

Ample Bass Manual

Beijing Ample Sound Technology Co. Ltd



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1 Installation & Activation

1.1 Installation on Mac

	Welcome to the Ample Guitar M II Installer
Introduction	Welcome to Ample Guitar Installer! This installer will install the Ample Guitar Software (VST, AudioUnit, RTAS, AAX and Standalone) on your machine.
Destination Select	Please follow the instructions of each following page.
Installation Type	
Installation	
Summary	E Congo Go Back Continue

1. Continue to install.



2. Read and accept the license agreement.

	Custom Install on "Maci	ntosh HD"		
	Package Name	Location	Action	Size
Introduction	AAX (for PT11 and up)		Install	14.3 MB
License	AudioUnit		Install	14 MB
	RTAS		Install	7.5 MB
Destination Select	✓ VST	_	Install	13.9 MB
Installation Type	AGM Library	i Ample Sound 💲		6.25 GB
Installation	ASHost		Install	5.8 MB
Installation	✓ VST3		Install	14.1 ME
MALE				
	Space Required. 9.33 GB	~	Remaining:	51.9 GB

3. Select plugin formats to install. Change Location if you want to install sample library in a

different place.

000	🥪 Install Ample Guitar M II
	The installation was completed successfully.
 Introduction License Destination Select Installation Type Installation 	
Summary	The installation was successful.
	Go Back Close

4. Close to exit.



1.2 Installation on Windows



1. Continue to install.

		-
	e Agreement e read the following important information before continuing.	
Fieda	e read the following important monitorior before containing.	4
	e read the following License Agreement. You must accept the terms of this ment before continuing with the installation.	
Amp	le Guitar End User General License Agreement	^
Puin	stalling serving as attanuing using this asfource or any files provided with	
it, yo	stalling, copying, or otherwise using this software or any files provided with ou agree to be bound by all of the terms and conditions of this license	1
it, yo agre	ou agree to be bound by all of the terms and conditions of this license ement. If you are not the original purchaser of the Software, or if you do not	
it, yo agre agre	ou agree to be bound by all of the terms and conditions of this license	1
it, yo agre agre your If yo	bu agree to be bound by all of the terms and conditions of this license ement. If you are not the original purchaser of the Software, or if you do not e with the License Agreement, you must promptly remove the software from computer, and cease any and all use of it. bu are accepting the License Agreement on behalf of another legal entity, the	
it, yo agre agre your If yo	ou agree to be bound by all of the terms and conditions of this license ement. If you are not the original purchaser of the Software, or if you do not e with the License Agreement, you must promptly remove the software from computer, and cease any and all use of it.	~
it, yo agre agre your If yo use o	bu agree to be bound by all of the terms and conditions of this license ement. If you are not the original purchaser of the Software, or if you do not e with the License Agreement, you must promptly remove the software from computer, and cease any and all use of it. bu are accepting the License Agreement on behalf of another legal entity, the	~
it, yo agre agre your If yo use o	bu agree to be bound by all of the terms and conditions of this license ement. If you are not the original purchaser of the Software, or if you do not e with the License Agreement, you must promptly remove the software from computer, and cease any and all use of it. bu are accepting the License Agreement on behalf of another legal entity, the of the terms "you" and "your" in the License Agreement shall refer to such	~
it, yo agre agre your If yo use o	bu agree to be bound by all of the terms and conditions of this license ement. If you are not the original purchaser of the Software, or if you do not e with the License Agreement, you must promptly remove the software from computer, and cease any and all use of it. bu are accepting the License Agreement on behalf of another legal entity, the of the terms "you" and "your" in the License Agreement shall refer to such accept the agreement	~

2. Read and accept the license agreement.



	Setup - A	Ample Guitar M	П	
Select Destin	nation Location			
Where shou	uld Ample Guitar M II be in:	stalled?		
)). Se	etup will install Ample Guita	r M II into the following	folder.	
	e, click Next. If you would I	ike to select a differen		
C: Program	n Files (Ample Sound		Bri	owse
Ablanch F.C	77 O MD of fine disk second			
At least 5,9	972.8 MB of free disk space	e is required.		

3. Specify location to install standalone.

	Setup	- Ample (Suitar M	Ш	
Select 64bi	it VST Plugins Directo	ory			~
Ignore an	nd click next if you do no	ot have a direct	ory for 64bit	VST plugins	
	oose the path of your 6 rectory for 64bit VST plu		:: (Ignore <mark>a</mark> n	nd <mark>click next</mark>	if you do not
C: Progra	am Files\Steinberg\VSTP	Plugins			Browse

4. Specify location to install 64bit VST.





5. Specify location to install 32bit VST.

	24	occup /i	nple Guitar			
Select you	r Sample Data	a Directory				
This is the	e place where y	ou commonly st	tore your sample	s/audio data		Ļ
for sample		or, you do not	es/data: (if you o know what this n ge)			
C:\Progr	am Files\Ample	Sound			Browse	
						Cancel

6. Specify location to install sample library.



Select Components Which components should be installed?	1
Select the components you want to install; de install. Click Next when you are ready to cont	
Install custom components	v
✓ Instrument Data	5,972.1 MB 🔥
Ample Guitar M II (VST2 Win32)	16.0 MB
Ample Guitar M II (VST2 x64)	8.9 MB
Ample Guitar M II (VST3 Win32)	
Ample Guitar M II (VST3 x64)	
Ample Guitar M II (RTAS)	8.4 MB
Ample Guitar M II (AAX)	16.9 MB
Ample Guitar M II (AAX) for Pro Tools 11	17.0 MB
Ample Sound Host	4.2 MB ¥
Current selection requires at least 5,985.8 ME	3 of disk space.

