Settings and CPC



Ample Sound Technology Co.

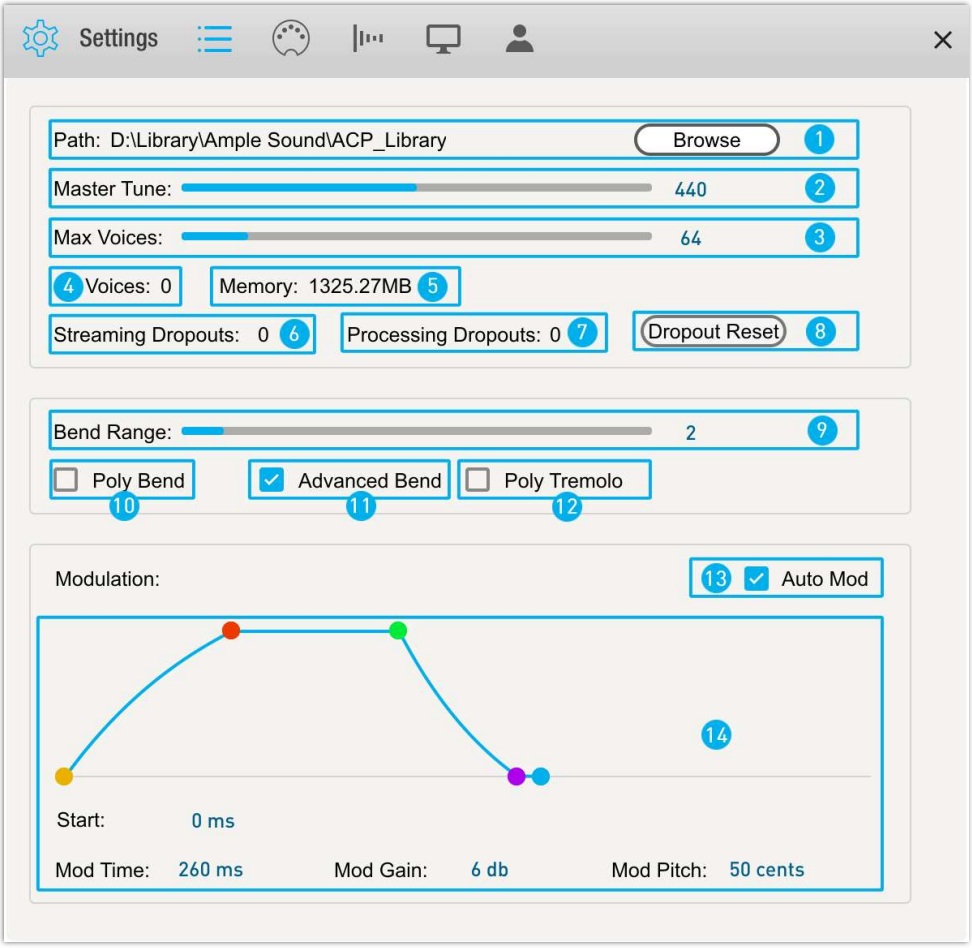
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1 Settings Panel

1.1 System Settings



1.	Library Path
2.	Master Tune
3.	Max Voices
4.	Voices
5.	Memory
6.	Streaming Dropouts
7.	Processing Dropouts
8.	Dropout Reset
9.	Bend Range
10.	Poly Bend Toggle
11.	Advanced Bend Toggle

12. Poly Tremolo Toggle
13. Auto Mod Toggle
14. Mod Settings

1.1.1 Instrument Path Setting

You can set the sample library location here when it is moved.



1.1.2 Master Tune

The default tuning reference is 440 Hz, adjustable within the range of 430–450 Hz.

1.1.3 Max voices

Defines the maximum number of voices which can be played simultaneously. Voices will be stopped if the amount goes beyond this value.

1.1.4 Voices Display

Shows the current number of voices in usage.

1.1.5 Memory Display

It shows the current memory consumption.

1.1.6 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.

1.1.7 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.

