Ample Guitar Super Jumbo

Main Panel Manual



Ample Sound Technology Co.

Contents

1 INSTRUMENT PANEL 1
1.1 OVERVIEW OF INSTRUMENT PANEL 1
1.2 PRESET BAR 1
1.3 TUNER 2
2 MAIN PANEL 2
2.1 OVERVIEW OF MAIN PANEL 2
2.2 ARTICULATIONS & POLY LEGATO 3
2.2.1 ARTICULATION LIST 3
2.2.2 SUSTAIN & POP 3
2.2.3 NATURAL HARMONIC 4
2.2.4 PALM MUTE 4
2.2.5 SLIDE IN & SLIDE OUT 4
2.2.6 LEGATO SLIDE (POLY LEGATO) 4
2.2.7 HAMMER-ON & PULL-OFF (POLY LEGATO) 5
2.2.8 DOUBLED KEYSWITCHES 6
2.3 SOUND MODE 6
2.4 DOUBLED GUITARS 7
2.5 CONTROLLABLE RESONANCE SOUND 7
2.6 RICH FINGERING SOUND 7
2.7 CAPO 8
2.8 POSITION MODE 8
2.9 OPEN STRING FIRST 8
2.10 PLAY MODE 8
2.11 AUTO LEGATO MODE 9
2.12 STROKE NOISE 9
2.13 VIBRATO WHEEL 9
2.14 STRING ASSIGNMENT AND POSITION ASSIGNMENT 9
2.14.1 STRING ASSIGNMENT 9
2.14.2 POSITION ASSIGNMENT 9
2.15 FX SOUND GROUP 10
2.16 NOTE REPEATER 10

2.17 HOLD PEDAL TOGGLE 11

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

14. Fingering Sound Toggle & Gain
15. Play Mode
16. Open String First Toggle
17. Auto Legato Mode
18. Stroke Noise Toggle
19. Bend
20. Vibrato Wheel
21. String Assignment & Position Assignment
22. FX Sound Group
23. Strum Mode Keyswitch
24. Auto Legato Mode Keyswitch
25. Note Repeater
26. FX Sound Group 2
27. Open String First Keyswitch
28. Position Mode Keyswitch
29. 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

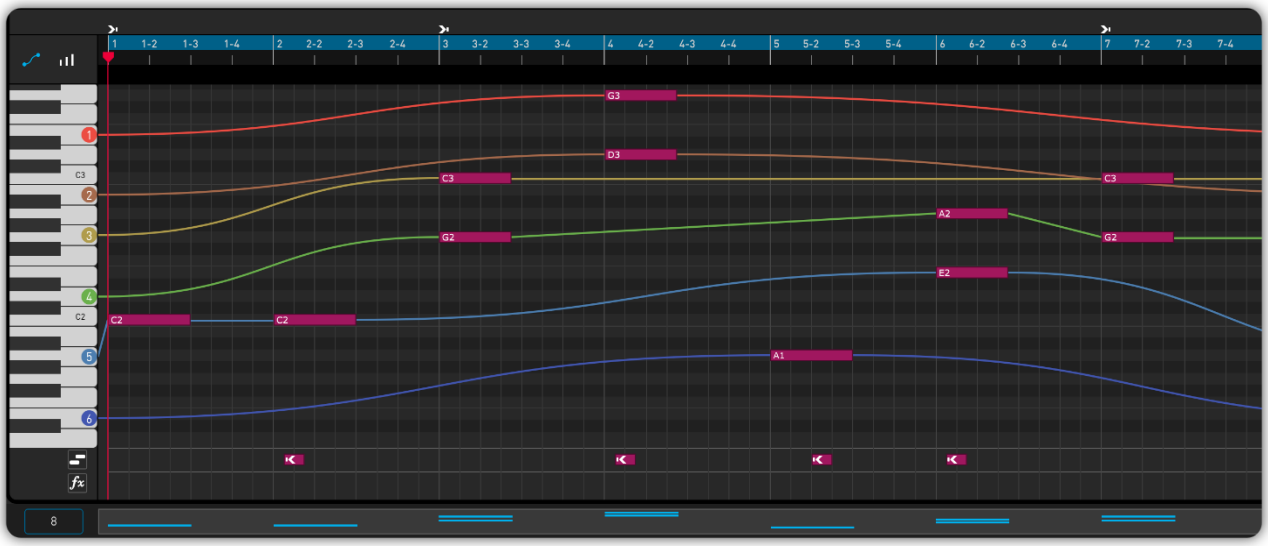
Keyswitch is D0.

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.
- It automatically reverts to Sustain.