7. Select plugin formats to install.

	Setup - An	nple Guitar M	П	
Select Star	t Menu Folder			1
Where sh	ould Setup place the program's	s shortcuts?		ļ
3	Setup will create the program's	shortcuts in the follo	wing Start M	enu folder
	setup mil d'edite die programs		wing start in	cha foider.
To continu	ue, click Next. If you would like	e to select a different	folder, click l	Browse.
Ample So	ound			Browse
Don't (create a Start Menu folder			
Don't (create a Start Menu folder	< Back	Next >	Cano

8. Choose if to create a Start Menu folder.





9. Finish to exit.

*Please install Microsoft Visual C++ 2013 Redistributable if program cannot run.

Microsoft official download page

5	Microsoft Visual C++ 2010 x86 Redistributable Setup	×		
8	Setup has detected that this computer does not meet the requirements to install this software. The following blocking issues must be resolved before you can install Microsoft Visual C++ 2010 x86 Redistributable Setup software package.			
Plea	ase resolve the following:			
Ane	ewer version of Microsoft Visual C++ 2010 Redistributable has been detected on the machine.			
		- 1		
Please, see the Microsoft Visual Studio website for more information.				
	Continue Close			
	<u>Continue</u>			

*If encountered with error shown above, please close and simply ignore it.



1.3 Activation

- 1. 7-days trial with full features is offered.
- 2. Trial requires an internet connection.

Plugin Options Keyboard Main Strummer Tab FX Edit Settings	m 📲 Finger	Stereo1	22				- 2
Demo remaining: -55 days; or Activate Now			er 😑 💌		· Rit	*	
Aughte		Activation Manage		-		the second	
	AGG2 AGL2	v2.0.0 v2.0.0	Failed	1		, X	-Site
	AGE2	v2.0.0	Activate				-0
	AGML2	v2.0.0	Activated				
	AGT2	v2.0.0	Falled				
I I I I I I I I I I I I I I I I I I I							TP
ARTICULATIONS MIC1 MIG2 M.				FSR RES.R	START CAPO		1-1
NH SIO SG							30
SUS PM LS HP				OFF	No No		Fat
0.9 0.9 0				1.0 0.4s	35ms 0		
			AMPLE COUND				
0	2	3	4	5	6		

3. Activation: open Activation Manager to activate products.



Ample Bass Manual

	Ample Sound Activation
Demo remaining: 0 days; or Activate No	W Online Offline
Dear The mail, you received from amplesoun Great thanks for your choice of our products. The download links on Windows are: The download link here The download link is for private use only, please do All Ample Sound's products are watermarked to the The registered mail: Your registered mail here The User ID is what you have set when you placed the Your UserID here The initial Password:	Make sure you have an Internet connection. Normal use does not require the Internet.
Your Password, Your Password here How to install: http://www.amplesound.net/en/tutorial.asp#1.1 How to activate: http://www.amplesound.net/en/tutorial.asp#1.3 Please activate Ample Gutiar within 7 days. You can sign in to your online MyAmpleSound ac and Password (you can set a new password). http://www.amplesound.net/en/account.asp Upgrades and demo projects can be downloaded Account. Discounts for existing customers may also be pos Our current user forum is hosted at KVRaudio. http://www.kvraudio.com/forum/viewforum.php?f=: You may also find our Customer Service on Face free to Like us on the page. http://www.facebook.com/amplesoundtech	Activate Cancel Forgot Reset your password, enter your registered email address and click the 'Reset' button. A new temporary password will be mailed to your email. Registered Email: 4789 Get a new challenge Write the characters in the Image above: Write the characters in the Image above:

4. Online Activation: fill in User ID and password and click "Activate" to complete activation. Click

"Forgot" if you want to inquire User ID and reset password.



	Ample Sound Activation	
On	line Offline	
	e send your User ID and Challenge Code shown below to e@amplesound.net.	
Challe	enge Code: Copy	
?tkp	3k!CkbzkPtkou#	
Demo remaining: 0 days; or Activate Now		d
Dear The mail you received from amplesound.net		
Below is your Key Code for your Windows system (correspondence) Challenge Code of:	er ID: yourUserID	registered email address and orary password will be mailed to
AGM Userid: Your UseriD here KeyCode: Your Keycode here	Code: The key code we sent to you Activate Cancel Forgot	
Please be sure there is no space at the end of key codes. We are looking forward to your professional praise or comments.	4789 Cet a new ch Write the characters in the image	
Our current user forum is hosted at KVRaudio. http://www.kvraudio.com/forum/viewforum.php?f=245		
You may also find our Customer Service on Facebook helpful. And free to Like us on the page! http://www.facebook.com/amplesoundtech	l feel Reset Ca	ncel
Best regards Ample Sound Co., Ltd		

5. Offline Activation: please send Challenge Code and User ID to service@amplesound.net . Our

customer service will send you Key Code within 24 hours. Fill in User ID and Key Code and click

"Activate" to complete activation. Keep your User ID and Key Code in case of reinstallation.