1.1.8 Dropout Reset

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

1.1.9 Mod Wheel Range

The range is from minor second to one octave.

1.1.10 Poly Bend Toggle

When performing polyphonic bends, by default only the highest note is bent. When this toggle is enabled, all notes will bend together.

1.1.11 Advanced Bend Toggle

Enables physically modeled bends for more realistic bend articulations.

1.1.12 Poly Tremolo Toggle

When enabled, allows tremolo to be performed polyphonically.

1.1.13 Auto Mod Toggle

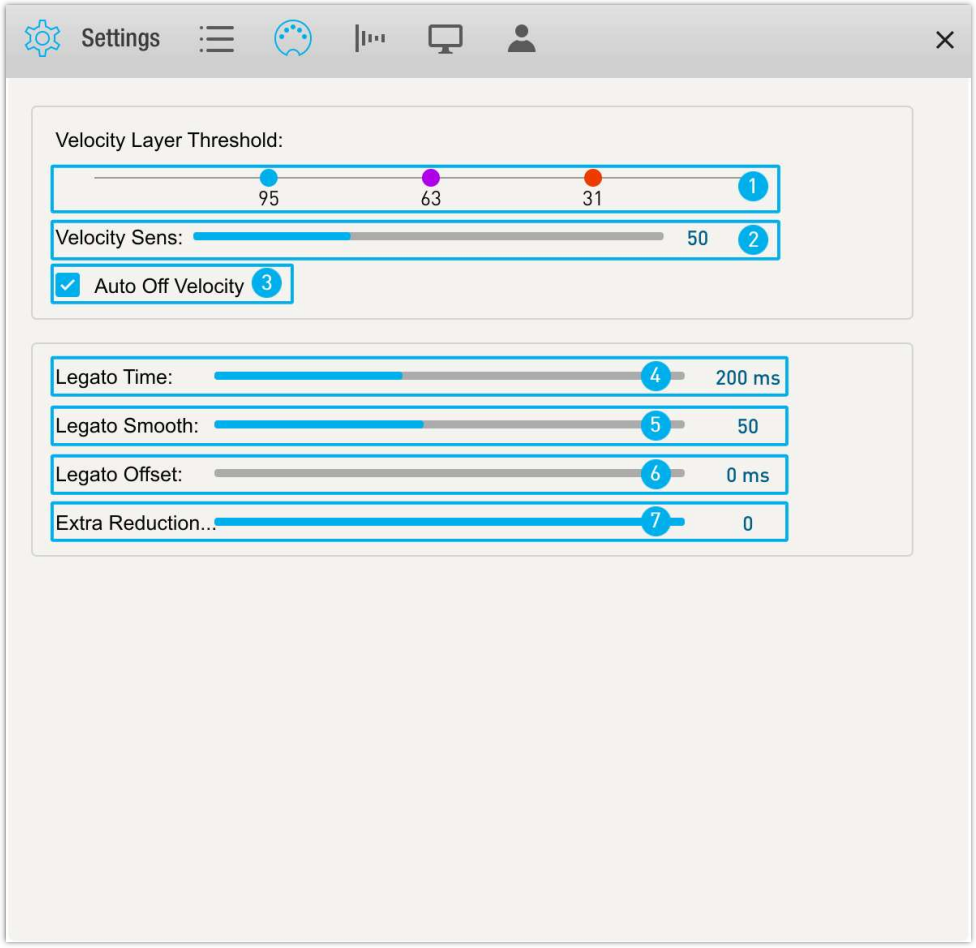
When toggled on, modulation will follow the SAHDS envelope. You can get natural and realistic vibratos while keeping the Mod wheel in one position.

1.1.14 Modulation Settings

Modulation Envelope:

- **Start:** The modulation doesn’ t work during the Start time. It ensures that fast notes will not be vibrated.
- **Attack:** The time from the beginning to the maximum amount of vibrato.
- Hold: Maximum amount of vibrato is kept during the Hold time.
- **Decay:** The time from the maximum amount to the sustain level of vibrato.
- **Sustain:** Decrease the vibrato volume and speed to this ratio and keep this value until the end of the note. A new note will start vibrato again following the envelope.
- **Mode Time:** The vibrato speed.
- **Mod Gain:** The maximum volume gain during vibrato.
- **Mod Pitch:** The maximum pitch change during vibrato.

