



G-Stomper - Drum Machine for Android

User Manual

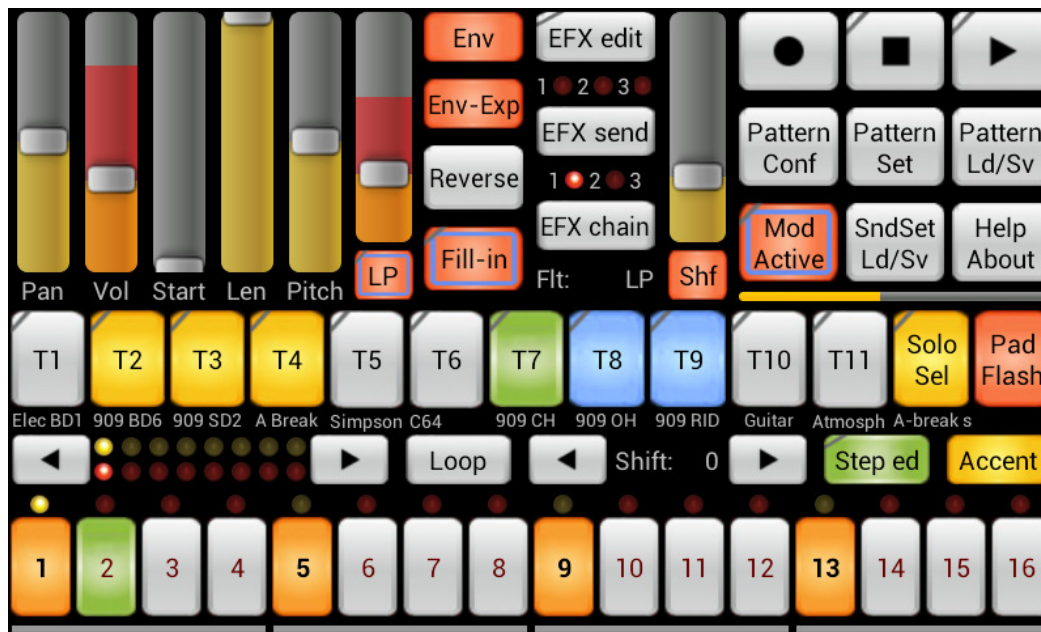
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Author: planet-h.com

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1 First Steps



G-Stomper is a Pattern based Step Sequencer with a classic drum machine user interface. It comes with a tablet optimized layout, which gives you a full size Drum Machine/Groovebox on a 10 inch screen.

1.1 System Requirements

Be sure your device is within the minimum recommended device specs:

- 800 MHz processor
- 800 * 480 screen resolution
- Headphones or external speakers
- SoundCloud App installed (optional for SoundCloud upload)

1.2 Multifunctional (long clickable) Buttons

Multifunctional Buttons are marked at the UPPER LEFT CORNER.



LONG CLICK to use the second function.

1.3 Performance Optimization

If you hear any crackle noise during playback, use the 'Pad Flash' button to disable the flashing of Track Pad Buttons. This will give you some performance headroom.

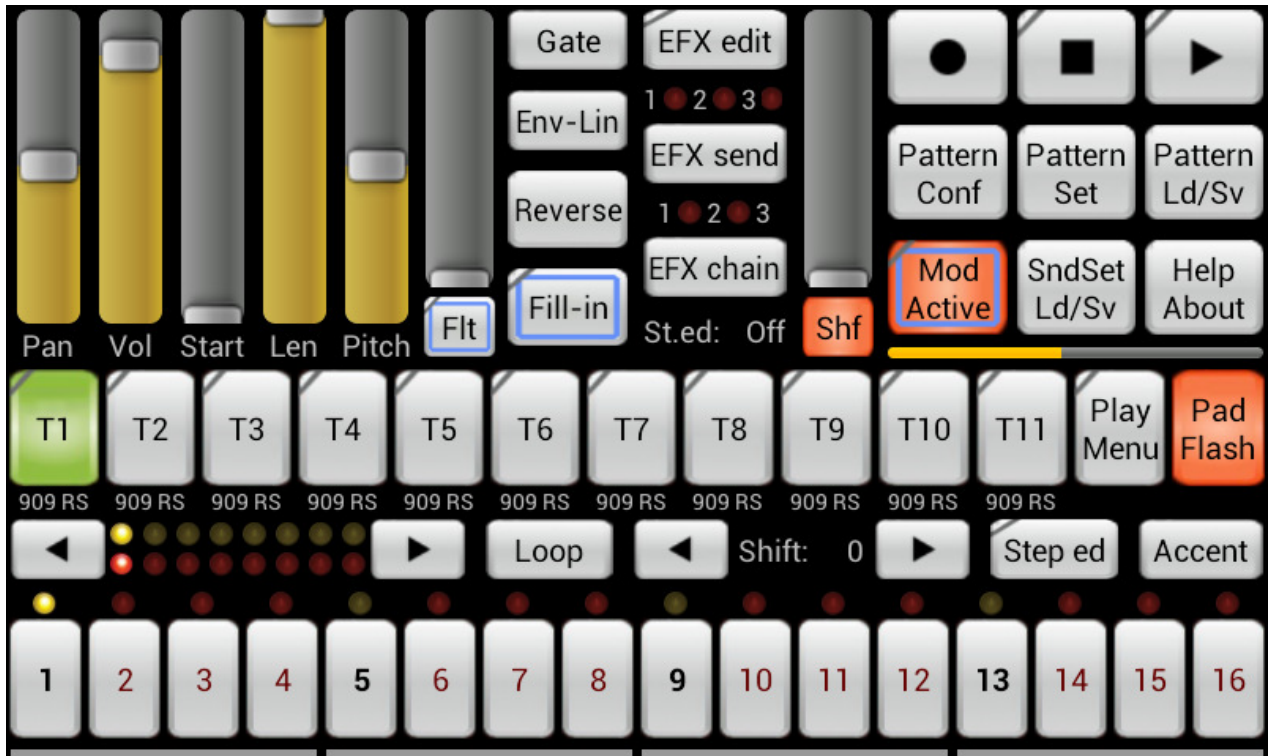


What also will help is turning off CPU hungry services like WIFI, GPS, BlueTooth, etc. or apps with heavy CPU or audio usage.

Sometimes a fresh boot helps a lot.

1.4 Create your first beat

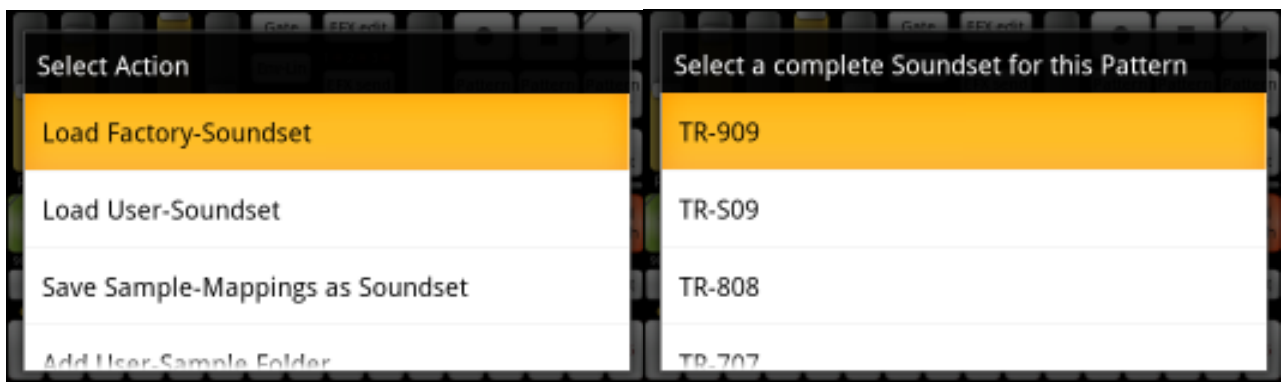
The full version of G-Stomper is started with an initial (clear) Pattern.



The very first step is to load a SoundSet.



Select Load Factory-SoundSet and choose one of the SoundSets.



After loading the SoundSet, the text below each Track Pad shows the loaded sample names.



Each Tx Button stays for a sequencer track.

Right beside the Tx Buttons is the Track Pad Mode Button, which allows you to switch between the 4 different Track Pad Modes. For now, it should be in Play/Menu Mode.

Play = Tapping the Tx Button will play the sample
 Menu = Long clicking the Tx Button will open the Track Menu

Tap on the Tx Buttons to pre listen the loaded samples.



At the bottom of the screen are the Sequencer Steps. The Step Buttons (1-16) are always related to the selected Track (green Tx Button).

Select a Track by clicking the Tx Button. Then click on the Step Buttons to toggle the Steps ON/OFF. Set your desired Steps to ON (red).

That's it, hit the Play Button and listen to your first beat.