6. After activation succeeds, please close Activation Manager and restart program.

2 Parameters Setting

2.1 Overview of Settings Panel



1. Save/Load Preset		
2. Instrument Path Setting		
3. Master Tune		
4. MIDI Out		
5. Max Voices		
6. Real Time Memory Display		
7. Velocity Sensitivity		
8. Real Time Voices Display		
9. Velocity Layer Thresholds		
10. Bender Range		
11. Poly Bender		
12. Mod Wheel Range		
13. Auto Mod Wheel		
14. Hold Pedal Noise		
15. Cycle Mode		
16. Cycle *3		
17. Cycle Reset		
18. MIDI Guitar Mode Setting & Toggle		



2.2 Save / Load Preset

You can save your current parameters setting as local file for later use with other projects or

DAWs.

2.3 Instrument Path Setting

You can move sample library folder indicated by original path to anywhere, and set path to new

location.

on Number 2.2.0		Change Instrument Library Path brary	\$	Q Search	
	Favorites	Name	Date Modified	Size	Kind
Settings	All My Files	AME2Bg_DBConfig.cf	Aug 25, 2015, 4:26 PM	2.7 MB	Doc
Presets: Default Save	C iCloud Drive	AME2Bg-1.ascf	Aug 25, 2015, 4:26 PM	30.1 MB	Doc
Instrument Path: //Users/Shared/Ample Sound/AME Library		AME2Bg-2.ascf	Aug 25, 2015, 4:26 PM	25.7 MB	Doc
Master Tune: 440Hz MIDI Out:	Applications	AME2Bg-3.ascf	Aug 25, 2015, 4:26 PM	50.6 MB	Doc
	Desktop	AME2Bg-4.ascf	Aug 25, 2015, 4:26 PM	59.5 MB	Doc
Max Voices: 64 Memory:		AME2Bg-5.ascf	Aug 25, 2015, 4:26 PM	51.3 MB	Doc
Velocity Sens: 50 Voices:	Documents	AME2Bg-6.ascf	Aug 25, 2015, 4:26 PM	54.9 MB	Doc

2.4 Master Tune

Default tune is in 440Hz. You can set tune to any non-standard between 430 and 450Hz.

2.5 MIDI Out

Toggle on MIDI Out, add a MIDI track in project and set the input to MIDI Out of Ample Bass.

Then any note being played will be converted to MIDI, including those by tab.





2.6 Max Voices

Defines the maximum number of voices which can be played simultaneously. Voices will be forced stop if the number goes beyond maximum.

2.7 Velocity Layers Thresholds

Each Cycle: Separate sample cycle for each note and each velocity layer, greatly improving humanization.

Rhombic Sampling Structure: Greatly improves sample utilization proficiency.





Sliders control velocity thresholds of corresponding layers. Adjust them according to your play style.

2.8 Poly Bender

When toggled on, open string and multiple notes can be bended.

2.9 Cycle Mode

You can switch cycle mode among Each Cycle (default), Round Robin and Random.

Each Cycle: Separate sample cycle for each note and each velocity layer, more appropriate for

ARP and Strum.

Round Robin: more appropriate for Solo.

Random: Sample Cycle random.

2.10 Cycle * 3 & Cycle Reset

Cycle*3: When toggled on, 3 times cycles will be available for each note.

Cycle Reset: You can reset cycle index here.

2.11 MIDI Guitar Mode Setting & Toggle

Toggle on when you use midi guitar as input. Make sure the input channel of midi track is set to

all.



2.12 Customized Parameters Control

2.12.1 MIDI Controller

All buttons, knobs and sliders on GUI can be controlled by MIDI Controllers. Alt + click or

right-click a control to open the dialog below and assign a controller.

Customized Parameters Control				
Aftertouch				
Bender	M-Bender			
0 - Bank Select				
1 - Mod Wheel	M-Mod			
2 - Breath	M-Vol FA			
3				
4 - Foot Pedal				
5 - Portamento Time				
6 - Data Entry(unavailable)				
7 - Volume	M-Vol Master			
8 - Balance				
9				
OK Cancel	Learn Clea	ır		

1.Left Column: Available controllers, including After Touch, Bender & MIDI CC.

2.Right Column: Assigned parameters.

3.OK: Assign the selected controller to the control.

4.Cancel: Close dialog.

5.Learn: MIDI Learn.

6.Clear: Clear the assigned controller of the control.

2.12.2 Automation



You can also use automation to control parameters.

3 Instrument Panel

3.1 Overview of Instrument Panel



3.2 Sample Library Switch

You can switch between Finger and Pick sample libraries.

*Sample Library cannot be switched during play.

3.3 Open String First

Used for playing high position arpeggios with open strings. When toggled on, notes will be played priorly on open strings regardless of Capo Logic. G#6 can toggle it on with high velocity and off with low velocity.