1.2 MIDI Settings



1.	Velocity Layer Threshold
2.	Velocity Sensitivity
3.	Auto Off Velocity Toggle
4.	Legato Time
5.	Legato Smooth
6.	Legato Offset
7.	Extra Reduction for Expression Gain

1.2.1 Velocity Layer Threshold

Changes the threshold of each velocity layers. Different samples are used for different velocity layers.

1.2.2 Velocity Sensitivity

Determines how much loudness is impacted by velocity. If the Velocity Sensitivity = 0, velocity doesn't change loudness.

1.2.3 Auto Off Velocity Toggle

This feature is used for MIDI keyboards which don't support Off Velocity, in order to trigger Release and Breath sounds.

1.2.4 Legato Time

The Auto Legato System records the duration of each note. For legatos whose duration is less than this value, only the straight legato will be triggered to ensure that no unwanted grace notes during fast performance.

1.2.5 Legato Smooth

Legato Smoothness, larger the value is, softer the legato is.

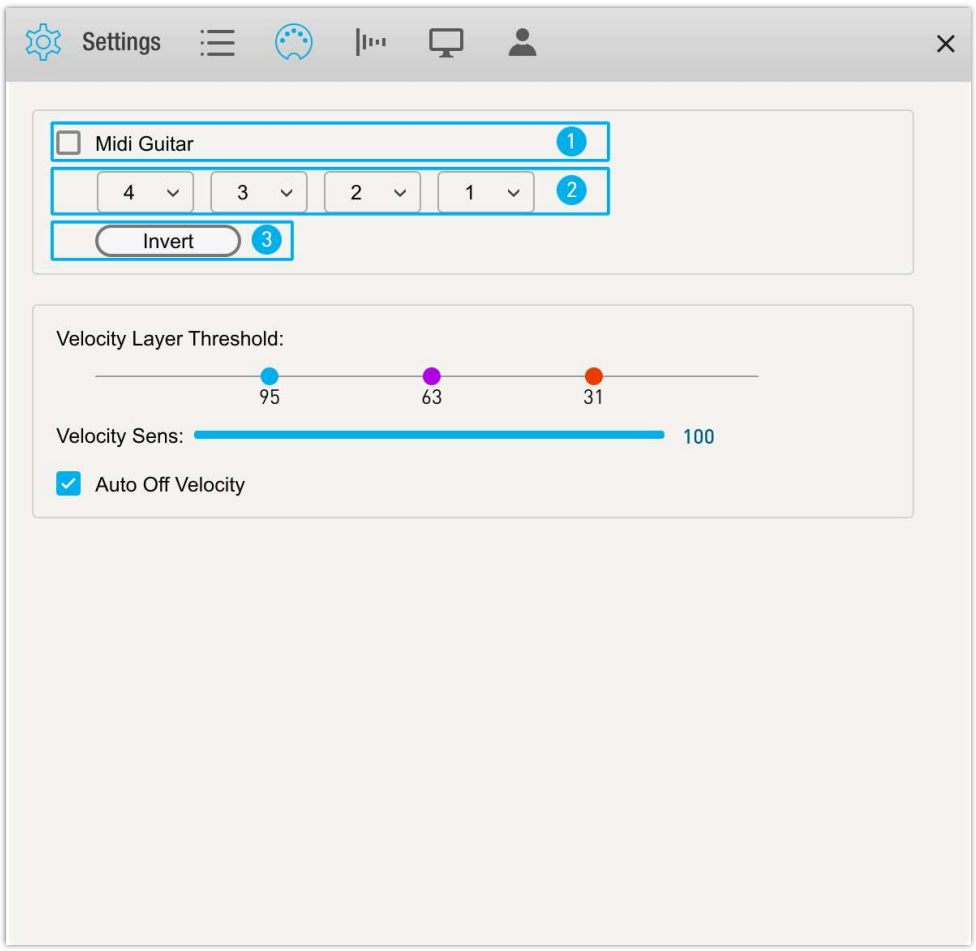
1.2.6 Legato Offset

Larger the value is, smoother the legato is.