As a matter of course, you can create while the Sequencer is running.

2 Function Reference

2.1 TRACK BUTTONS T1 - T11 (main screen)

Depending on the selected Track Pad Mode the Tx Buttons have different functions.

Note: You can tap the Track Pad Mode Button to switch between 4 different modes for the Track Pads (Tx).



Play/Menu Mode:

Click = Play Sample (select Track)
 Click (while recording) = Record TAP (silent)
 Long Click = Open TRACK MENU

Sel/Mute Mode:

Click = Select Track (silent)
 Long Click = Track Mute ON/OFF

Note: Track Mute controls are also available on the EFX EDIT and MASTER screen.



Mute/Sel Mode:

Click = Track Mute ON/OFF
 Long Click = Select Track (silent)

Solo/Sel Mode:

Click = Track Solo ON/OFF
 Long Click = Select Track (silent)

Note: Track Solo controls are also available on the EFX EDIT and MASTER screen.



2.1.1 TRACK MENU (for each Track):



Long click on a Track Pad (in Play/Menu mode) will open the Track Menu.

MUTE On/Off:

Track Mute ON/OFF

Solo On/Off:

Track Solo ON/OFF

Select Sample:

Select a single Sample for the Track

Clear Sample:

Remove/clear the Sample of the Track

Clear Modulation:

Clear the recorded Track Modulation of a specific Parameter. The Parameter can be selected in the following Sub Menu.

Copy Sound:

Copy all Sound data (Sample and Settings) to an another Track

Copy Track:

Copy all Track data (Sample, Steps, Modulations and Settings) to an another Track

Clear Track:

Clear all Data of the Track (Steps, Modulations and Settings)

2.2 TRACK PAD MODE (main screen)



All Modes:

Click = To next Mode

Play/Menu Mode:

Long Click = Multi-Mute ON/OFF (see Programmable Multi-Mute)

Sel/Mute Mode:

Long Click = Multi-Mute ON/OFF (see Programmable Multi-Mute)

Mute/Sel Mode:

Long Click = All Track Mute OFF

Solo/Sel Mode:

Long Click = All Track Solo OFF

2.3 PAD FLASH (main screen)



Turns the Track Pads flashing ON/OFF

Disable the flashing if you running out of CPU.

2.4 PROGRAMMABLE MULTI-MUTE (efx edit and master screen)

The Programmable Multi-Mute feature is dedicated for live usage, it can be used to mute/unmute multiple tracks at once.

Click = Multi-Mute ON/OFF
 Long Click = Multi-Mute Config ON/OFF

Button States:



Multi-Mute OFF
 (Mute OFF on all configured tracks)



Multi-Mute ON
 (Mute ON on all configured tracks)



Multi-Mute Config ON (Multi-Mute OFF)

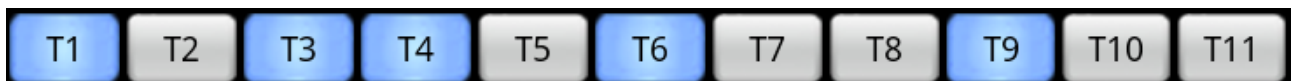
Select the Tracks (to be affected by the Multi-Mute) by toggling the Tx Buttons ON/OFF. Since the Multi-Mute is OFF, the configuration does not affect the real track mutes, the configuration is done silently.



Multi-Mute Config ON (Multi-Mute ON)

Select the Tracks (to be affected by the Multi-Mute) by toggling the Tx Buttons ON/OFF. Since the Multi-Mute is ON, the configuration directly affects the real track mutes.

Try the different Button states and see how the Track Buttons react.

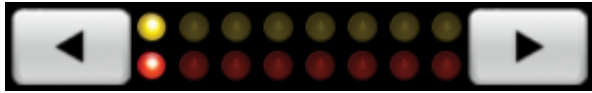


Note: The Multi-Mute can also be toggled ON/OFF by long clicking the Track Pad Mode Button (in Play/Menu or Sel/Mute Mode) on the main screen.

2.5 POSITION CONTROL (main screen)

A Pattern can have a max length of 8x16 Steps (to be changed on PATTERN CONF SCREEN).
The Editor view is always 16 Steps.

The Position Control shows the Play and Edit position in the pattern.



Yellow LEDs:

The Play Position

Red LEDs:

The Edit Position

< > Buttons:

Edit Position UP/DOWN

Note: To change the Edit Position, the Pattern must have a length > 1 (the initial Pattern length is 1).

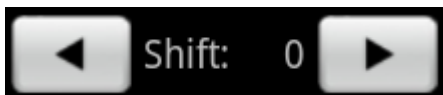
2.6 LOOP (main screen)



Loop in the current Play Position ON/OFF.

Enabling the Loop Function has only an effect, if the Pattern length is > 1. So if you enable the Loop in a 4 bar Pattern, the Sequencer will loop at the current Play Position until you turn the Loop OFF or you stop the Sequencer.

2.7 SHIFT CONTROL (main screen)



< > Buttons:

Shifts the Steps of the selected Track LEFT/RIGHT

In Solo/Sel Mode (see TRACK PAD MODE BUTTON):

Shifts the steps of all SOLO enabled Tracks LEFT/RIGHT

2.8 ACCENT (main screen)



Switches between Normal(Trigger) and Accent Mode.

2.9 STEP ED (main, efx edit and master screen)



Turns the Step Edit Mode ON/OFF.

In the Step Edit Mode, you can edit your modulation recordings step by step (e.g. for fine tuning) or create new modulation curves in a very precise way.



In the Step Edit Mode, on the Main Screen, you can switch between the steps by clicking the step buttons (selected Step turns green).



Or, in the Effect and Master Section, you can use the 'Next Step'/'Prev Step' buttons.

Note: Long Click the STEP ED Button to turn the FADER FINE TUNE MODE ON/OFF

2.10 STEP CONTROLS (main screen)



Normal Mode (Trigger):

Select Steps to turn Trigger ON/OFF

Note: Use Volume Fader to adjust Sample Volume

Accent Mode:

Select Steps to turn Accent ON/OFF

Note: Use Volume Fader to adjust Accent Amount

Step Edit Mode:

Click on the Steps to select a specific Step to edit.

2.11 FILL-IN (main screen)



Click:

Fill-In 1/2 / 1/1 / OFF

1/2: The sequencer creates a random break on the particular Track on the last 1/2 Position of the pattern (2 beats).

1/1: The sequencer creates a random break on the particular Track on the complete last Position of the pattern (4 beats).

Long Click: Fill-In Hold ON/OFF

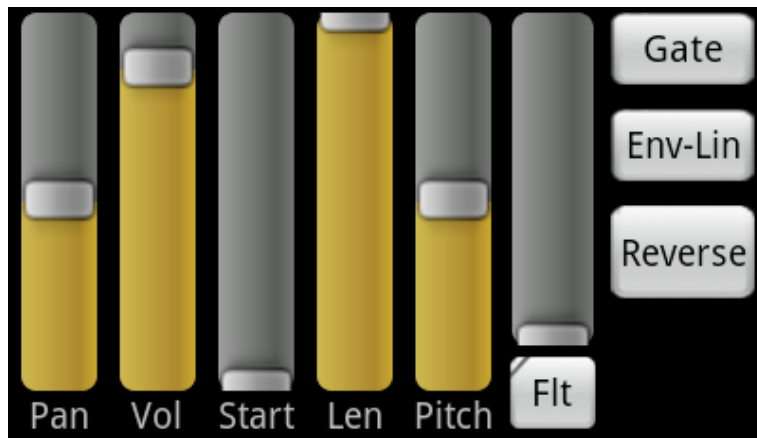
ON: The Fill-In break will be created every time the sequencer passes the last Position (1/2 or 1/1).

OFF: The Fill-In break will be created once and turns itself off afterwards.

Note: The Fill-In Mode can be defined independently for every track.

You gonna love this feature. It gives great dynamics to your beats.

2.12 SAMPLE MODULATION CONTROLS (main screen)

**Pan:**

Adjust Sample Panorama

Vol:

Normal (Trigger) Mode: Adjust Sample Volume
Accent Mode: Adjust Accent Amount

Start:

Adjust Sample Start Point

Len:

Adjust Sample Length

Pitch:

Adjust Sample Pitch Scale

Flt:

This is a 12dB filter section (for each track) with 4 different filter types.
Switch between the filter types (LP, HP, BP, NP) by clicking the button below the fader.
Switch the fader function between Cutoff and Resonance by long clicking the button below the fader.
Adjust the filter Cutoff or Resonance by using the fader.

