## 2.2.3 Natural Harmonic

Keyswitch is C#0.

## 2.2.4 Palm Mute

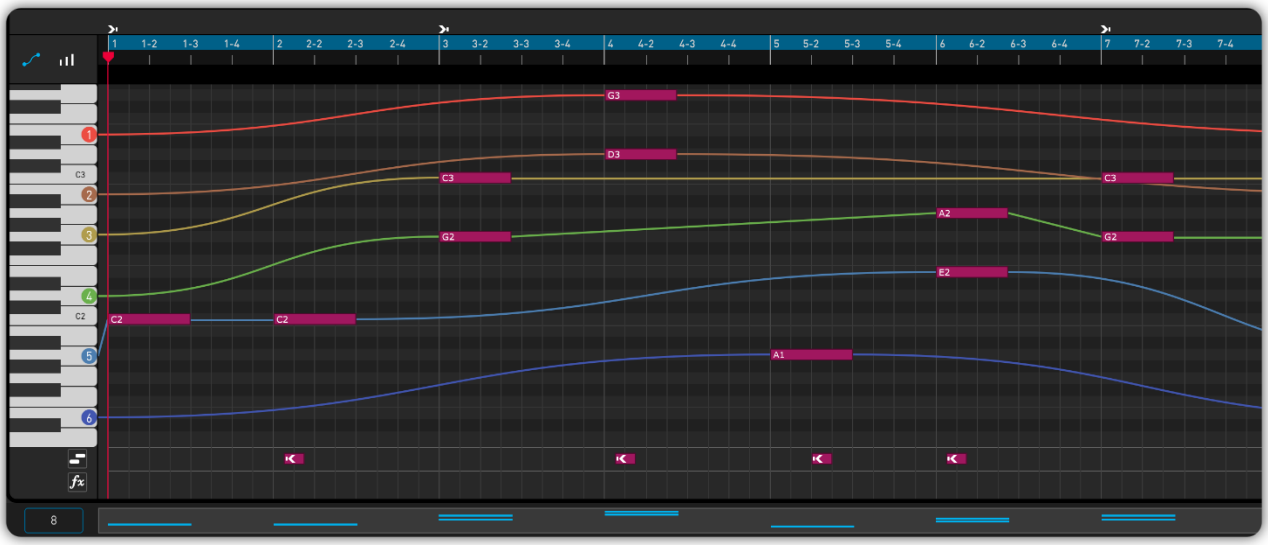
Keyswitch is D0.

Lower the velocity, greater the mute depth.

## 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.

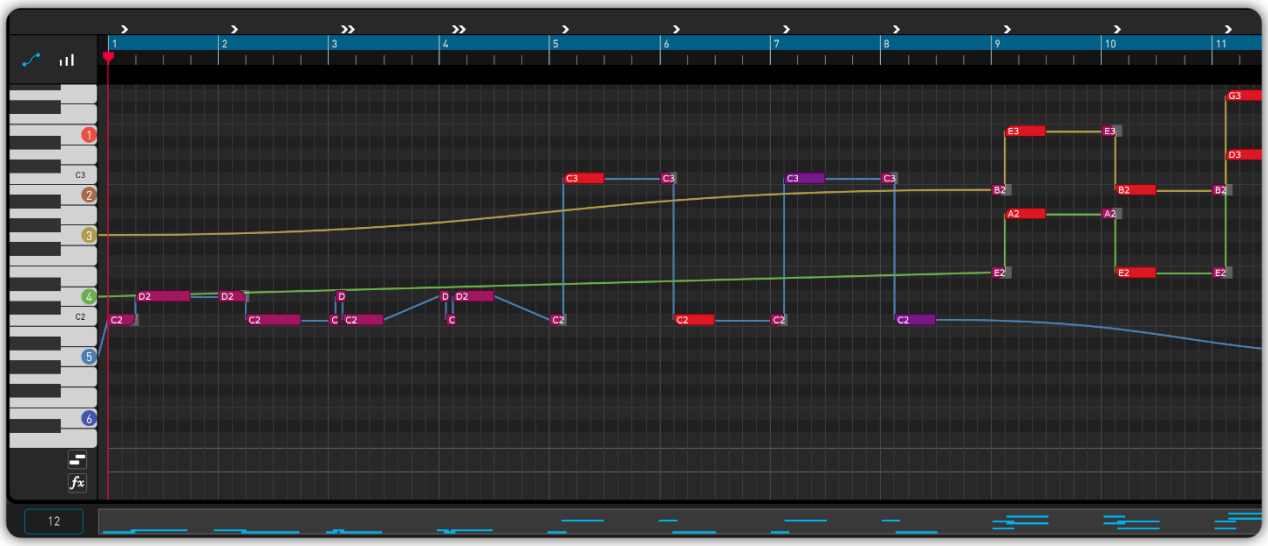



## 2.2.6 Legato Slide (Poly Legato)

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.