3.4 Play Mode Switch

When keyboard mode is on, multiple notes can be played on same string simultaneously. When solo mode is on, only one note can exist at a time. Both keyboard mode and solo mode will mute Auto Legato.

3.5 Auto Legato Mode Switch

When two notes on the same string overlap and keyboard/solo mode is off, a legato will be automatically made. D#6 can switch auto legato mode, high velocity for Auto SL and low velocity for Auto HP.

3.6 Alternate Tuner

You can tune every string by turning its corresponding tuner, 2 semitones down at most. Tuning is fully compatible with strummer, tab and all articulations.





3.7 Volume Ratio

Adjusts the volume ratio of non-slap articulation to slap articulation.

4 Main Panel

4.1 Overview of Main Panel







1.Articulations & Poly Legato Keyswitches (Important)
2.Peak meter / Sound Mode, Pan & Width
3.Open String First Toggle
4.Tab Play Toggle
5.Fade In / DI Delay
6.Auto Buzz (Original) / Mic, DI & Master Volume & EQ / Pick Attack Accentuation
7.Auto Accentuation Noise (Original) / Pick Attack Random
8.Release Sound Volume
9.Noise Sound Volume
10.Accentuation Noise Volume
11.Fret Sound Toggle & Volume (Original)
12. Global Sample Start Time (Original)
13.Саро
14.Bender
15.Manual Vibrato Wheel (Original)
16.CapoMan
17.Fx Sound Group
18.Manual Buzz / Fx Sound Group 2
19.Dead Note
20.Octave Pattern (Original)
21.Single Note Repeater (Original)
22.Auto Accentuation Noise Toggle
23.Auto Legato Mode Switch

24.Strman

4.2 Articulations & Poly Legato Keyswitches

4.2.1 Acoustics & Electrics Basses

Abbr.	Full Name	Keyswitch	Range
SUS	Sustain	C0	B0-F4
NH	Natural Harmonic	C#0	E2-G4
PM	Palm Mute	D0	E1-F4
SIO	Slide In from below & Slide Out downwards	D#0	F#1-F4
LS	Legato Slide (Poly Legato)	EO	F1-F4
HP	Hammer On & Pull Off (Poly Legato)	FO	E1-F4
STA	Staccato	F#0	E1-F4
SLAP	Slap	G0	E1-F4
TAP	Тар	G#0	E1-F4
POP	Рор	A0	E1-F4

4.2.2 Metal Bass

Abbr.	Full Name	Keyswitch	Range
SUS	Sustain	C0	B0-E4
LS	Legato Slide (Poly Legato)	C#0	C1-E4
HP	Hammer On & Pull Off (Poly Legato)	D0	B0-E4
SIO	Slide In from below & Slide Out downwards	D#0	C#1-E4



4.2.3 Sustain

B2

Keyswitch is C0.



4.2.4 Natural Harmonic

D3

Keyswitch is C#0.



4.2.5 Palm Mute



Keyswitch is D0. Subsequent note of low velocity will be dead note. If you press C0 and D0 at the same time, subsequent notes of high velocity will be Sustain and notes of low velocity will be Palm Mute.



4.2.6 Slide In from below & Slide Out downwards

Keyswitch is D#0. When D#0 is before a note, Slide In is triggered. When D#0 lies in a note, Slide Out is triggered. The velocity of slide is determined by D#0. Articulation will return to Sustain when note ends. Poly slide is supported.

4.2.7 Legato Slide (Poly Legato)



Keyswitch is E0. Two notes of Legato must overlap and E0 must be ahead of first note. Articulation will return to previous one when second note ends. Legato triggered by E0 of high velocity will change fret position. Low velocity will not.

Poly Legato (Original): The rule is same with mono legato except you only need to press the highest note of second set if you want to slide upward, or lowest note of second set if you want to slide downward.

Slide Smoother: The speed of a long legato slide (slide more than 2 frets) is determined by the velocity of second note. Higher the velocity, faster the speed.

Auto SL: When keyboard/solo mode is off and auto legato mode is Auto SL, two overlapped note on same string will legato automatically, no keyswitch needed.



4.2.8 Hammer On & Pull Off (Poly Legato)

Keyswitch is F0. Two notes of Legato must overlap and F0 must be ahead of first note. Articulation will return to previous one when second note ends. Legato triggered by F0 of high velocity will change fret position if it goes beyond. Low velocity will not.

Auto HP: When keyboard/solo mode is off and auto legato mode is Auto HP, two overlapped note on same string will legato automatically, no keyswitch needed.

Poly Legato (Original): The rule is same with mono legato except you only need to press the highest note of second set if you want to hammer on, or lowest note of second set if you want to pull off.



4.2.9 Staccato



Keyswitch is F#0.



4.2.10 Slap



Keyswitch is G0. Subsequent note of low velocity will be slap noise.



4.2.11 Тар



Keyswitch is G#0.



4.2.12 Pop



Keyswitch is A0. Subsequent note of low velocity will be pop noise. If you press G0 and A0 at the

same time, subsequent notes on string 3&4 will be Slap and string 1&2 will be Pop.
4.3 Mic & DI (Acoustic only)

Ample Bass Acoustic is recorded via Mic and DI simultaneously. You can solo or mute either and set EQ separately. Two mono and stereo modes are available. In addition, you can adjust mic and di volumes, pan and width to meet your need.