Gate/Env:

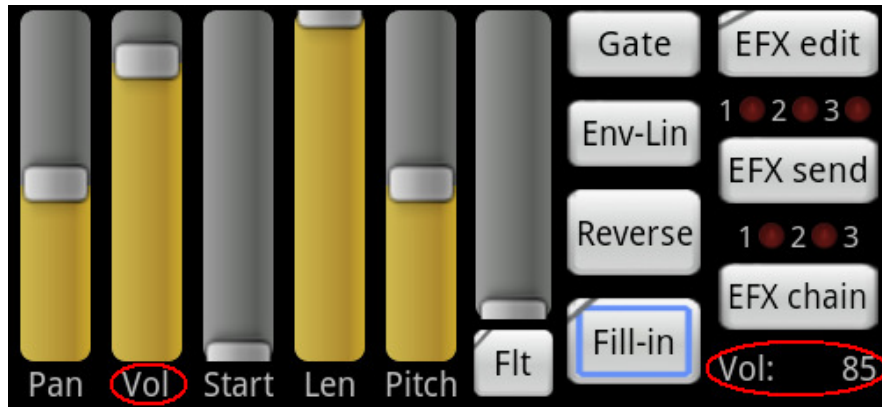
Sample AMP Gate or Envelope Mode

Env-Lin/Env-Exp:

Linear or exponential Envelope (if in Envelope Mode)

Reverse:

Play Sample reversed

**Note:**

Click on the text below the faders (Pan, Vol, Start, Len, Pitch) to show the current fader value in the display

Long-Click on the text below the faders (Pan, Vol, Start, Len, Pitch) to bring the current fader to its default position (e.g. pitch:0/middle).

This also works for the faders on the EFX EDIT and Master SCREEN.

2.12.1 FADER FINE TUNE MODE (track, efx and master faders)

Long click the STEP ED Button to turn the FADER FINE TUNE MODE ON/OFF.

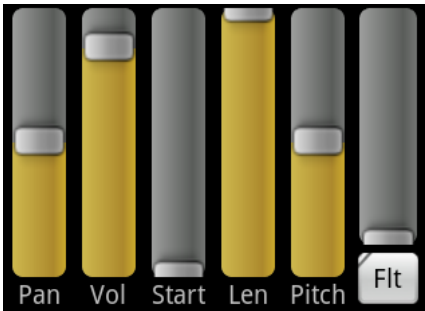


FADER FINE TUNE MODE is OFF



FADER FINE TUNE MODE is ON

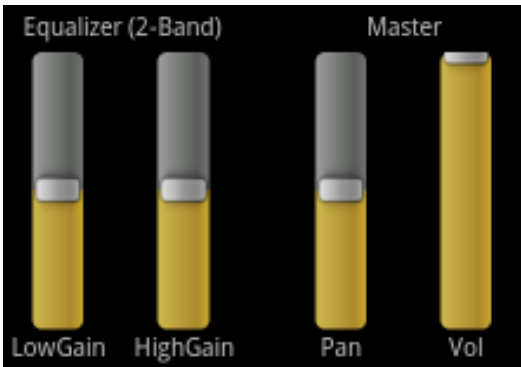
In the FADER FINE TUNE MODE, the track and efx faders are moving 15 times slower than your finger. This allows you to make very precise settings.



Track Faders on main screen



EFX Parameter Faders on efx edit screen



Parameter Faders on master screen

2.13 EFX CONTROLS (main screen)



EFX edit (click):

Opens the EFX EDIT SCREEN

EFX edit (long click):

Opens the MASTER SCREEN

The EFX EDIT SECTION provides 3 Effect Processors.

In each Effect Processor you can load one of 23 different Effect types

Compressor	Pitch Shifter
Limiter	Stereo Enhancer
Chorus/Flanger (tempo sync)	Exciter
Phaser (tempo sync)	Bottom Booster
Static Phaser (no LFO)	Distortion
Vibrato (tempo sync)	Bender Distortion
X-Delay (tempo sync)	6 Filter types
Short Delay	2 Equalizers
Reverb	

The CPU usage of the Effect Processors depends on the effect type, e.g. chaining 3 Reverbs while using long samples on each Track could eventually overload your device performance.

The MASTER SECTION provides 1 sum Effect Processor (and a Master Pan and Vol).

In the sum Effect Processor you can load one of 19 different Effect types

Compressor	Exciter
Limiter	Bottom Booster
Chorus/Flanger (tempo sync)	Distortion
Phaser (tempo sync)	Bender Distortion
Static Phaser (no LFO)	6 Filter types
Vibrato (tempo sync)	2 Equalizers
Stereo Enhancer	

EFX send:

Sends the selected Track output to Effect Processor 1, 2, or 3

EFX chain:

Switches between EFX Chain Modes

The Effect Processors can be chained to each other, e.g. send one or more signals through Effect Processor 1 and its output through Effect Processor 2.

Chain Modes: 1-2, 2-3, 1-2-3, NONE

2.14 SHUFFLE CONTROLS (main and pattern conf screen)

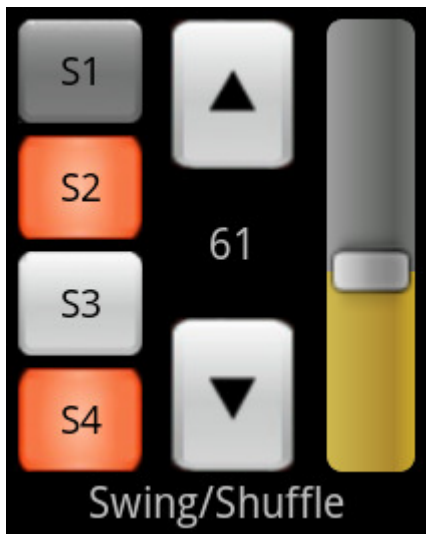


(Main Screen)

Adjust the Shuffle/Swing amount (50..75) for the current Pattern (main screen).

Enable/Disable the Shuffle for the selected Track by pushing the Shf Button below the fader.

Note: The Shuffle ON/OFF is track specific, so you can enable/disable it independently for each Track.



(Pattern Conf Screen)

Detailed Shuffle/Swing Controls are placed on the PATTERN CONF SCREEN.

Swing steps: S1..S4 (to choose, which steps should be swing affected)

Note: In cause of an unsolved calculation problem, S1 is always disabled (for now)!

2.15 MOD ACTIVE (main, efx edit and master screen)



Click:

Turns the playback of the recorded Parameter Modulations ON/OFF

Long Click:

Turns the Parameter Follow Mode ON/OFF

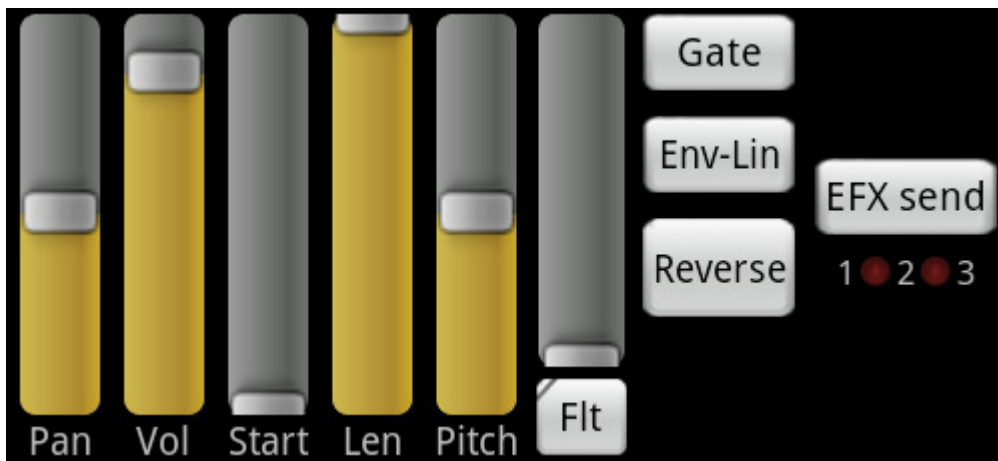
Follow Mode ON means:

The Faders and Buttons follow the recorded Modulations during Playback.