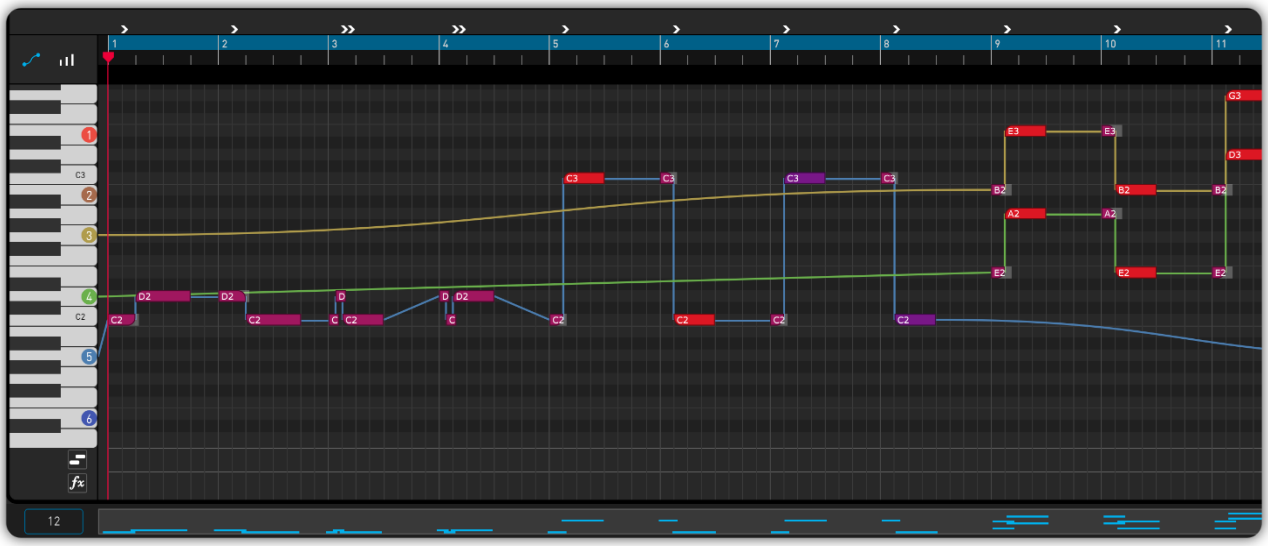


2.2.6 Legato Slide (Poly Legato)

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.



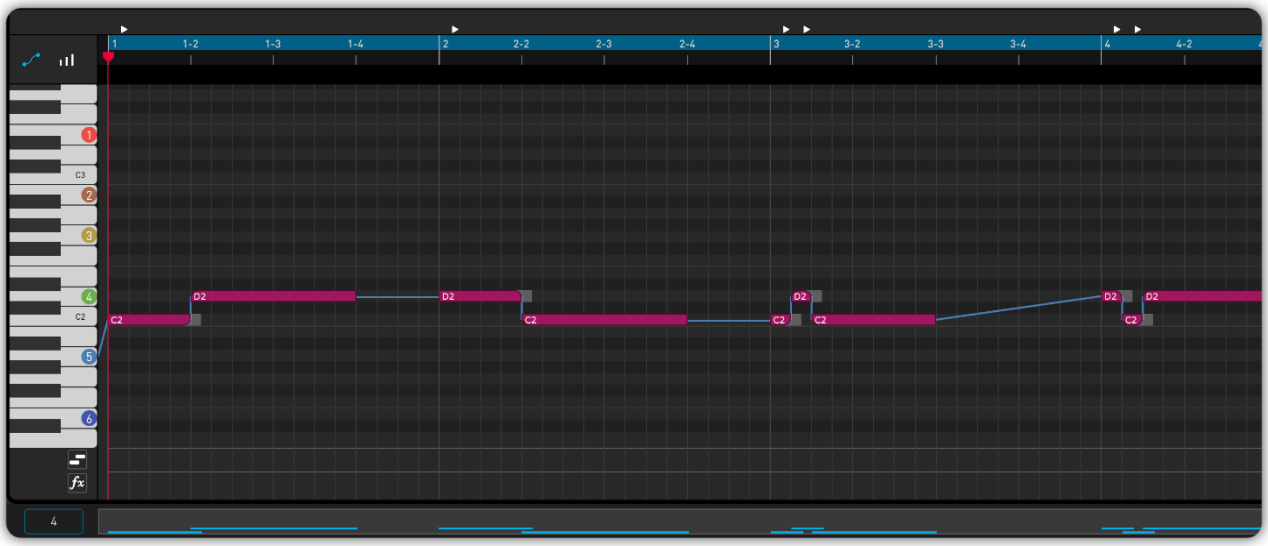
Poly Legato: Play multiple start notes on different strings at the same time, then play a higher or lower destination note. All start notes on different strings will trigger slides of the same interval, performing polyphonic legato.

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.  Body Stereo Mode
2.  Neck Stereo Mode
3.  MS 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

Website: https://www.amplesound.net

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

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



Tech-Born Music

Produced and Copyright provided by Ample Sound Technology Co.