4.4 Auto Buzz/ Mic、DI、Master Volume & EQ / Pick Attack Accentuation

When toggled on, notes will be affected and adjusted. This feature is different with different Basses.

4.5 Auto Accentuation Noise/ Pick Attack Random

When toggled on, a noise will be randomly applied to sustain articulation depending on frequency.

4.6 Fret Sound Toggle & Volume

In real performance, hand is constantly moving and touching fretboard. Without fret sound virtual instruments would sound artificially "clean".

4.7 Global Sample Start Time

After pick strokes string, it takes around 50ms to get the string really vibrating. Ample Bass preserves the moment of the stroke, otherwise it will sound like piano.



Set Start Time to 50ms and Track Delay of DAWs to 0ms as shown in the figure above on the left when you are playing a MIDI keyboard.

Set Start Time to 0ms and Track Delay of DAWs to -50ms as shown in the figure above on the right when you are playing tracks or exporting audio.

If your DAW doesn't support Track delay, you will need to drag tracks a few ms (according to start

time) forward manually, or use the formula of Time to BPM: Track Delay(beat) = Time(s) * Tempo

/ 60, e.g. for 50ms, you need to drag tracks 0.1 beat or 48 ticks forward when Tempo = 120.

You need to export audio one bar earlier after Track Delay is set as shown in the figure below.

🕽 No Track Preset 🛛 🖑	MB B	1	2	3	'
	I MSAGP	AGP			
Off Off -50.00			_		

For Ample Bass Acoustic, since DI channel transmits earlier than Mic channels, you can adjust DI

Delay to avoid phase cancellation.

4.8 Capo

Shifts all incoming notes without need to change original.

4.9 Manual Vibrato Wheel

Vibrato can be controlled by hand like a real musician does. An intensive vibrato is triggered

when the wheel position exceeds 3/4.

4.10 StrMan & CapoMan

4.10.1 StrMan

Specify a string to be played manually. E6-G6 correspond to 4th string-1st string. High velocity

StrMan will affect fret position while low velocity will not.

4.10.2 CapoMan

Switch to a fret position manually. Press A#0 and the CapoMan line (yellow) will appear. Then press E1-A#2 to switch to position 0-18 respectively. For metal, press B0-E2 to switch to position

0-17 respectively.

4.11 FX Sound Group

4.11.1 Acoustics & Electrics Basses

Note	FX Sound
G#4	Hit Top (Mute)
A4	Hit Top (Open)
A#4	Hit Rim
F5	Scratch 1
F#5	Scratch 2
G5	Accentuation Noise
G#5	Slap Noise by Left Hand
A5	Slap Noise by Right Hand
A#5	Fx Slide 1: SIO on E string
B5	Fx Slide 2: SIO on A string
C6	Fx Slide 3: SO on E string
C#6	Fx Slide 4: SO on A string



4.11.2 Metal Bass

Note	FX Sound
D#5	Downstroke Noise
E5	Upstroke Noise
F5	Scratch 1
F#5	Scratch 2
G5	Silent Press
G#5	Fx Slide 1: SIO on B string
A5	Fx Slide 2: SIO on E string
A#5	Fx Slide 3: SIO on A string
B5	Fx Slide 4: SO on B string
C6	Fx Slide 5: SO on E string
C#6	Fx Slide 6: SO on A string

4.12 Buzz



When you press A4, all ringing notes will be buzzed.

4.13 Octave Pattern

Press B4, C5, D5 and E5 will respectively trigger descending fourth, unison, ascending fifth and ascending octave of current note or last ended note with octave shape.

4.14 Single Note Repeat

You can press C#5 and D#5 to repeat notes being played or last ended note. Multiple notes are supported.

5 Riffer Panel

5.1 Riffer Overview



-
-
-
Select a note, the title area will be replaced by
note attributes
Includes Swing, Velocity Humanization, Velocity
Proportion and Insert Velocity 4 options
Include Key, Time Signature, BPM and Quantize 4
options
-
-
-
-
-



12. Load Previous Riff	-
13. Riff Play Toggle	The playing position from the selected note
14. Load Next Riff	-
15. Riff Sync Toggle	-
16. Riff Acoustic Feedback Toggle	-
17. Dice	-
18. Riff Metronome Toggle	-

5.2 Edit Note Attributes

5.2.1 Note Attributes Overview



There are Pitch, Velocity, Duration, Articulation, Legato, Vibrato Range, Vibrato Rate, Bend Type, Bend Editor, Note Off Velocity, altogether 10 options for each note.

5.2.2 Right-Click Menu



5.2.3 FX-Line

Velocity and FX type, 2 options for FX notes.

*The FX type is different on different basses.

