

G-Stomper Studio

G-Stomper Rhythm

G-Stomper VA-Beast

G-Stomper Producer

User Manual

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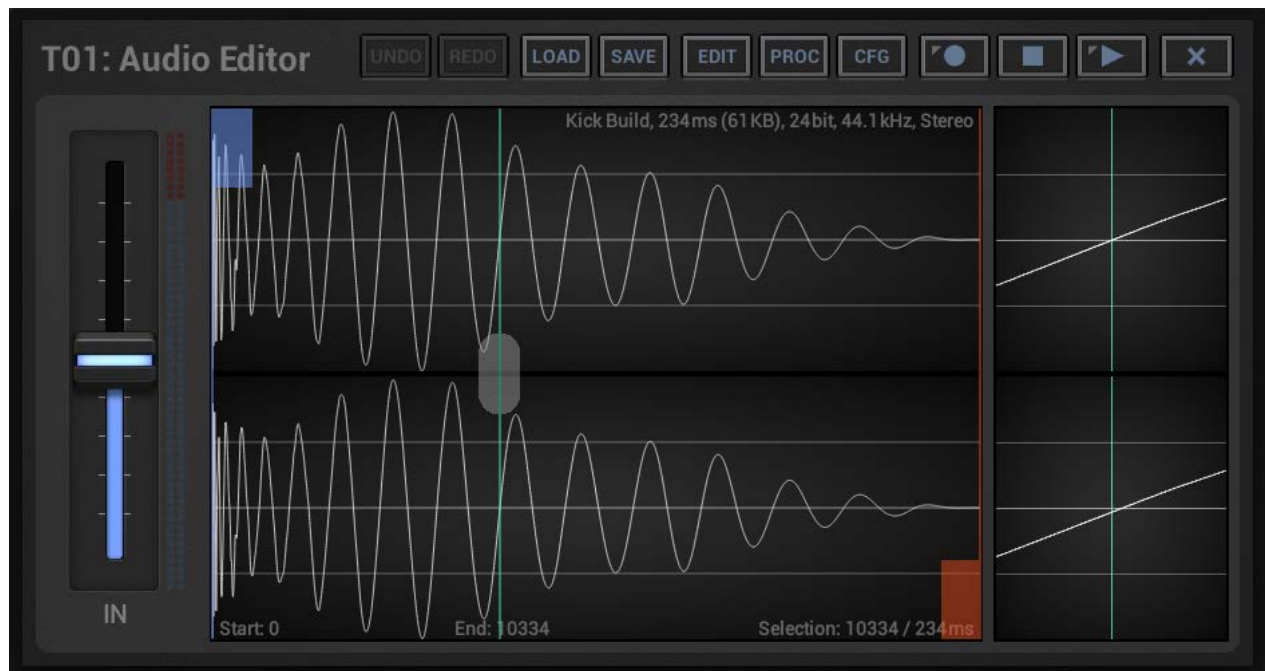
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9 Audio Editor

9.1 Overview

The Audio Editor is a tool to edit existing Audio Samples or to record new Audio Samples from a Microphone or another input device.



Supported Sample formats:

Uncompressed wav, aif, aiff

Bit Rates: 8, 12, 16, 20, 24, 32, 32 float, 64 float

Sample Rates: All (tested from 6kHz to 192kHz)

Channels: Mono, Stereo

Sample Recording Formats (Microphone):

Bitrates: 8, 16

Sample Rates: 22.05, 32, 44.1, *48kHz

Channels: Mono, Stereo

* Some devices support max 44.1kHz

9.2 Access the Audio Editor

You can access the Audio Editor in various ways.

Depending on the used App, the way you access the Audio Editor might be different.

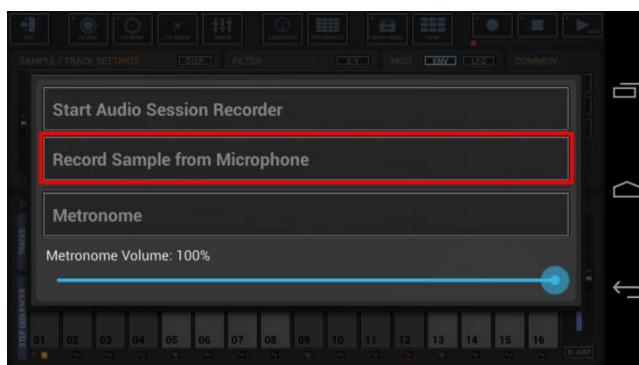
9.2.1 In the main Record Menu

Long press Record to show the Record Menu.



Record Sample from Microphone:

Start a new (empty) Audio Editor, ready to record a new Sample.



9.2.2 In the Drum Sampler Track Menu

Depending on the used App, the Track Menu location and its content might be different.

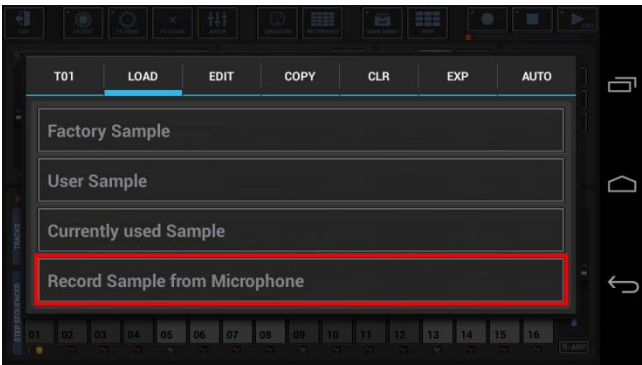
9.2.2.1 G-Stomper Studio, G-Stomper Rhythm

Long press one of the Track Pads to show up the Track Menu.



LOAD > Record Sample from Microphone:

Start a new (empty) Audio Editor, ready to record a new Sample.