2.16 RECORD MODULATION CURVES (main, efx edit, and master screen)



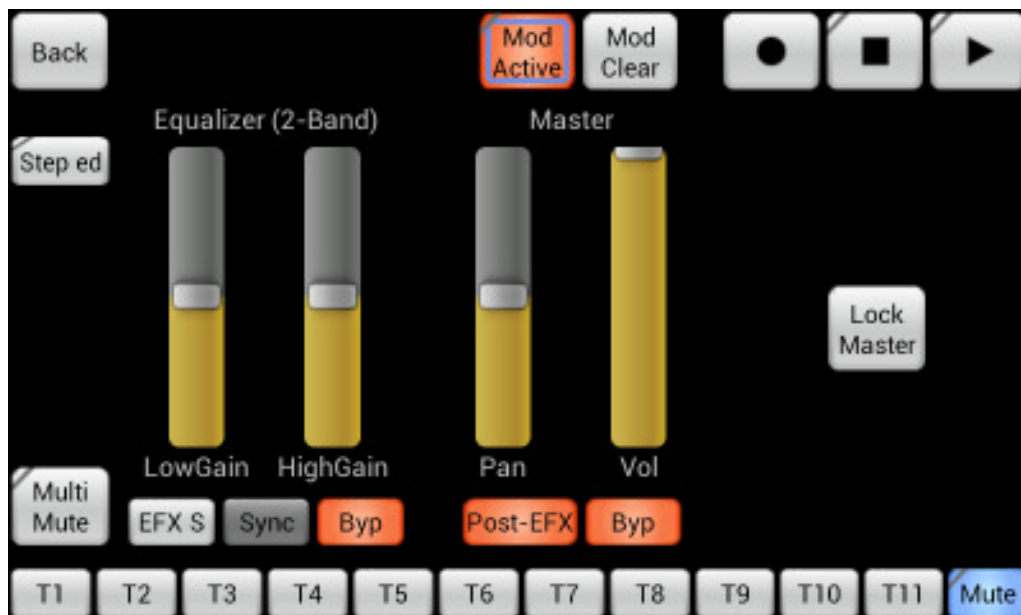
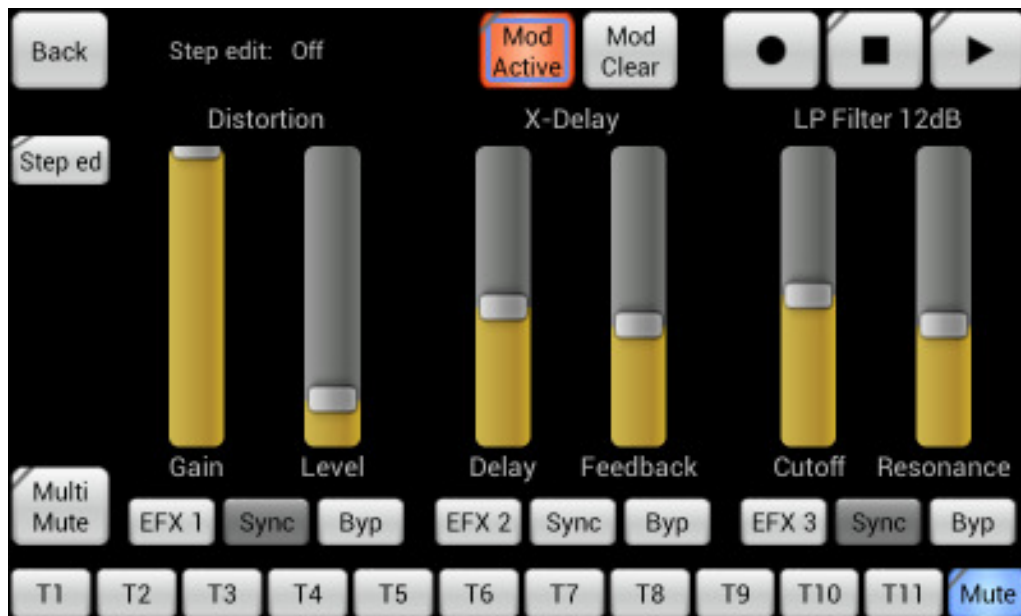
To Record Modulations (Controller Automation), just press the RECORD BUTTON during Playback to turn recording ON and change one of the recordable Parameters:



Accent Amount
 Sample Panorama
 Sample Volume
 Sample Start Point
 Sample Length
 Sample Pitch
 Filter Type

Filter Cutoff
 Filter Resonance
 Gate/Env
 Env-Lin/Env-Exp
 Reverse
 Efx send

You'll find the same functionality on the EFX EDIT and MASTER SCREEN.



There you can record Modulations of Parameter 1 and 2 of each Effect Processor.

The Effect Parameter Names depend on the Effect Type.

Note: Modulations of the Master Pan and Vol cannot be recorded.

2.17 SNDSET LD/SV (main screen)

Opens the SoundSet menu



Load Factory-SoundSet:

Select a complete Factory-SoundSet, e.g. 909 for the current Pattern

Load User-SoundSet:

Select a complete User-SoundSet for the current Pattern

Save Sample-Mappings as SoundSet:

Save the sample mappings (of the current Pattern) as a User-SoundSet

Add User-Sample Folder:

Add a User-Sample Folder to the Soundbank (see USER SAMPLES)

Remove User-Sample Folder:

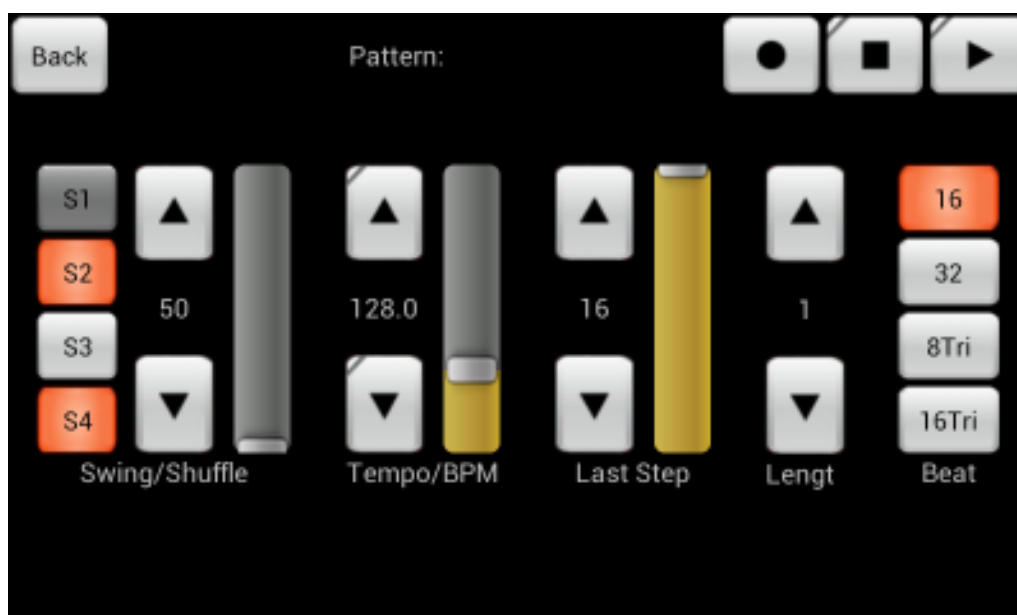
Removes a User-Sample Folder from the Soundbank (see USER SAMPLES)

Rescan User-Sample Folders:

Reload the SoundBank without restarting G-Stomper after changing the physical folder contents (Samples, Sample names, etc.)

2.18 PATTERN CONF (main screen)

Opens the PATTERN CONFIGURATION SCREEN



Shuffle/Swing amount:

50..75

Swing steps:

S1..S4 (to choose, which steps should be swing affected)

Tempo(BPM):

60.0..300.0

Last Step:

1..16 (to create asynchronous beats)

Pattern Length:

1..8 (x16 Steps)

If you have a beat with length 1 and you increase the length, your beat will be copied to the new created bar(s).

Copy rule:

1>2 / 2>3 / 2>4 / 1>5 / 2>6 / 3>7 / 4>8

Beat:

16th, 32th, 8th Triple, 16th Triple

If you select a triple beat, the last step will be set implicitly to 12, in other words 13-16 will be disabled. If you select 16 or 32, the last step will be set to 16. You can also manually set the last step to create asynchronous beats.

2.19 PATTERN LD/SV (main screen)

Opens the Pattern Load/Save Menu

**Load Pattern:**

Load a saved Pattern

Save Pattern:

Save the current Pattern

Clear Pattern:

Clear all data of the current Pattern

Set Pattern Name:

Change the name of the current Pattern

Export Pattern as Audio:

Export the current Pattern as RAW PCM WAV File (you can choose between various formats)

Export Pattern as Audio (Track separated):

Export the current Pattern as Track separated RAW PCM WAV Files (you can choose between various formats). In other words, you'll get 11 Files, one File per Track.