5.2.4 Key Commands

Left Click	Enter a note on strings or FX-line
Drag the note vertically	Change Pitch
Drag the border of note	Change Length
horizontally	
Ctrl + Drag the note vertically	Change Velocity
Ctrl + Drag the border of note	Change Duration
horizontally	
Shift + Drag the note	Move Note



Double Click the note	Delete Note
Right Click the note	Right-Click Menu
Alt\Option + Left Click	

5.2.5 Note Attributes

Icons of Articulations & Legato

٠	Nature Harmonic	All Basses except AMR
ш	Palm Mute	All
	Slap	Electric Basses
•	Рор	Electric Basses
	Тар	Electric Basses
20	Staccato\Repeat Note	ABP and ABJ
Э	Slide In	All
к	Slide Out	All
•	Hammer On & Pull Off	All
>	Legato Slide	All
ţ	Bender	All
~	Vibrato	All

*The articulations and Legato are different in different basses.

Icon Position

Top Left: Bender

Top Right: Vibrato

Bottom Left: Articulations

Bottom Right: Legato Slide



5.2.6 Articulation & Legato Rules

a. Legato is available when notes are next to each other and on the same string, the Legato must

be marked on the first note.

The speed of long legato slide (slide more than 2 frets) is determined by the velocity of

destination note. Higher the velocity, faster the speed.



b. Nature Harmonic is available on the nature harmonic positions (5th, 7th, 9th and 12th) , the

pitch is the same as Sustain.

c. Muted Slap or Muted Pop is available when switching to Slap or Pop, and the velocity is 1 -

63.

d. Pop Slide In is available when switching to Slide, and the velocity is 127.

e. Slide Out: Slide Out from the 50% point of the note.

f. 1/4 Slide Out: Slide Out from the 75% point of the note.

g. 1/8 Slide Out: Slide Out from the 87.5% point of the note.

h. Note Off Velocity : control the volume of Release and Fingered Release.

5.2.7 Tuner

The tuners could be adjusted on the head of bass.

5.3 Score & Global parameters

Swing tick	-
Velocity Humanization	If the velocity is 80 and set Velocity humanization to +/-20, the
	value will be 60 – 100
Velocity Proportion	Controls the percentage of original velocity with which to play
Insert Velocity	Default Note Velocity

Кеу	Transpose the key of Riff
Time Signature	Follow Global Time Signature when SYNC is on
BPM	Follow DAW's BPM when SYNC is on
Quantize	Follow Global Quantize when SYNC is on



5.4 Preferences

Main	RIFFER	Тав			SETTINGS	Вотн						
										Pa	assive .	
									Export Mode			0
			- An	IPLE B		NYANG	陰陽		Export Humanization			
- . .									Theme	Dark		
		_ = =							Note Display			
DA	0 0		.		+ .		•		Score Display			4 0 4 0 4 0 4 0 5 0 6 0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1
-	0 0						•		Auxiliary Display			1 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
									Metronome	Slap Left		
									Metronome Ve			
							1	CONTRACTOR OF THE OWNER	and the second second			
						unk_Slap	1_01					
	.					/						
G2 G2						- 5						
D2 A1				C#2				E2	C#2			
El	F#1		F#10	F#1			F#1		F#1			
FX					FX1				(SL)	FX1		
	Swing Otick	Vel Hum			: ± B ;	¢. K ►	N SYNC ┥) Z 🛛	Key A		1 116	
	Veloc	ity 100% 🗸	Insert Velocity 70						Signature 8/4 Q	uantize 1/16		

MIDI Export mode	Strman: Exported MIDI will contain keyswitch\Strman information,				
	Available for all DAWs				
	Channel: Exported MIDI will contain channel information, this will				
	also toggle on MIDI guitar mode on Setting panel. Make sure the				
	input channel of MIDI track is set to Any, Not available for some				
	DAWs such as Pro Tools, Ableton Live etc				
Export Humanization	Determines if exported MIDI will include Swing, Velocity				
	Humanization, and Velocity Proportion settings				
Theme	Classic				
	Dark				
Note Display	Select information to be shown on top of notes				
	Fret				
	Pitch				
	Pitch & Fret				
	Velocity				
	Duration				
	Off Velocity				
Score Display	Score Line Display				
	String				
	Grid				
Auxiliary Display	Auxiliary grids for FX-line and note attributes				
Metronome	Change the sound of Metronome				

Metronome Velocity

Change the volume of Metronome

5.5 Import & Export

5.5.1 Import MIDI to Riffer

G2 22	ст т з і і і 4 т А#2		6 7 D#3 A#2 C3	
41 E1 C2 C2 FX SL	G2 G2 SR	G2 D#2	C2	(32) D#2
Swing Otick - V	el Hum 0 🗸 🕂 🚹 🛃 🗋	3 ✿ ₩ ►	M SYNC 📢) 🖸 🖉 🛛 👔 Sign	Key D# V Riff BPM 100 ature 8/4 Quantize 1/16
temp.mid				

The MIDI file could be imported to Riffer.

*The MIDI block could be dragged into Riffer directly in Cubase & Nuendo.





5.5.2 Import Tab to Riffer (New feature In Tab Panel)



Click Riff button on the Tab panel, the current measure could be converted to a riff, and all of articulations and fingered positions will be kept.