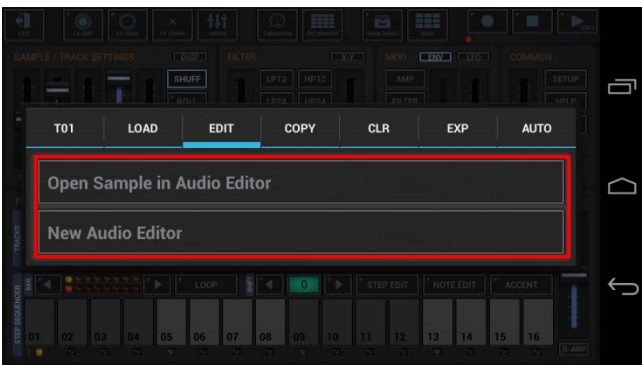


EDIT > Open Sample in Audio Editor:

Open the current Track Sample in the Audio Editor.

EDIT > New Audio Editor:

Start a new (empty) Audio Editor.



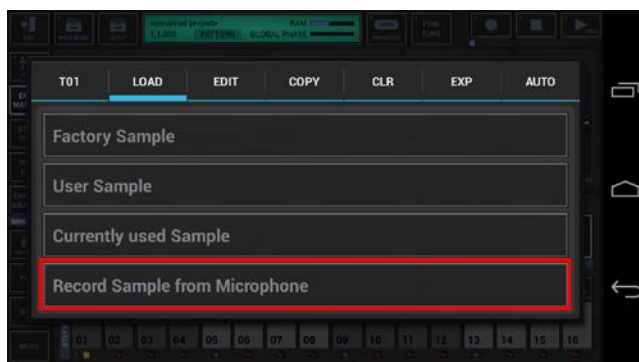
9.2.2.2 G-Stomper Producer

Press the “Drum” button in one of the Mixer Channels to show up the Drum Machine, and then open the Track Menu in the sidebar.



LOAD > Record Sample from Microphone:

Start a new (empty) Audio Editor, ready to record a new Sample.

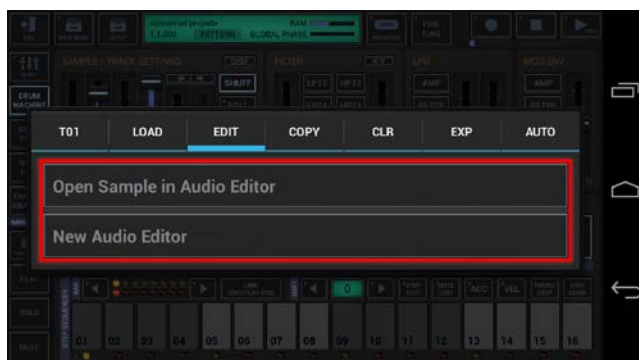


EDIT > Open Sample in Audio Editor:

Open the current Track Sample in the Audio Editor.

EDIT > New Audio Editor:

Start a new (empty) Audio Editor.



9.2.3 In the VA-Beast PCM Setup

On the VA-Beast Synthesizer view, press “PCM Setup” (only visible if a PCM Based Preset is loaded).



Now either long press SMP or simply press „Sample Menu“.

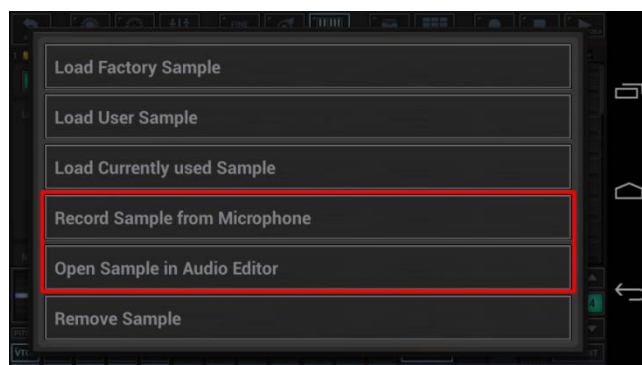


Record Sample from Microphone:

Start a new (empty) Audio Editor, ready to record a new Sample.

Open Sample in Audio Editor:

Open the current Sample in the Audio Editor.



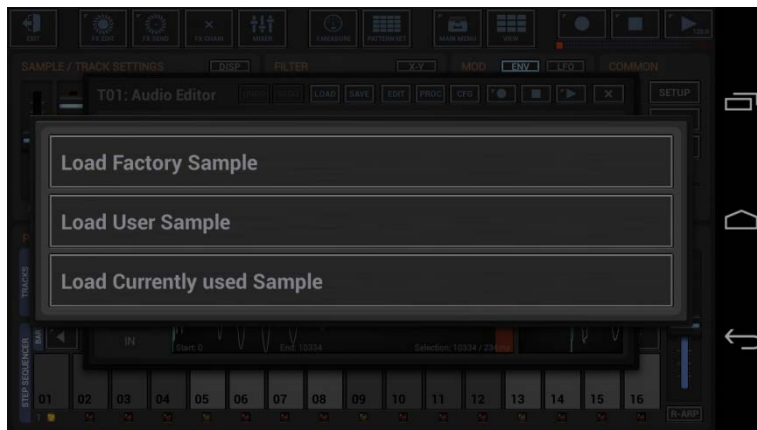
9.3 General Operations

9.3.1 Load Samples

To load a Sample, press LOAD in the toolbar on top.



Then choose the sample category.