1.2.7 Expression Gain Reduction

Further reduces the minimum gain of the Expression control beyond its original range. The default value of 0 preserves the range used in previous versions. Lower values reduce the volume at the minimum Expression setting, down to complete silence, thereby extending the dynamic range.

1.2.8 Pipa MIDI Settings



1.	MIDI Guitar Mode Toggle
2.	MIDI Channels
3.	Invert

1.2.8.1 MIDI Guitar Mode Toggle

- Supports MIDI guitar hardware. You can assign a MIDI channel for each string individually.
- Provide one more method to specify fingering positions.
- Make sure the input channel of midi track is set to any.

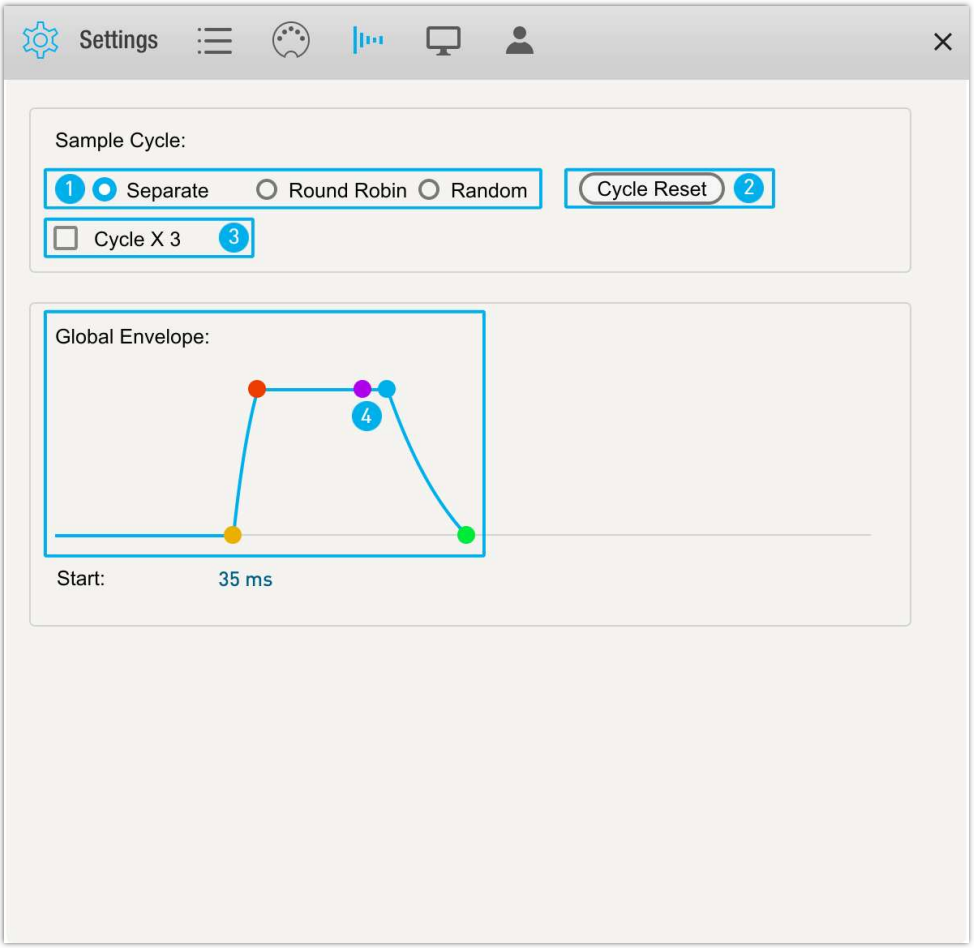
1.2.8.2 MIDI Channels

To assign each string to a specific MIDI Channel.