5.5.3 Export Riff to MIDI

🛛 🖽 🔞 🔲 Configurations - 🙆 M S L R W A 🏠 Touch 🔒 🀳 -	H H Q ■ ► ● N K B S S Q X A 10 / / 4 S K # = = = Utr Quantize = Q v U/6 O .
Record Time Max 183 hours 50 mins Record Format 44.1 kHz - 24 Bit Project Frame Rate	10 Tps: Project Audio Pull Off Project Pan Live Equal Power
Name Start End Length Offset	h Marte Lock Ranspose Global Ranspose Velocity Rost Kor 0 - 0 Fellow 0 -
Inspector Visibility	
2 MIDI + C	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 P
or or	. آ
401 0.00	augu agama a sa ang a
0	
All MIDI Inputs O1. ABY2 - MIDI In	
Any + C	
Any 1	MAN Rivien To PX EDT SETTING BOTH
TrackVersions III	
MIDI Modifiers 3	
MIDI Inserts	
MIDI Sends	
MIDLFader 8	
Notepad 9	
Quick Centrols 0 10	Meronem (d 100
ABY2 • C 12	
13.	Stap 2 1 0
15	
16	
	122 442 622 642 422 / F#2 622 423
	17() ST ST
	Sering total V Ver Hum 0 V
÷. + ÷	P Exceptilizey R

Drag the riff to MIDI track.

*The Export Mode and Export Humanization could be changed on the Preferences window, refer

to section 5.4.



Or generate a MIDI file.



5.6 Dice

MAIN RIFFER	Tab FX	EDIT SETTINGS	Вотн		Passive
		Numbers	6 ~ 10		° 0° 0 °
	= A	PLE BAS	。 、 陽		1.0
VV		Scale			
0 0		Style Vel + -	Default Y		
0 0		Vel + -	30 ~		
AX			8 *0		
			5		
*		0.			500 M
1	3		×	6 7 1	8
G2 D2	C3		C3		G2
A1 C2		(A#1)	D#2		
FX					
Swing Otic	k 🗸 Vel Hum 0 🗸			Key C	Riff BPM 100
	Velocity 100% Velocity 70		≯ H ► H SYNC	(i) C C Signature 8/4	Quantize 1/16

Dice is a Random Riff Generator.

Numbers	Numbers of note to generate
Кеу	Root not
Scale	Select a chord or Scale template
Style	Notes and Groove style
Vel+-	Random Velocity Range
Dice	Create a random riff
Record	MIDI input on/off



5.7 Preset & Save Windows

5.7.1 Preset Window



Check all of attributes (Category, Time Signature, Key, Quantize, BPM, Type and Author), sort presets according to an attribute, search and rate presets.

*Right click can remove rating.



5.7.2 Save Window

Main	RIFFER	Тав		NT SETTINGS BOTH	
				Passive	
					0
			AMPLE	BASS YINYANG 陰陽	
C					
	V	•			
	0 0				
	0 0			C:\Users\Yuxuan\Documents\Ample Sound\Riffs\Bass\Huang	1 0 mm
	A				
$=$ $=$ $=$ \leq				Author prodigyray Category Jazz V	
				Key D v Time Sig. 8/4Tri v	
				Quantize 1/8 V BPM 100 Type Aff V Chord	8
			20000000		
G2					
D2 A1				02	
EI	E1	E1 G1			
FX					
	Swing Otick	Vel Hum 0		▶ Æ ≛ 🗅 🌣 K 🕨 K SYNC 🛋)) 🛃 🌋 💦 Key D 🗸 Riff BPM 100	
10	Veloc	tity 100% 🗸 🛛 Ins	ert Velocity 70	🔁 🛧 🖆 🏠 🖌 🕨 🕨 SYNC 📢) 🖉 🎽 Signature 8/4Tri Quantize 1/8	

*Separated by commas if more than one chord.

6 Tab Panel

6.1 Overview of Tab Panel

Main Tab Edit Sottings	
Augule Bace P. T.	
Welcome to Bass Tab Player	Tempo = 110
	12 13 14 Vel Hum 0 Swing Otick Duration 100%
1. Track Select	
2. Tab Export	
3. Export Mode	
4. Load Tab	
5. Reload Tab	
6. Host Playback	
7. Tab Sync	
8. Go to	
9. Tab Play Toggle (Note A6)	
10. Tab Loop Toggle	
11. Velocity Proportion	
12. Velocity Humanization	
13. Tab Swing	
14. Tab Duration Proportion	

6.2 Load Tab

Ample Bass supports four formats of tab, GP3, GP4, GP5 and GPX. Tab name and path can only contain numbers and English letters. After you edit a tab, you can click Reload button to refresh. Click on edge or "Go to..." buttons to browse tab.

6.3 Tab Play Toggle

Click the play button to play a tab. When loop toggle is on, tab will start over again when it reaches end. When loop toggle is off, tab will stop. A6 can toggle on tab play with high velocity and off with low velocity. Use A6 to control tab play when exporting audio.

6.4 Tab Export

Drag export button to export tab to host as midi file. When Export Mode is Channel Mode, exported midi will contain channel information. This will also toggle on Midi Guitar Mode on Settings Panel. Make sure the input channel of midi track is set to all. This mode is not available for some DAWs such as Pro Tools, Ableton Live, etc. When Export Mode is StrMan Mode, exported midi will contain StrMan information. This mode is available for all DAWs.