Load Factory Sample:

Load a single Factory Sample into the Track.
(this includes Samples from installed Sample Packs)

Load User Sample:

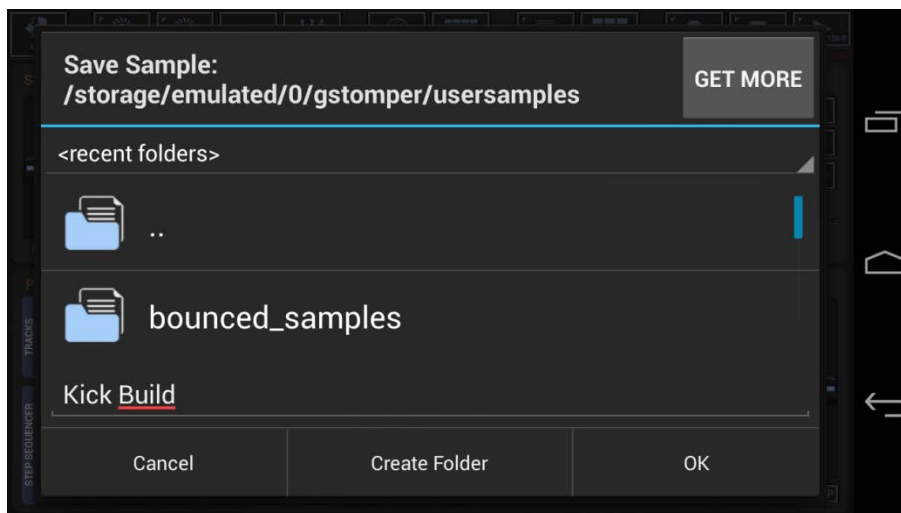
Load a single User Sample into the Track.
(this can be a Sample from anywhere on your storage)

Load Currently used Sample:

Load a single "already used" Sample into the Track.
Here you can chose from a List of samples which are currently in use (in Memory), in other words which are already loaded in some other Track or Pattern.

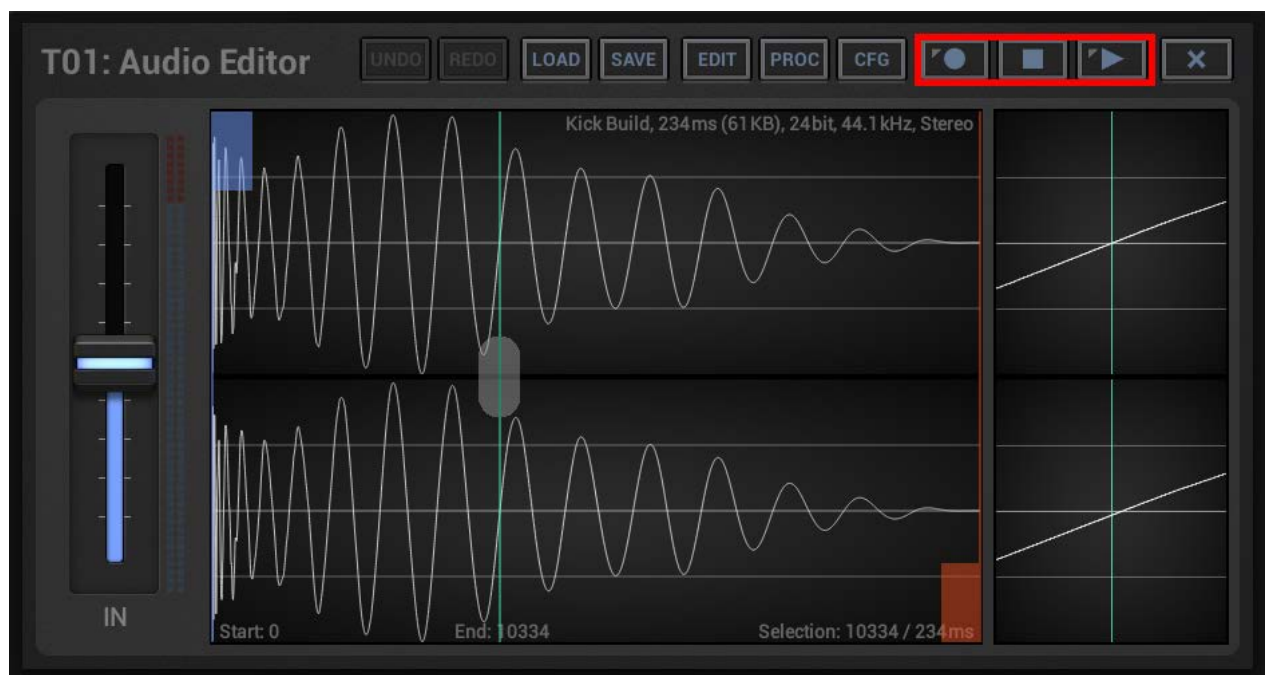
9.3.2 Save Samples

To save a Sample, press SAVE in the toolbar on top.

**Note:**

You can also just exit the Audio Editor by pressing the back button of your device the „X“ in the upper right corner of the Audio Editor window. It will automatically ask you to save the Sample if there are unsaved changes.

9.3.3 Play / Stop / Record



Short Click (Playback stopped): Start Playback
Short Click (Playback running): Restart Playback
Short Click (Recording paused): Start Recording
Long Click: Loop Playback ON/OFF