Upload Exported Audio to SoundCloud:

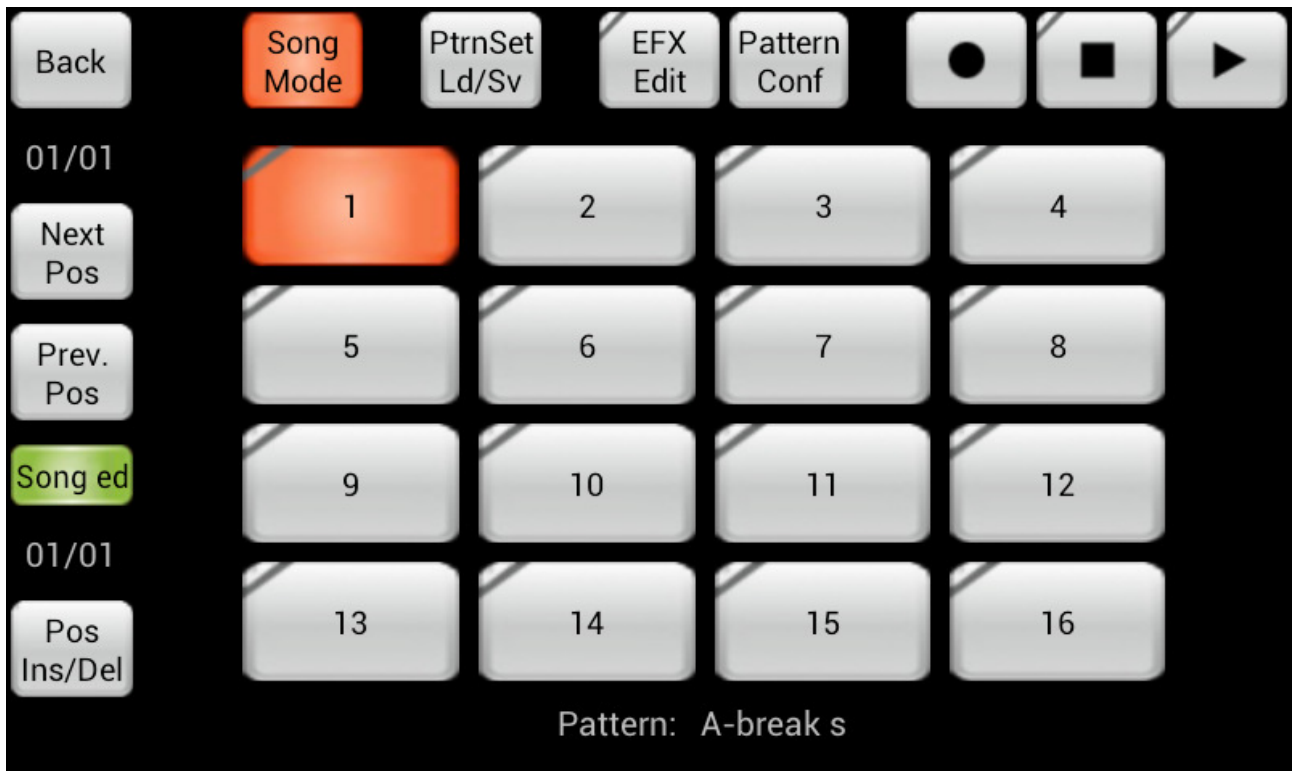
Share one of the exported Audio files on SoundCloud (SoundCloud App required)

Copy exported Audio to ...:

Copy one of the exported Audio files to Ringtones, Notifications or Alarms List of your device

2.20 PATTERN SET (main and pattern set screen)

Opens the PATTERN SET SCREEN, the Live Pattern Arranger



A Pattern Set can contain max 16 Patterns, which can be switched by tapping one of the 16 Pattern slot buttons.

You can map a Pattern on each of the 16 Pattern Slot Buttons. Use the Long Click to open the PATTERN SLOT MENU (for each Pattern Slot).

Copy Pattern:

Copy a Pattern from one Slot to an another one

Load Pattern:

Load a saved Pattern to the selected Slot

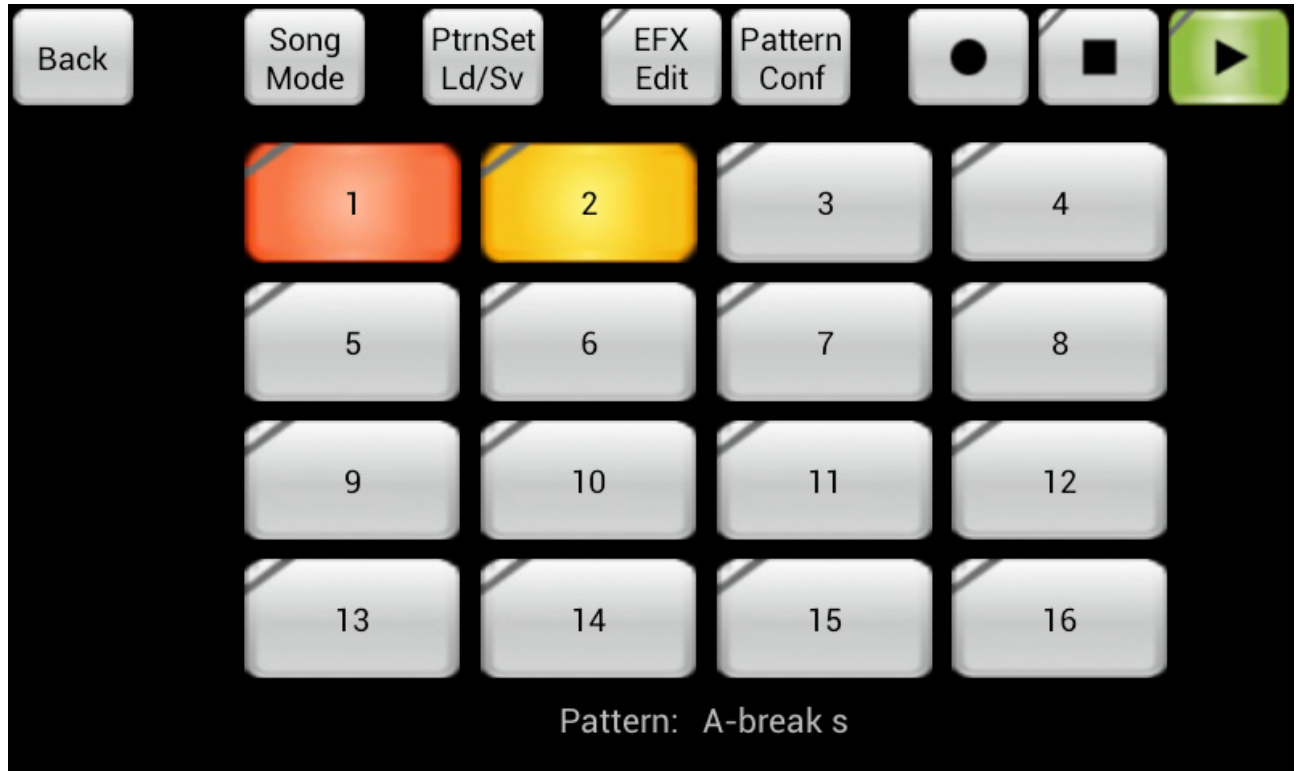
Save Pattern:

Save the Pattern of the selected Slot

Set Pattern Name:

Set the Name of the Pattern in the selected Slot

If the Sequencer is RUNNING and you select a new Pattern Slot, the Pattern will not change until the currently playing Pattern is finished. In this case the new selected Slot turns yellow until the currently playing Pattern is over. After the currently playing Pattern is finished, the new (preselected one) gets started. Pattern changes of any kind (also on loading Patterns) are always beat safe. It's a fantastic feature to arrange Patterns on the fly.



Note: TEMPO LOCK is a useful feature to load Patterns with different tempo settings into a live session and avoid unwanted tempo changes. TEMPO LOCK can be enabled by long clicking the PLAY BUTTON. If enabled, the PLAY BUTTON has a blue border and as long the sequencer is running, the tempo will not be changed on Pattern Changes.



2.21 PTRNSET LD/SV (pattern set screen)

Opens the Pattern Set Load/Save Menu:

**Load Pattern Set:**

Load a saved Pattern Set (Pattern Mappings and Song data)

Save Pattern Set:

Save a Pattern Set (Pattern Mappings and Song data)

Clear the Pattern Set:

Clear the complete Pattern Set (Pattern Mappings and Song data)

Clear the Song data only:

Reset the Song data of a Pattern Set (Pattern Mappings stay untouched)

Export Song as Audio:

Export the current Song as RAW PCM WAV File (you can choose between various formats)

Export Song as Audio (Track separated):

Export the current Song as Track separated RAW PCM WAV Files (you can choose between various formats). In other words, you'll get 11 Files, one File per Track.

Upload Exported Audio to SoundCloud:

Share one of the exported Audio files on SoundCloud (SoundCloud App required)

Copy exported Audio to ...:

Copy one of the exported Audio files to Ringtones, Notifications or Alarms List of your device.

Note: Exporting a Song will approximately the same time as the playback does. Don't worry, if you have an incoming call during an export (it will not affect the result).

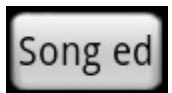
2.22 SONG MODE (pattern set screen)



The Song Mode is a part of the Pattern Set section. You can chain up to 99 Pattern changes to a Song, which is saved within the Pattern Set.

You can record your Pattern changes during Playback (record your live session as a song) or edit/create your Song step by step in the Song Edit mode.

To record Pattern Changes just hit the record button during Playback (with Song mode enabled) and click the Pattern Slot buttons to change between patterns.



Note: To record Pattern Changes the SONG ED button (Song edit mode) MUST be disabled.