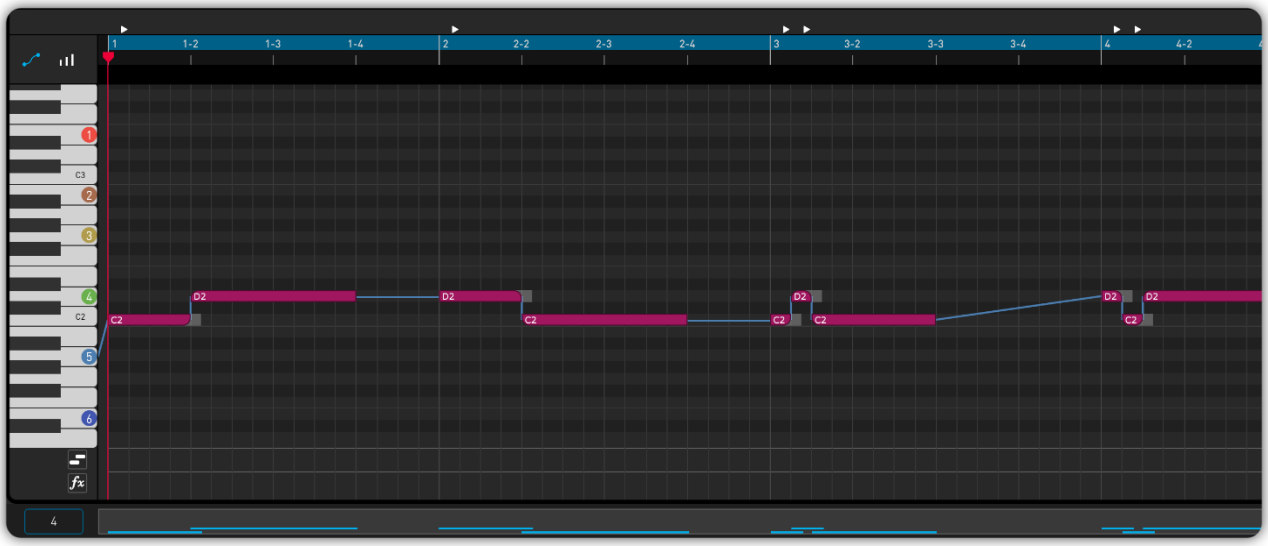
**Poly Legato:** Play multiple start notes on different strings at the same time, then play a higher or lower destination note. All start notes on different strings will trigger slides of the same interval, performing polyphonic legato.

**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 Doubled Keyswitches

Pressing two articulation keyswitches simultaneously will combine both articulations in performance.
C0 and D0 pressed together: Notes of high velocity will be Sustain and notes of low velocity will be Palm Mute.

* If you have questions about articulations or legato techniques, it is recommended to use Riffer for MIDI creation and editing. Once finished, simply drag Riffer directly into the host’ s MIDI track.

# 2.3 Sound Mode

Mono and Stereo DI modes are available.

1.  MS1 Mode
2.  MS2 Mode
3.  AB Mode

4.  Mono Mode

## 2.4 Doubled Guitars

Two guitars (left and right) can trigger different samples. The knob adjusts the stereo width between the two guitars.

## 2.5 Controllable Resonance Sound

Resonance is an indispensable part of the expressiveness and realism of an acoustic instrument. Ample Sound Sample Engine can control the Resonance Time and Resonance Volume.




Resonance Release Time




Resonance Gain

## 2.6 Rich Fingering Sound

Simulates the variety of fret noises that naturally occur during real performance.

FA: Noise of fingers touching the string

FR: Noise of fingers releasing from the string.

## 2.7 Capo

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

## 2.8 Position Mode

Two position modes are available:

1. 

   Melody Mode: Covers three octaves, suitable for melodic playing.

   Keyswitch: B6 low velocity.

2. 

   Chord Mode: Each position spans five frets, suitable for chord playing.

   Keyswitch: B6 high velocity.

## 2.9 Open String First

E1 A1 D2 G2 B2 and E3 6 notes will be played on open strings.

It can be toggled on with note G#6, High velocity toggles on, Low velocity toggles off.

## 2.10 Play Mode

Instrument Mode:  Constrained by real instrument rules (e.g., two notes on the same string cannot sound simultaneously).

Keyboard Mode:  Not limited by real instrument rules.

Solo Mode:  Allows only monophonic playing.