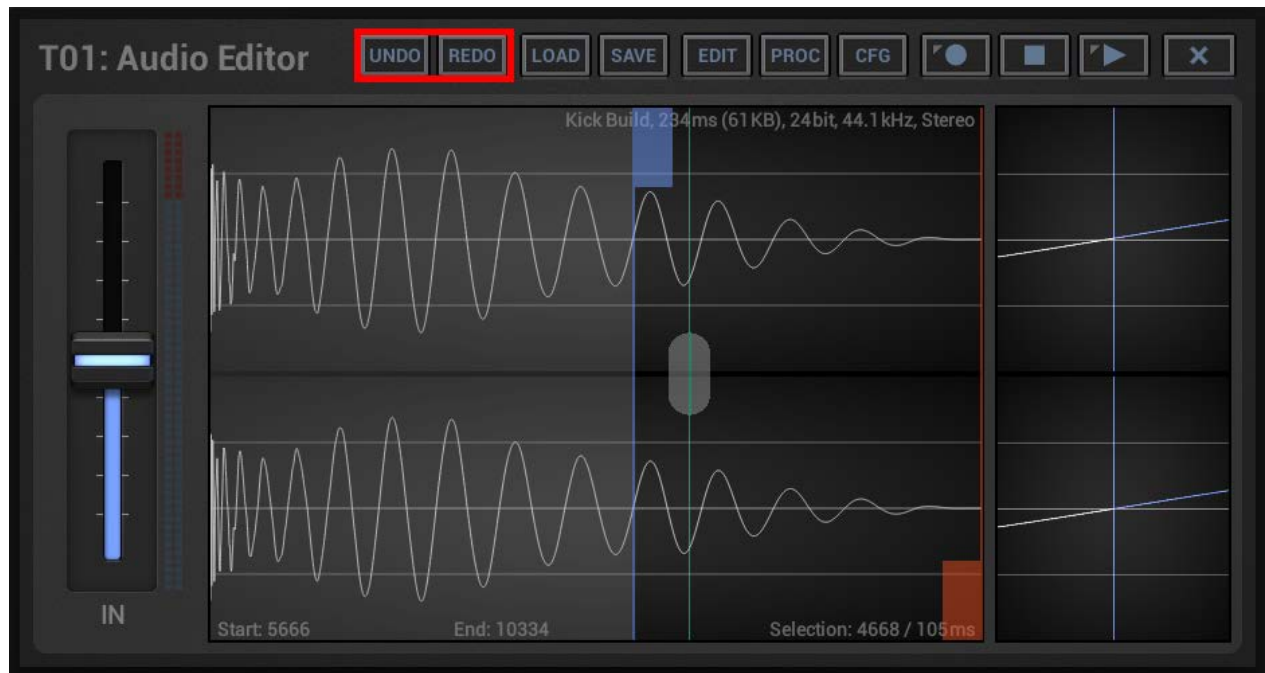
Short Click (Playback running): Stop Playback
Short Click (1st, Playback stopped): Playback Position back to previous Start Position
Short Click (2nd, Playback stopped): Reset Playback Position to Start Marker Position



Short Click: Start Recording (paused state)
Long Click: Change Recording format

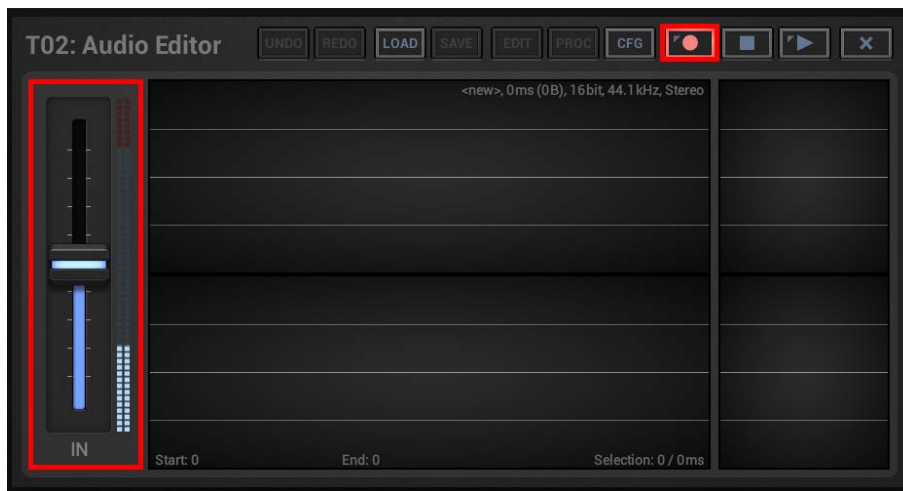
9.3.4 Undo / Redo

The Audio Editor provides unlimited Undo/Redo steps for all Edit and Audio Processing Operations.

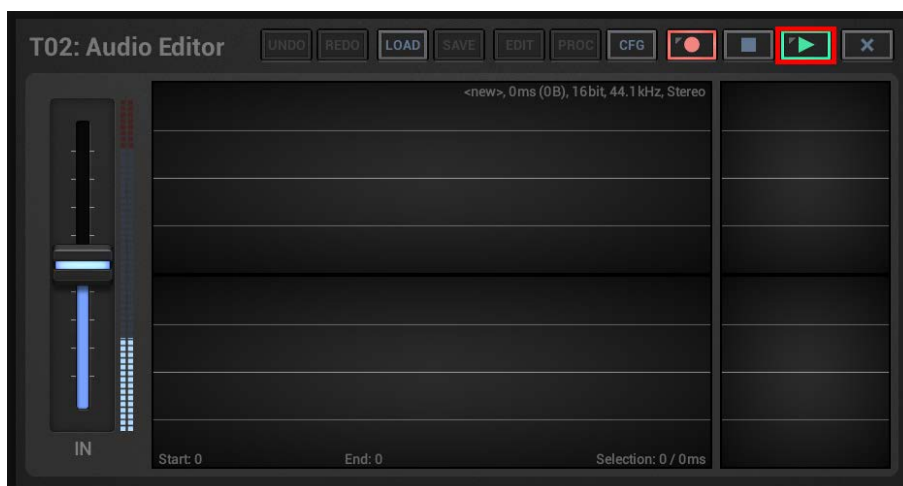


9.4 Capture/Record Samples

Press Record to activate the Microphone. The Recorder remains in paused state, so that you can tune the input level before you start the actual recording.



Press Play to start the recording (likewise you can also press Record for a second time).



Finally press Stop to end the recording.