6.5 Host Playback

When toggled on, tab can respond to host playback. Make sure the time signatures of host and tab are same.

6.6 Velocity Proportion & Humanization

Velocity Proportion controls the percentage of original velocity with which to play tab. Humanization applies random change to velocity.

6.7 Tab Swing

Randomly flexes the timing of tab to avoid mechanical performance.

6.8 Tab Duration Proportion

Controls the percentage of sustain notes' duration with which to play tab.



7 FX Panel

7.1 Overview of FX



4 Send FXs: Reverb, Delay, Phaser, Chorus. 4 Direct FXs: Compression, Overdrive, 5-Band-EQ, Wah.

7.2 Compression

Name	Range	Default	Unit
Thre	-60 – 0	-20	db
Ratio	0 – 1	0.5	-
Attack	1 – 500	5	ms
Release	5 – 500	50	ms
Gain (MakeUp)	-24 –	2	db
Gain (MakeOp)	24	2	ub



7.3 Overdrive

Name	Range	Default	Unit
Drive	10 – 1000	150	-
Gain	0 – 0.2	0.1	-
Tana	1000 –	4000	H7
Tone	12000	4000	п∠

7.4 5-Band-EQ

Name	Range	Default	Unit
Cut Active	Off / On	On	-
Lo Cut Gain	-12/-24	-12	db
Lo Cut Freq	20 – 20k	100	Hz
Band 2 Gain	-15 – 15	0	db
Band 2 Freq	20 – 20k	200	Hz
Band 3 Gain	-15 – 15	0	db
Band 3 Freq	20 – 20k	800	Hz
Band 4 Gain	-15 – 15	0	db
Band 4 Freq	20 – 20k	1.6K	Hz
Hi Cut Active	Off / On	Off	-
Hi Cut Gain	-12 / -24	-12	db
Hi Cut Freq	20 – 20k	16k	Hz

7.5 Wah

Name	Range	Default	Unit
Min	100 – 200	100	-
Max	5000 - 10000	5000	-
Pedal	According to Min and Max	= Min	-

7.6 Chorus

Name	Range	Default	Unit
Send	0 – 1	0.5	-
Depth	0 – 1	0.1	ms
Rate	0 – 0.5	0.1	Hz

7.7 Phaser

Name	Range	Default	Unit
Send	0 - 1	0.2	-
Depth	0 - 1	0.5	-
Rate	0 - 10	5	-
FBK	0 - 1	0.5	-

7.8 Delay

Name	Range	Defa ult	Unit	
Send	0 - 1	0.1	-	
L.Time	0 - 2	0.25	S	
R.Time	0 - 2	0.5	S	
FBK	0 - 1	0.2	-	
Time Mode	Bpm/Ti me	Bpm	-	

7.9 Reverb

Name	Range	Default	Unit
Send	0 - 0.5	0.1	-
Width	0 - 1	1	-
Damp	0 - 1	0.3	-
Size	0 - 1	0.8	-



8 Edit Panel

Articulation	Pitch	String	Fret	Vel Layer	Cycle	Tune	Gain
Sustain	G2 (55)	1	0	1	1	0cts	1.0
Sustain	G2 (55)	1	0	1	2	2cts	1.0
Sustain	G2 (55)		0	2	1	0cts	1.0
Sustain	G2 (55)	1	0	2	2	0cts	1.0
Sustain	G#2 (56)	1	1	1	1	-7cts	1.0
Sustain	G#2 (56)	1	1	1	2	-1cts	1.0
Sustain	G#2 (56)	1	1	2	1	-10cts	1.0
Sustain	G#2 (56)	1	1	2	2	-5cts	1.0
Sustain	A2 (57)	1	2	1	1	-11cts	1.0
Sustain	A2 (57)	1	2	1	2	-2cts	1.0
Sustain	A2 (57)	1	2	2	1	1cts	1.0
Sustain	A2 (57)	1	2	2	2	-5cts	1.0
Sustain	A#2 (58)	1	3	1	1	-9cts	1.0
Sustain	A#2 (58)	1	3	1	2	-1cts	1.0
Sustain	A#2 (58)	1	3	2	1	0cts	1.0
Sustain	A#2 (58)	1	3	2	2	-5cts	1.0
Sustain	B2 (59)	1	4	1	1	-9cts	1.0
Sustain	B2 (59)	1	4	1	2	0cts	1.0
Sustain	B2 (59)	1	4	2	1	2cts	1.0
Sustain	B2 (59)	1	4	2	2	-5cts	1.0
Sustain	C3 (60)	1	5	1	1	-9cts	1.0
Sustain	C3 (60)	1	5	1	2	0cts	1.0
Sustain	C3 (60)	1	5	2	1	6cts	1.0

You can adjust both pitch and gain of every sample according to your own need. Editor can

correspond to sample currently being played. You can save your tune setting for later use or load

setting from file.

Website: http://www.amplesound.net

Online Manual: http://www.amplesound.net/en/tutorial.asp

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

Online Service: http://www.facebook.com/amplesoundnet

Tech-Born Music

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