Power Chord (Fifth) Mode:  Plays the root and the fifth simultaneously.

Octave Mode:  Plays the root and the octave simultaneously.

* Keyboard Mode and Solo Mode will both disable automatic legato.

## 2.11 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.

## 2.12 Stroke Noise

A strummed noise will be generated automatically for polyphonic notes.

## 2.13 Vibrato Wheel

The default is Auto Vibrato Mode.

To change parameters such as vibrato depth or speed, adjust them in Settings.

When the vibrato depth in Settings is set to ≥ 0.75, a vibrato noise will be triggered.

## 2.14 String Assignment and Position Assignment

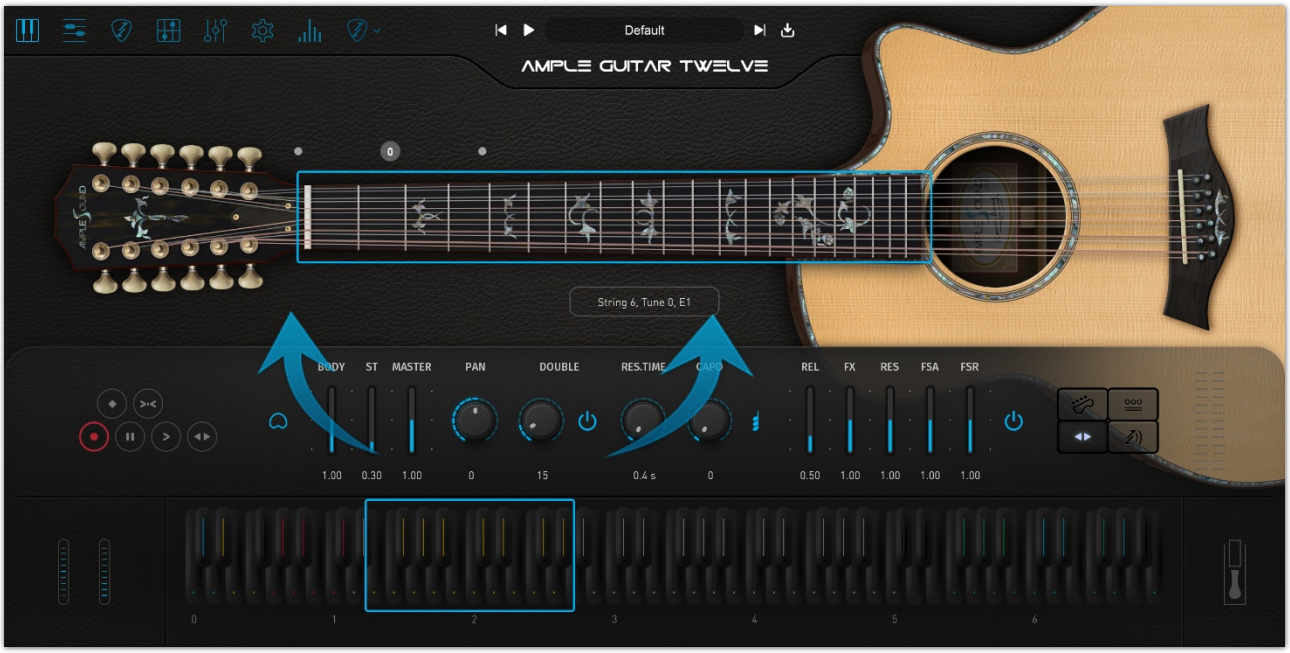
### 2.14.1 String Assignment

Specify a string to be played. G0-C1 correspond to 6th string-1st string. High velocity String Force will affect fret position，while low velocity will not.

### 2.14.2 Position Assignment

Switch to a fret position manually. A yellow line will be displayed after pressing C#1, notifying the notes that represent positions from 0 and up, then press the position note (E1-G#2) to switch to a particular position.

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




## 2.15 FX Sound Group

| Note | FX Sound |
|---|---|
| F5 | Scratch |
| F#5 | Slap |
| G5 | Muting |
| G#5 | Strum Mute |
| A5 | Downstroke Noise 1 |
| A#5 | Upstroke Noise 1 |
| B5 | Downstroke Noise 2 |
| C6 | Upstroke Noise 2 |
| F6 | Hit Top (Open) |
| F#6 | Hit Top (Mute) |
| G6 | Hit Rim |

## 2.16 Note Repeater

Press D6 to repeat notes being played. Multiple notes are supported.

## 2.17 Hold Pedal Toggle

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**Free Version Download:** https://www.amplesound.net/en/download.asp

**Online Service:** https://www.facebook.com/AmpleSoundTech




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