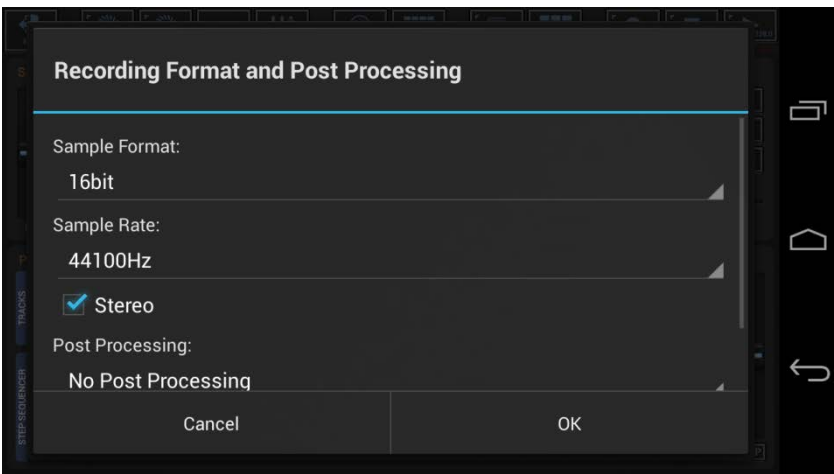


9.4.1 Change the Recording Format

Long press Record to show up the Recording Format dialog.



Set the Recording Format and confirm with OK.



9.5 Waveform Editor

The following chapters explain the different elements of the Waveform Editor.



9.5.1 Main Waveform

The main Waveform always shows the complete sample. It is used for rough selections and gives you an overview what the sample is about.



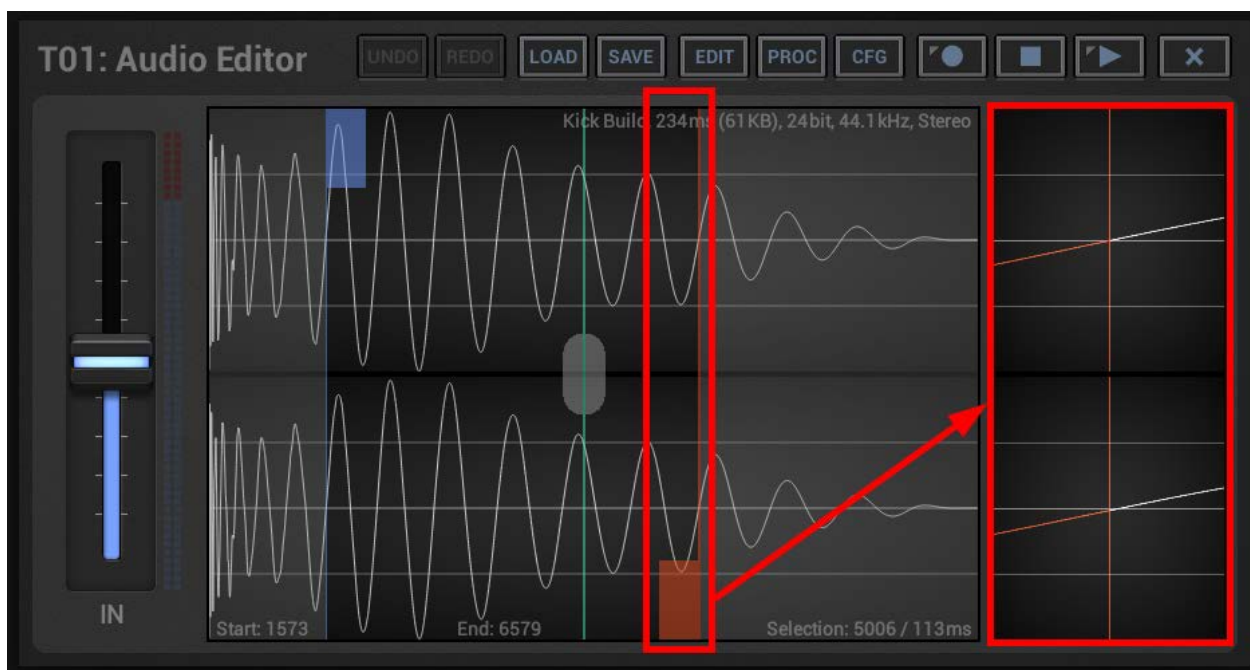
9.5.2 Selection Markers

The Selection Markers are used to select a particular range of a Sample. All Edit and Audio Processing operations are always executed on the selected sample range.

Move the Selection Markers by touching the blue and red thumbs.