1.2.8.3 Invert

Invert MIDI channel settings.

1.3 Sample Settings



1.	Sample Cycle
2.	Cycle Reset
3.	Cycle X 3
4.	Envelope

1.3.1 Sample Cycle

There are 3 different Sample Cycle modes:

1. Separate Cycle: Samples cycle independently for each note and each velocity layer, more appropriate for arpeggio and strumming.
2. Round Robin: More suitable for solo melody and bass line.
3. Random: Samples cycle randomly.

1.3.2 Cycle Reset

Reset cycle index.

1.3.3 Cycle X 3

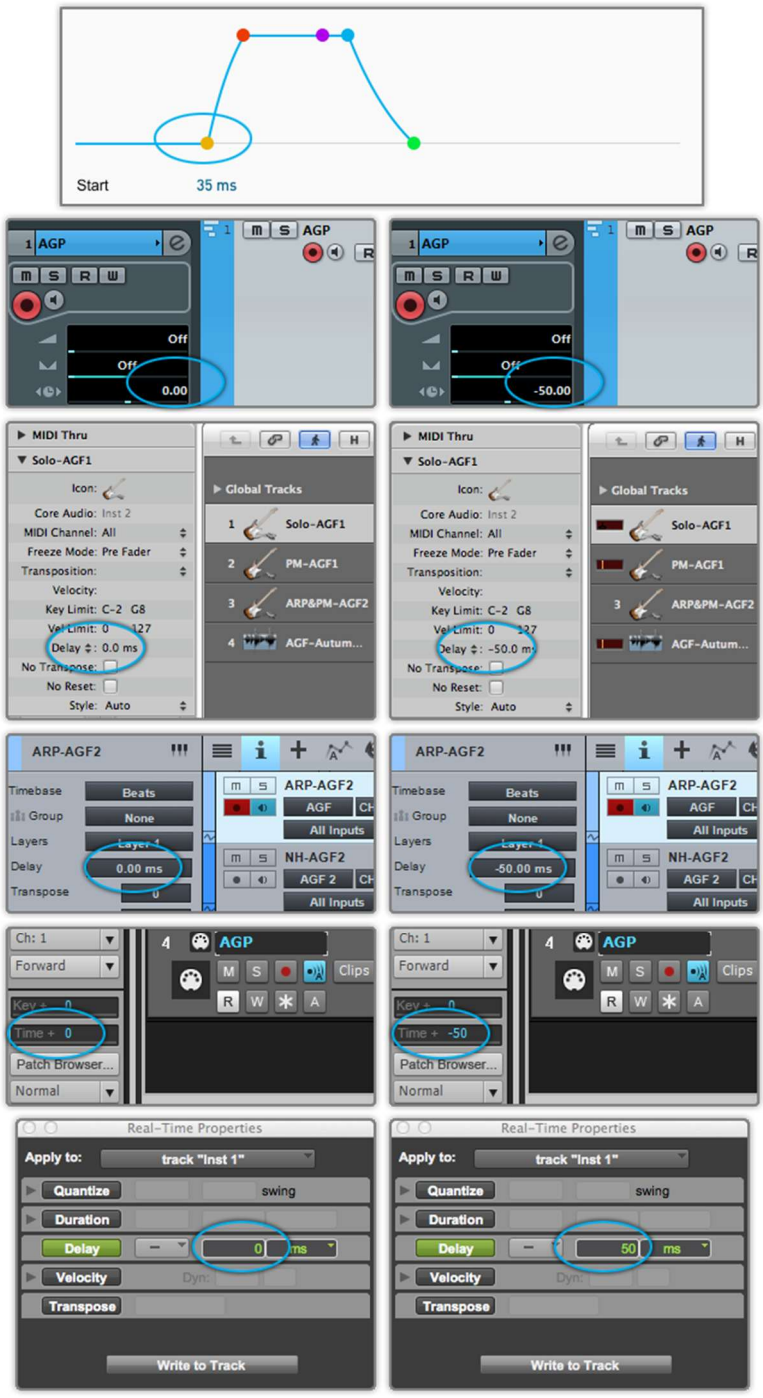
Cycles are 3 times longer for each note.