If you do manual Pattern Changes in Song Mode while a Song is playing, but NOT recording, the Song stays on its current playback position and the playback turns live, as long you do manual Pattern Changes. The Song continues automatically, if you stop pushing Pattern Slot buttons. In other words, you can have a predefined Song structure, and you can do live Pattern changes on any position you like, within that structure. If you want to record these live interactions, just hit the record button and the recorded Pattern changes will be inserted at the current Song position.

2.23 RECORD MODULATION CURVES IN SONG MODE (main, efx edit and master screen)

If the Song Mode is enabled and the sequencer is recording, Pattern Changes (and NO-Changes, if you don't change anything while recording a Song) will only be recorded, if you are on the Pattern Set Screen, but not on the other screens (main/efx edit/master/pattern conf screen).

Let me give you an example:


1. Copy the same (or some variations of the same) Pattern to several Pattern Slots in a Pattern Set
2. Chain all copied Patterns to a Song (one pattern next to the other, don't use them multiple times)
3. Make sure that the Song Mode is enabled
4. Switch to the Effect section (EFX edit)
5. Start recording and move a fader very slowly over the whole song length

The modulation curve starts from pattern 1 and continues trough every pattern in the song.

This works only well, if you don't use the patterns multiple times, since the modulation events are stored within the patterns (not the Song).

2.24 SONG MODE CONTROLS (pattern set screen)

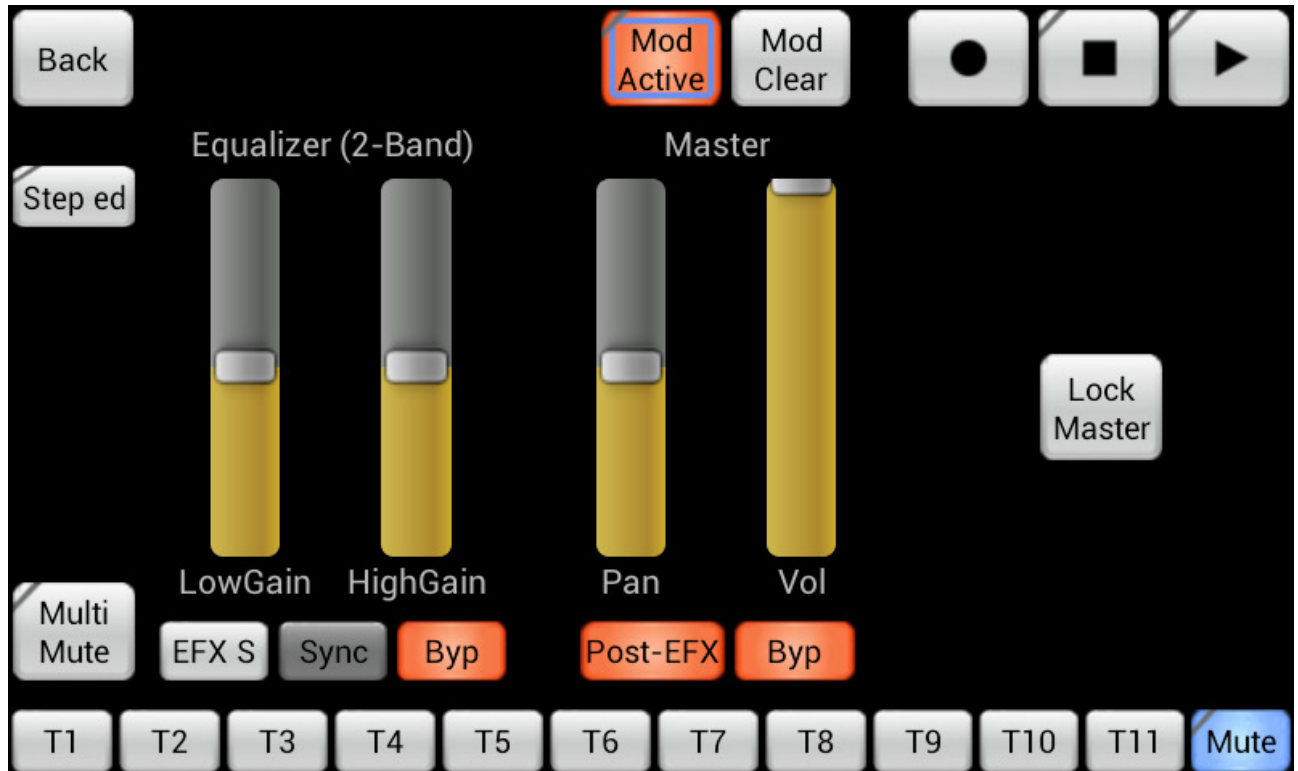
The following Song controls will show up when enabling the Song Mode.

	<p>NEXT POS/PREV. POS BUTTONS: In normal Song Mode: Changes the Song Playback position</p> <p>In Song Edit Mode: Changes the current Song Edit position</p> <p>SONG ED BUTTON: Switch between normal and Song Edit (step by step edit) mode</p> <p>POS INS/DEL: Insert or remove a Pattern change at the current Song Edit position</p>
---	---

2.25 MASTER SECTION



Open the master section by long clicking the EFX EDIT Button (main and pattern set screen).



Basically the Master section works exactly like the efx section.

It supports modulation recordings on Param 1 and 2 of the sum EFX.

Bypass:

Both, sum EFX and Master Pan/Vol can be bypassed to save cpu resources.

Post-EFX/Pre-EFX:

The Master Pan/Vol can be switched as Pre- or Post- sum EFX.

Lock Master:

All master settings (except LOCK MASTER) are stored on the Pattern.

If you want the master section to keep its settings when playing a complete Pattern Set (live or song mode), you can lock the master settings by checking the LOCK MASTER button.

The LOCK MASTER setting is dedicated for manual using, which means it's not saved with the pattern.

Note: LOCK MASTER also disables Motion sequencing on sum EFX parameters.

2.26 TAP RECORDING (main screen)

Enable the recording mode (press the record button).

Make sure the sequencer is running and the TRACK PAD MODE BUTTON is set to Play/Menu. Now tap the beat on one of the TRACK BUTTONS.

In recording mode, tapping a TRACK BUTTON does only record, not playback. Since there is a playback latency, playing the sound would more confuse than help.

You don't have to take care of the playback latency while recording. Your taps will be transformed to realtime, in other words they will be set at the right position, if you tap in synch to the existing playback.



2.27 STOP LOCK (all screens)

The Stop Lock Feature keeps the Sequencer running, when G-Stomper goes to the Background (e.g. on Screen Lock). This is useful for Drummers who want to practice with G-Stomper and have the running and locked device in the pocket.

Long click on the Stop Button turns the Stop Lock ON/OFF.

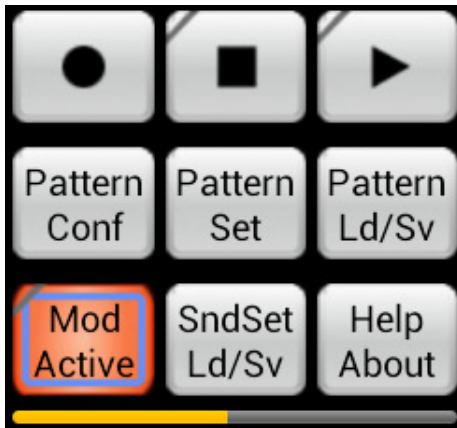


Stop Lock is OFF



Stop Lock is ON

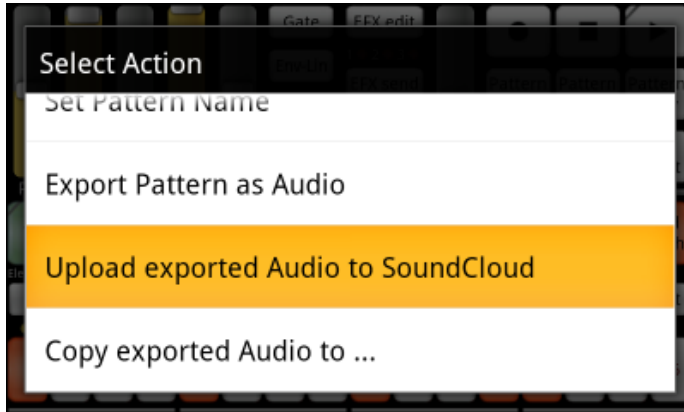
2.28 MEMORY USAGE (main screen)



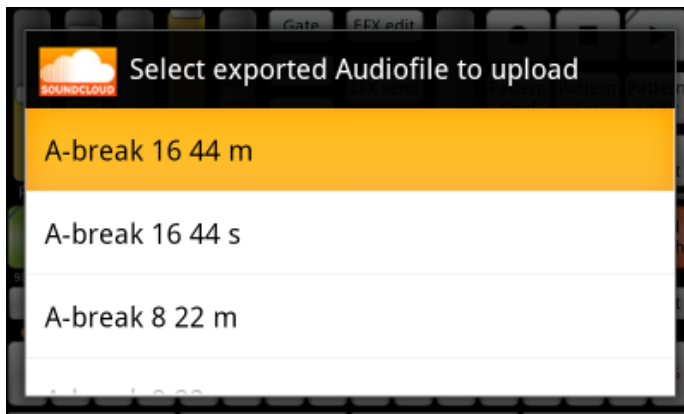
The thin bar under the PLAY and PATTERN controls shows the memory usage in relationship to the maximum memory that your device can allocate per app. The maximum memory per app depends on the device. Newer devices like the Galaxy S2 or Galaxy Nexus have 48 or even 64Mb, devices like the Nexus One or Nexus S have 32Mb, older devices have 24Mb and there are also some with 16Mb. G-Stomper works with 16Mb, but it's tight. As more memory your device provide, as more concurrent samples you can use. Samples which are used in more than once will only be once in memory.