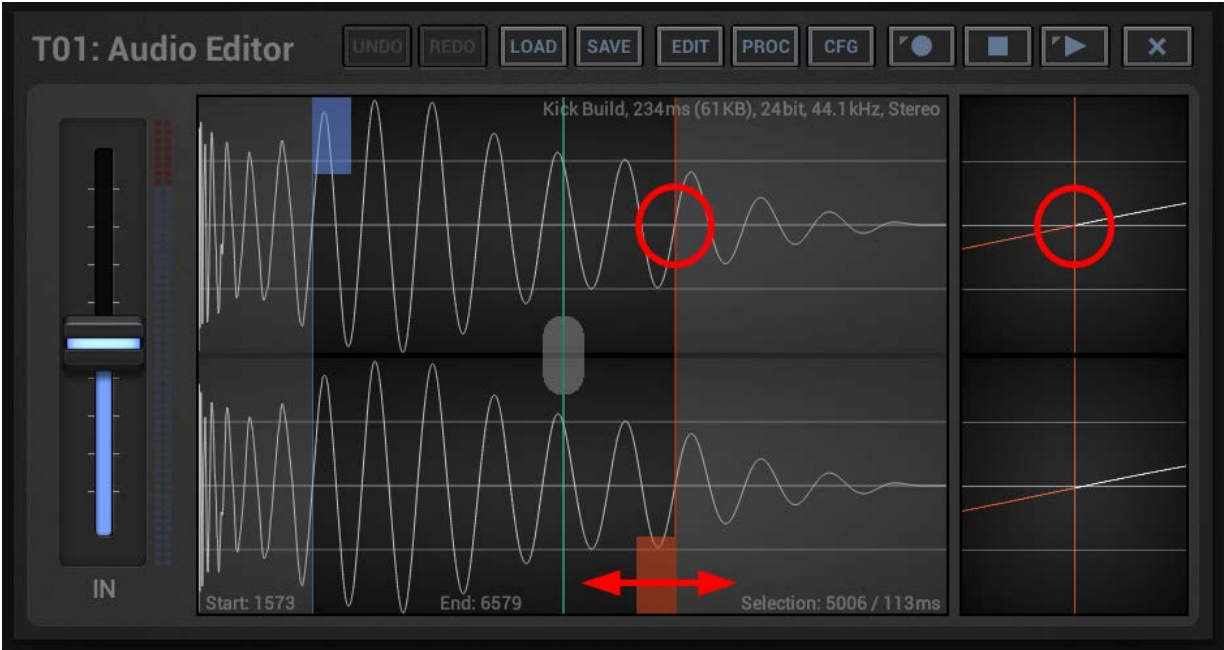


The Detail Waveform to the right reflects the currently selected (the last touched) Marker.

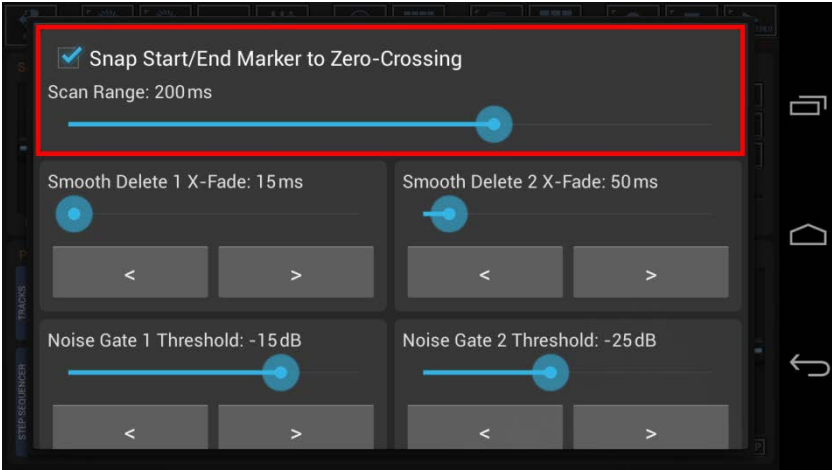
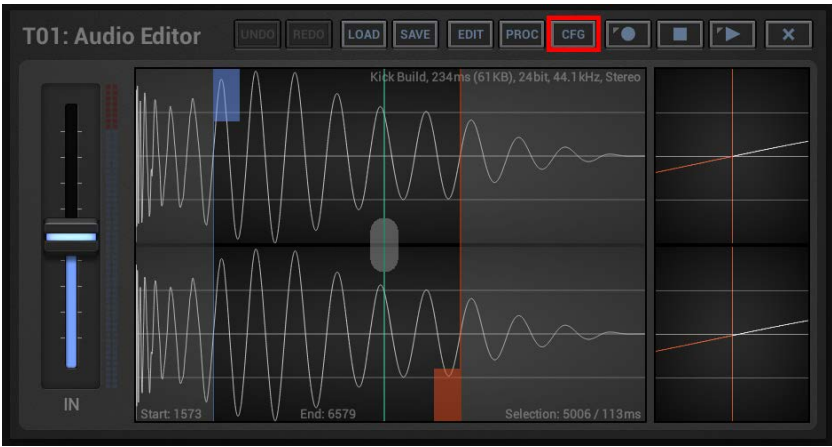


Note: To cycle through the Markers without changing their position, simply double tap the Detail Waveform.

Please also take note that if you move the Selection Markers in the main Waveform, they will always snap to the next Zero-Crossing. The Start Marker scans to the left, the End Marker to the right.



You can set the scan range of the Zero-Crossing Snap feature (or turn it ON/OFF) in the Audio Editor Configuration.