1.3.4 Envelope

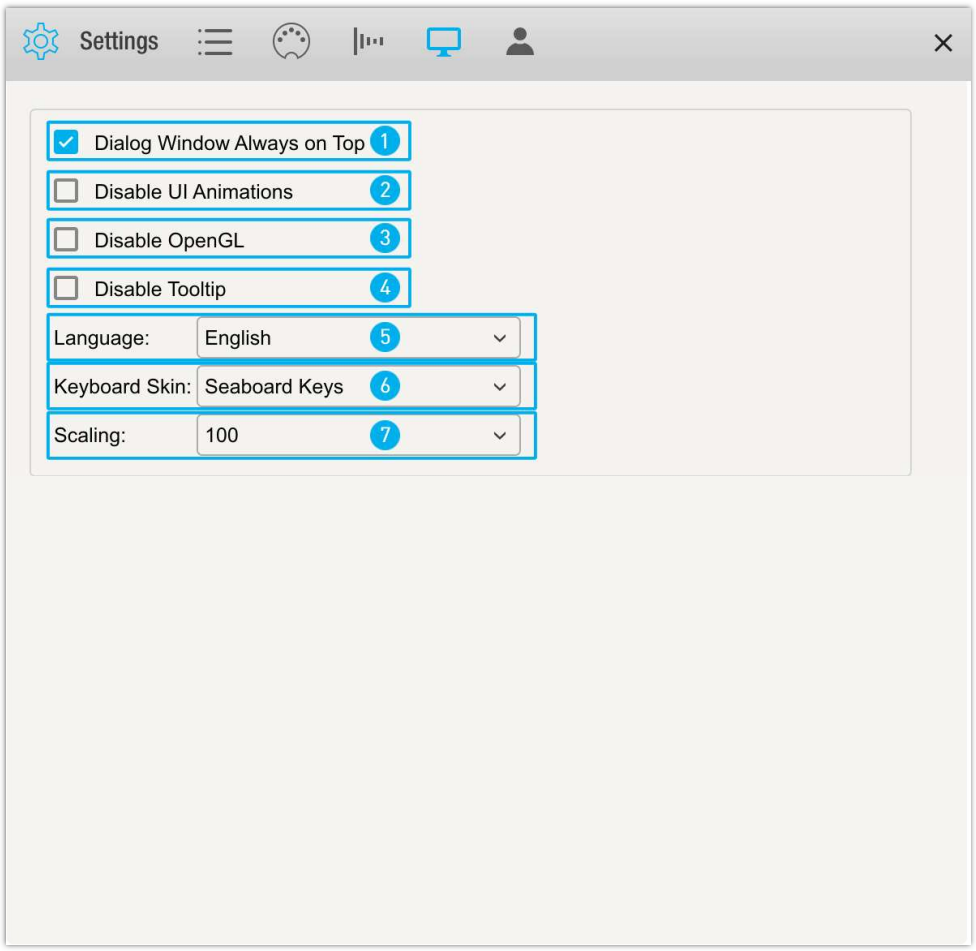
Item	Range	unit
Start	0-100	ms
Attack	1-9000	ms
Decay	1-9000	ms
Sustain	0-99	db
Release	50-9000	ms

1.3.5 Global Sample Start Time

The woodwind note has an around 100ms start time form the blowing moment to the maximum level. Ample Sound samples preserve this feature. Increasing the start time can make the sound more breathy, but will cause a bit latency. You can set the Track Delay on the MIDI track to compensate the latency.