2.29 UPLOAD EXPORTED AUDIO TO SOUNDCLOUD (main and pattern set screen)

You can initiate the Upload to SoundCloud over Pattern Ld/Sv (main screen) or Pattern Set Ld/Sv (pattern set screen). Both open a menu containing the Upload Function.



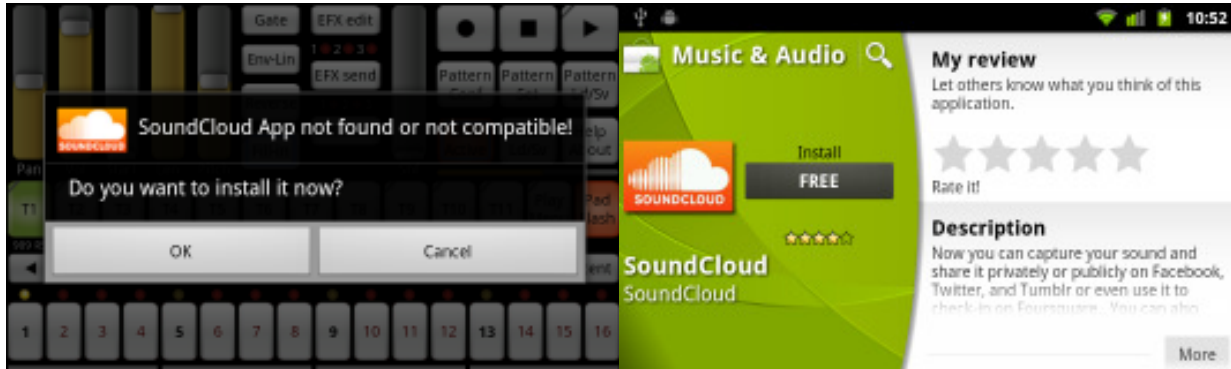
Press "Upload exported Audio to SoundCloud".



Then select an (already) exported file to upload.

2.29.1 SoundCloud App not installed

If the SoundCloud App is not installed or it is installed, but an incompatible version, the following Dialog is shown.



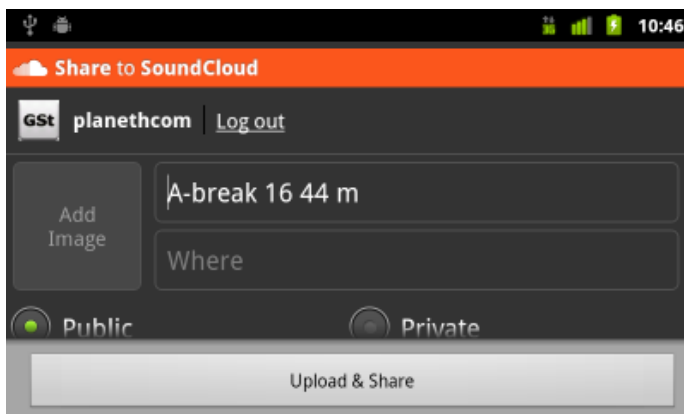
Press OK to get and install the SoundCloud App from the Android Market.



Once back in G-Stomper, follow the steps in the Dialog.

2.29.2 SoundCloud App already installed

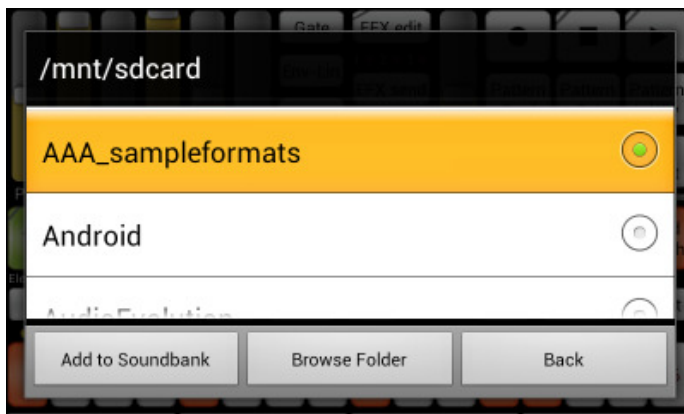
If the SoundCloud App is already installed (and you signed in with your SoundCloud user), you'll be redirected to the SoundCloud Sharing screen.



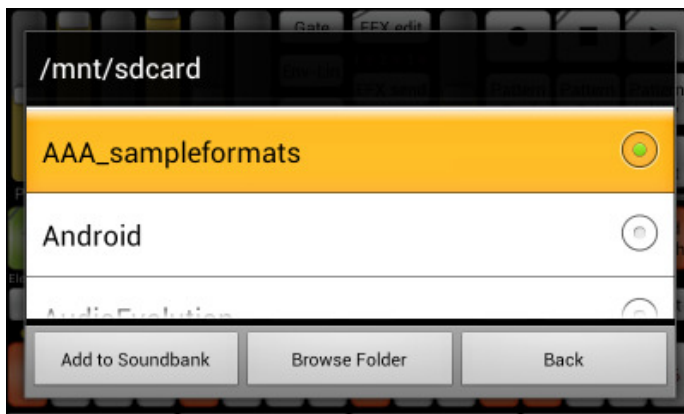
Press "Upload and Share" to start the Upload.

2.30 IMPORT USER SAMPLES (main screen)

To use your own samples, just hit the 'SNDSET LD/SV' Button on the main screen and choose 'ADD USER-SAMPLE FOLDER' from the menu.



When you see the directory listing of your SD-Card, just select your desired sample folder and hit the 'ADD TO SOUNDBANK' Button to add the selected folder including all its sub-folders to the Soundbank. You can navigate through the folder structure by using the 'BROWSE FOLDER' Button (if you just want to add some sub-folder).

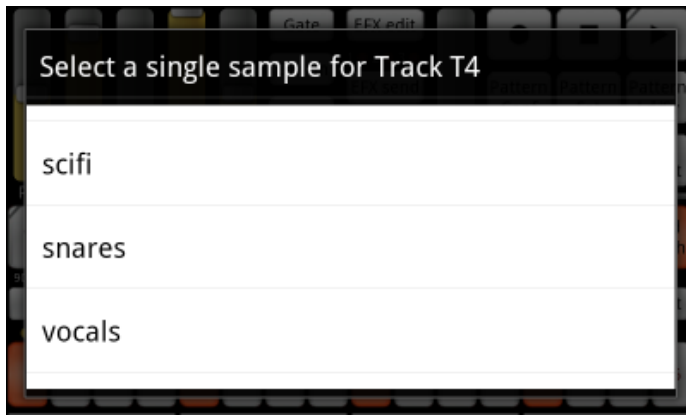


That's it.

If you want to add more folders, just repeat the previous steps.

The folders are added permanently, which means you'll have the User-Samples in your Soundbank every time you start G-Stomper. To remove a User-Sample folder from your Soundbank, choose 'REMOVE USER-SAMPLE FOLDER' from the 'SNDSET LD/SV' menu instead.

Note: User-Samples can be selected over SELECT SAMPLE in the TRACK MENU (long click on Tx Buttons opens the TRACK MENU).



The samples can be organized in folders, subfolders, and so on.. You'll see a Menu Item (in the SELECT SAMPLE Menu) for each Subfolder, that contains supported audio files.

If you prefer the old way (pre 1.3.9): There is a default User-Samples folder on your SD-Card, which is ...

... '/gstomper/usersamples' for the full version

... '/gstomperdemo/usersamples' for the demo version

You can just copy your Sample Bank into this folder (by connecting your device over USB to your computer) and restart G-Stomper. That will do the job too.