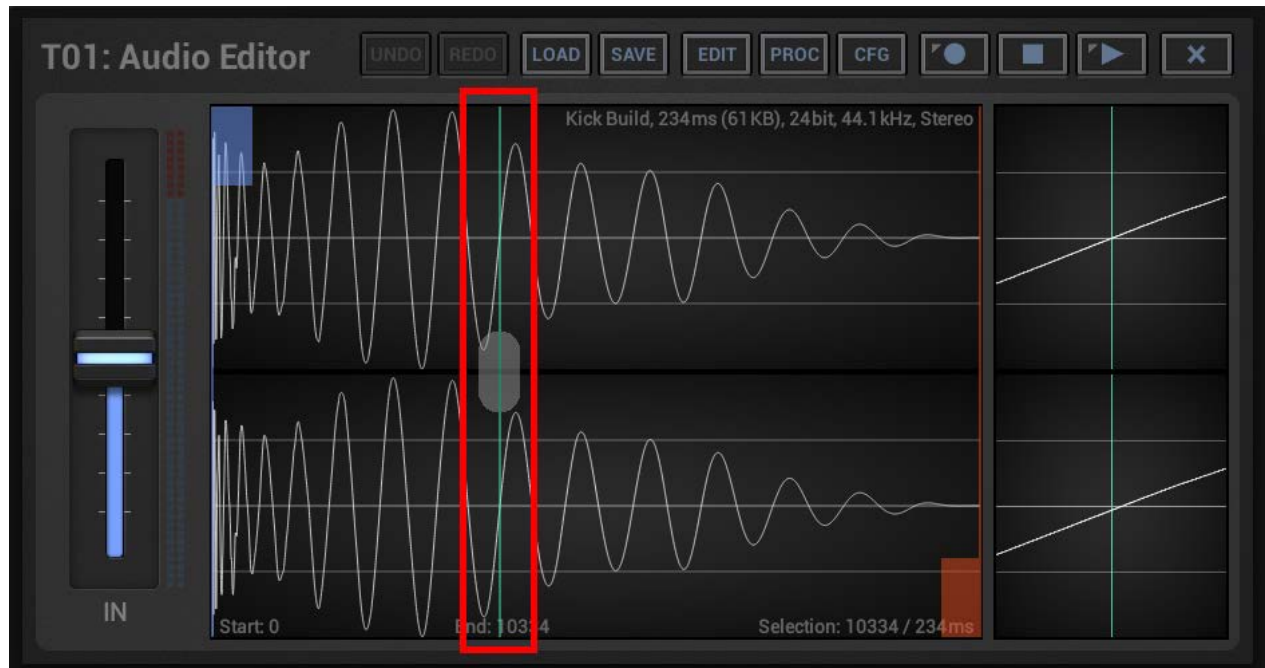


9.5.3 Position Marker (Edit Cursor)

The Position Marker has two main functions.

1. It shows the current Playback Position of the Sample.
2. It is your Edit Cursor which determines the position where copied sample data gets pasted as part of all Copy/Paste operations.

Move the Position Marker by touching the grey thumb in the center.



9.5.4 Sample Info

The Sample Info shows all relevant details of the loaded Sample or the recording format if no sample is loaded.



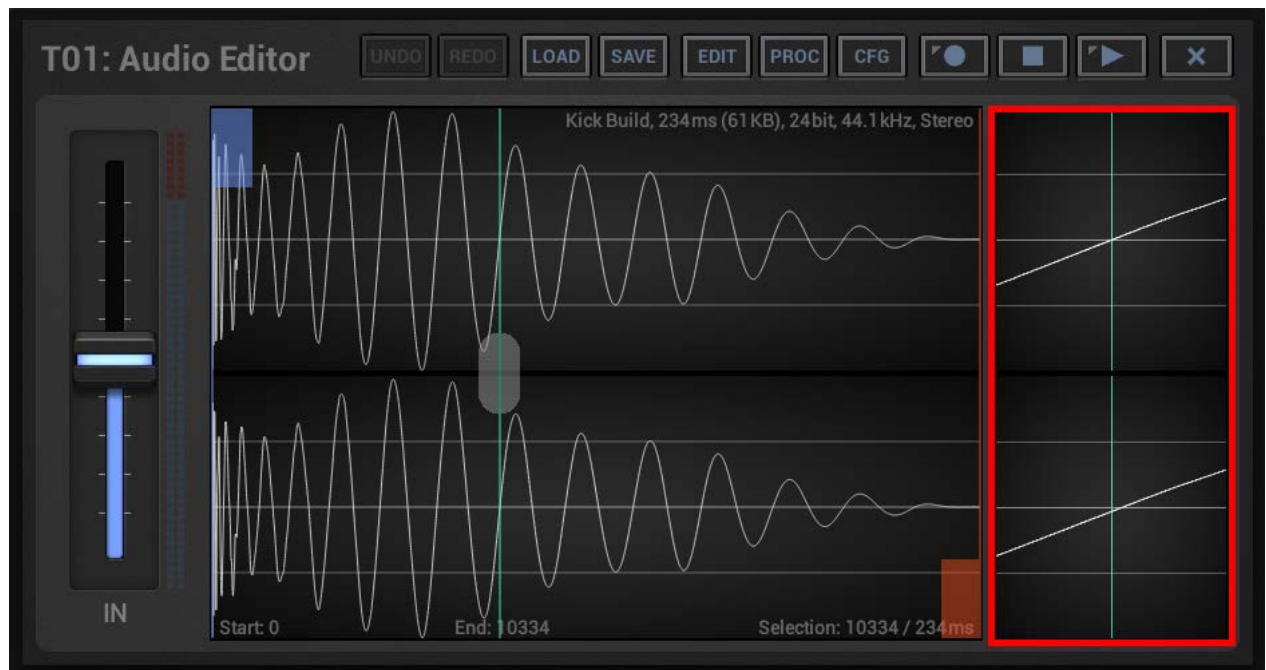
9.5.5 Status line

The Status Line shows the sample position of the Start/End Marker and the selected range in samples and milliseconds.