Start
35 ms
AGP
Off
0.00
-50.00
MIDI Thru
Solo-AGF1
Core Audio: Inst 2
MIDI Channel: All
Freeze Mode: Pre Fader
Transposition:
Velocity:
Key Limit: C-2 G8
Delay: 0.0 ms
Delay: -50.0 ms
No Transpose:
No Reset:
Style: Auto
Global Tracks
Solo-AGF1
PM-AGF1
ARP&PM-AGF2
AGF-Autum...
ARP-AGF2
Timebase Beats
Group None
Layers
Delay 0.00 ms
Delay -50.00 ms
Transpose
NH-AGF2
AGF 2
All Inputs
Ch: 1
Forward
Time + 0
Time + -50
Patch Browser...
Normal
Clips
Real-Time Properties
Apply to: track "Inst 1"
Quantize
swing
Duration
Delay
Velocity
Transpose
Write to Track

1.4 Display Settings



1.	Dialog Window Always on top
2.	Disable UI Animations
3.	Disable OpenGL
4.	Disable Tooltip
5.	Select Language
6.	Select Keyboard Skin
7.	Scaling

1.4.1 Dialog Window Always on Top

Dialog Window Always on Top.

1.4.2 Disable UI Animations

When toggled on, UI Animations will be disabled to improve performance.

1.4.3 Disable OpenGL

Toggle this button to disable OpenGL in case of dated graphic cards or problematic graphic drivers.

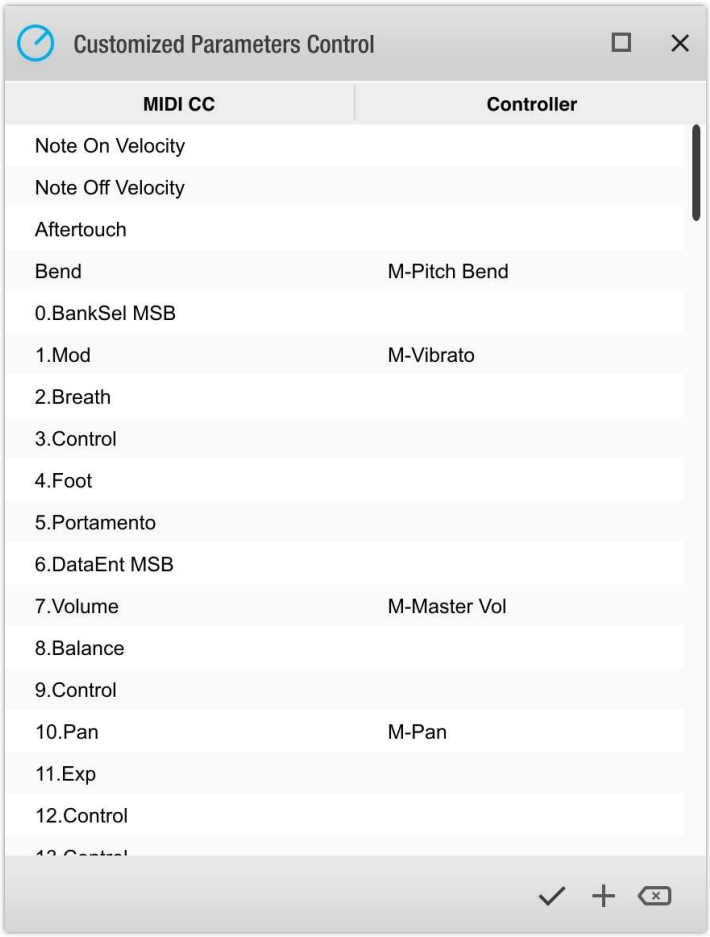
1.4.4 Select Language

Switch Language, will take effect after reopening the window.

1.5 Customized Parameters Control

1.5.1 MIDI CC

Most buttons, knobs and sliders on GUI can be controlled by MIDI CC. Alt + click or right-click a control to open the dialog below and assign a controller.



1.	Left Column: MIDI CC
2.	Right Column: Controller
3.	✓: Assign the selected MIDI CC to the controller
4.	+: MIDI Learn
5.	×: Remove the assignment

1.5.2 Fine adjustment & Value reset

Press Ctrl + click to reset a controller to its default value.

Press Shift and drag the mouse to make fine adjustments.

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