2.30.1 Supported sample formats

Uncompressed WAV and AIF

File Extensions:

wav, aif, aiff, snd

Bit Rates:

8, 12, 16, 20, 24, 32, 32float, 64float

Sample Rates:

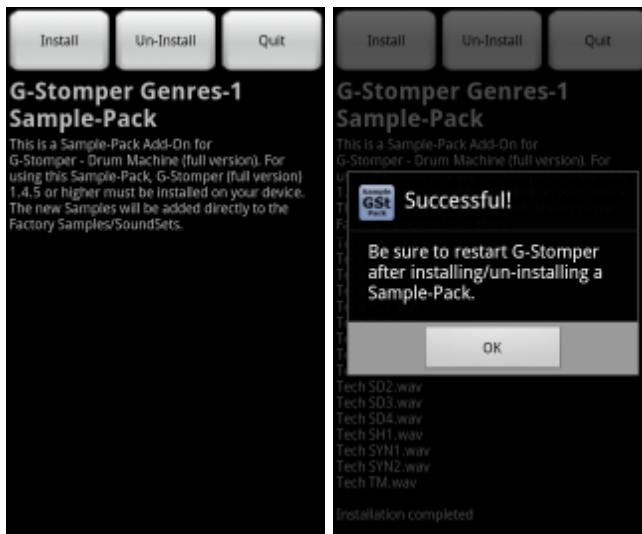
all (tested from 6kHz to 192kHz)

Channels:

mono, stereo

2.31 Install a G-Stomper Sample-Pack Add-On

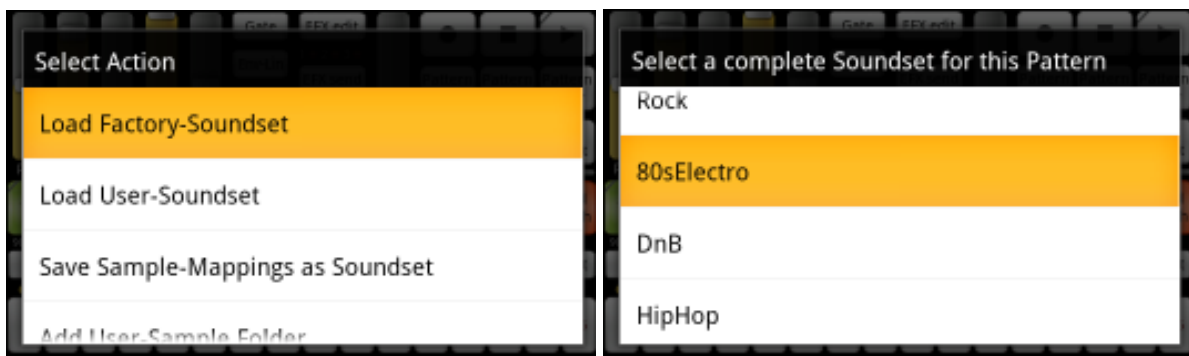
1. Make sure you have G-Stomper (full) version 1.4.5 or higher installed.
2. Download and install the Sample-Pack Add-On from the Market like every other App.
3. Start the Sample-Pack Add-On App.
4. Press the Install Button to install the Sample-Pack to G-Stomper (or press Un-Install to remove the Sample-Pack from G-Stomper)



5. Quit the Sample-Pack Installer App and Restart G-Stomper

That's it.

The new Samples are added to the Factory Samples/SoundSets and can be selected the same way as the base Factory Sounds.



To select a single Sample for a specific track, long click the Tx Button and choose SELECT SAMPLE. The new Sample folders are listed directly after the base Factory folders.



3 Technical Specifications

App2Sd support:	Yes
Nr of sequencer Tracks:	11 Tracks (+ 11 Accent Tracks)
Audio Output Format:	16bit, 44.1kHz, Stereo
Internal Audio Format:	32bit float, 44.1kHz, Stereo
Audio Export Formats:	8bit/16bit, 22.05kHz/44.1kHz, mono/stereo
Supported User-Sample Formats:	Uncompressed wav, aif, aiff, snd
Bit Rates:	8, 12, 16, 20, 24, 32, 32 float, 64 float
Sample Rates:	All (tested from 6kHz to 192kHz)
Channels:	Mono, Stereo
Sample Memory:	Depends on the limit of your Device, current standard is 32Mb or more
Effects:	3 chainable Effect Processors 1 sum Effect Processor (master section) 23 Effect Types 1 dedicated 12dB Filter Section for each Track
Main Effect Types (efx section):	Compressor Limiter Chorus/Flanger * Phaser * Static Phaser (no LFO) Vibrato * X-Delay * Short Delay Reverb Pitch Shifter Stereo Enhancer Exciter Bottom Booster Distortion Bender Distortion 6 Filter types 2 Equalizers * Tempo Sync (The CPU usage depends on the effect type, e.g. chaining 3 Reverbs while using long samples on each Track will probably overload your device performance)

Sum Effect Types (master section):	Compressor Limiter Chorus/Flanger * Phaser * Static Phaser (no LFO) Vibrato * Stereo Enhancer Exciter Bottom Booster Distortion Bender Distortion 6 Filter types 2 Equalizers * Tempo Sync
Master Controls (master section)	Panorama, Volume (Can be set as Pre- or Post- sum EFX)
Patterns (preloaded):	16 concurrent Patterns within 1 Pattern Set.
Maximum concurrent number of Samples:	176 (How many different samples you can use within these 16 Patterns depends on the memory limit of your device. Samples are pooled to save memory)
Patterns (saved on SdCard):	No limitation (Patterns can be saved standalone or with a Pattern Set)
Pattern Length:	1..128 steps
Beat Types:	16th, 32th, 8th triple, 16th triple
Last Step:	1..16 (Set the last step to create asynchronous beats)
Shuffle/Swing (per Pattern):	50..75
Swing affected Steps selection:	2..4
Swing/Shuffle ON/OFF (per Track)	Yes
Tempo:	60.0..300.0 bpm
Tempo Lock:	Yes
Modulation Sequences:	No limitation (It's tested with modulation recordings on every supported parameter on all Tracks and Effect Processors)

Recordable Track Parameters (each Track):	<ul style="list-style-type: none"> Accent Amount Panorama Volume Sample Start Point Sample Length Sample Pitch Filter Type Filter Cutoff Filter Resonance Amp Gate/Envelope Envelope: Linear/Exponential Sample Reverse Efx send
Recordable Effect Parameters (each EFX):	Parameter 1 + 2
Step Edit:	Audio- and EFX Tracks
Tap Recording:	<p>Yes</p> <p>(Record your beats by tapping them in on running sequencer)</p>
Step Shifting:	Single track (or multi Track in Solo Mode)
Drum Kits:	<p>Full version: 909, S09, 808, 707, 606/CR8000, 505, RZ-1, Electro, Linn, Rock</p> <p>Demo version: 909, Electro</p> <p>+ a small collection of vocals, synth fx, and bass sounds</p>
Fill-In function (each Track):	<p>Fill-in lengths: 2 or 4 beats</p> <p>Fill-ins can be on Hold or temporary (played once)</p>
Pattern Set (Live Arranger):	16 preloaded Patterns, which can be switched by tapping the Pattern slot buttons. On running sequencer, a Pattern change stays pending until the currently playing Pattern has finished. Pattern changes of any kind (also when loading Patterns) are always beat safe
Pattern Set (Song Mode):	Chain up to 99 Pattern changes to a Song.
Song Edit:	Edit your Song step by step
Audio Export Modes:	<ul style="list-style-type: none"> Sum Export (1 File) Track separated Export (1 File per Track)
Audio Export as Ringtone:	Send your exported audio directly to Ringtones, Notifications or Alarms
SoundCloud Integration:	Upload your exported audio to SoundCloud

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Stop Lock:	Yes (enable to keep the Sequencer running when G-Stomper goes to the background, e.g. on screen lock)
Minimum recommended device specs:	800 MHz processor 800 * 480 screen resolution Headphones or external speakers
Permissions:	Read phone state/identity (for license checking) SdCard read/write (to read samples and to save Patterns, etc.)

4 Contact

E-Mail: gal@planet-h.com

Internet: <http://www.planet-h.com/gstomper/>

Facebook: <http://www.facebook.com/gstomper.drummy>

Google+: <https://plus.google.com/10051594247433378087>

Twitter: <http://twitter.com/planethcom>

SoundCloud: <http://soundcloud.com/planethcom>

5 Special Thanks

Special Thanks to:

Altug who did a lot of BETA testing and gave me loads of inspirations for features and usability improvements. Felix who pushed me again and again to start this project, and Paul for bringing the idea of a sequencer in mind. Joshua B., Stephen C., Niko, Rej, Stefan E., Bluemanontelly, Revo_11, Mike, Austin and Jan for giving me great input, that helped me a lot to improve G-Stomper since version 1.0.

Thanks to:

The people on stackoverflow.com, musicdsp.org and kvr-vst.com for posting a lot of useful stuff. And last but not least to all the hardware producers, who inspired me over many years with great gears.

Did I forget something? Guess not;)

I hope you have as much fun as I have using G-Stomper.