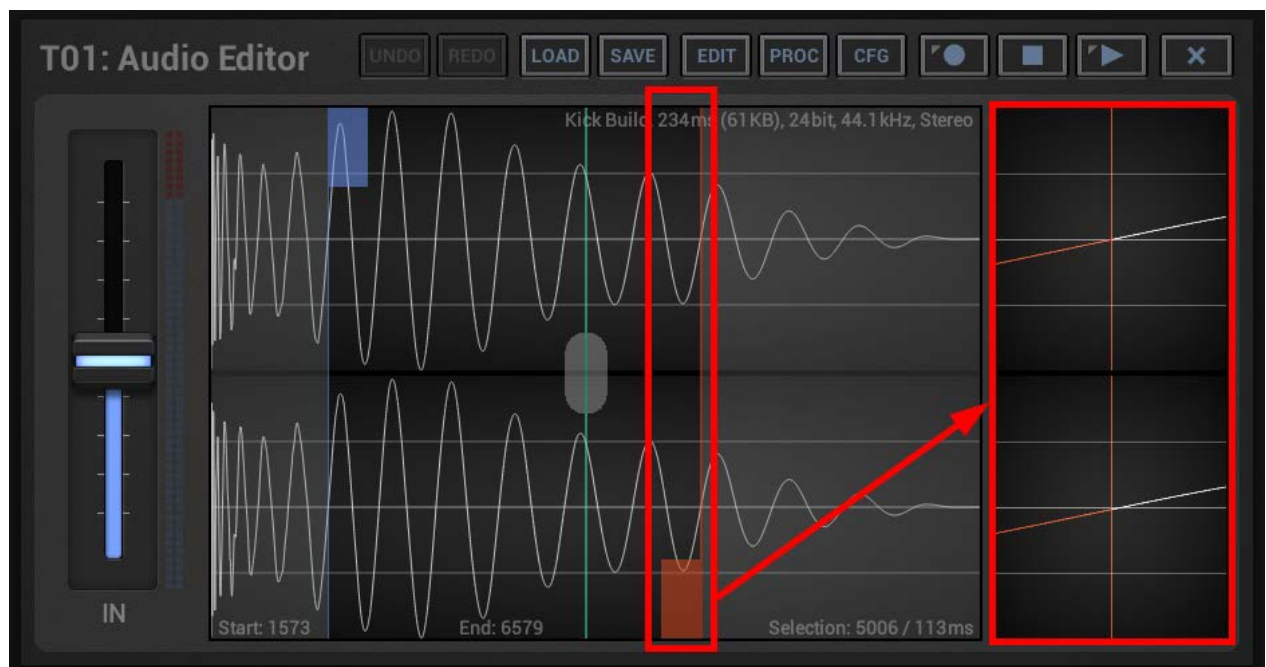


9.5.6 Detail Waveform

The Detail Waveform shows ~5ms of the Sample around the currently selected (the last touched) Marker. It is used to fine tune the position of the currently selected (the last touched) Marker.

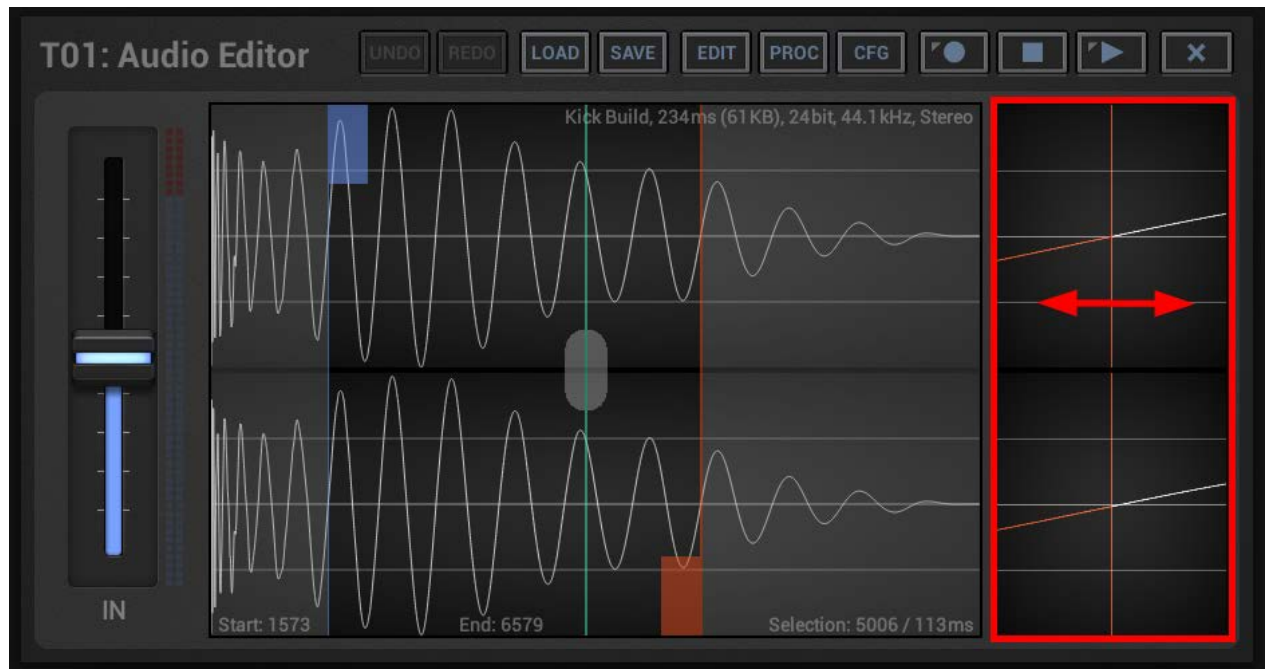


To switch the Detail Waveform to another Marker, simply touch its thumb in the Main Waveform.

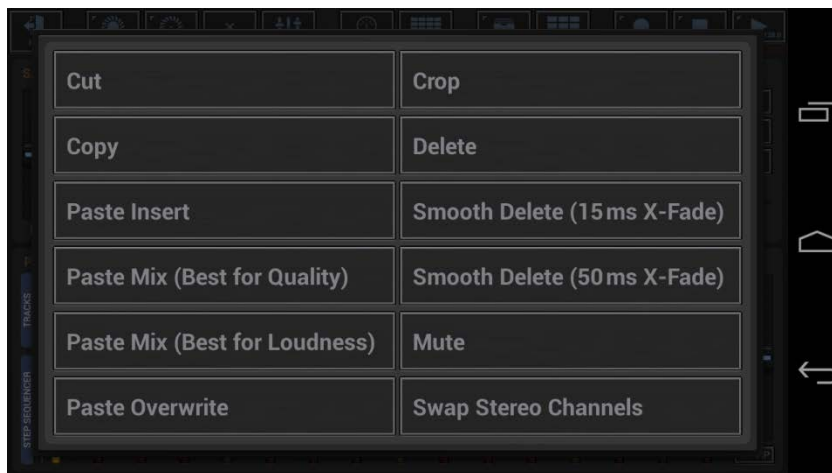


Note: To cycle through the Markers without changing their position, simply double tap the Detail Waveform.

To fine tune the selected Marker position, touch and swipe the Detail Waveform.




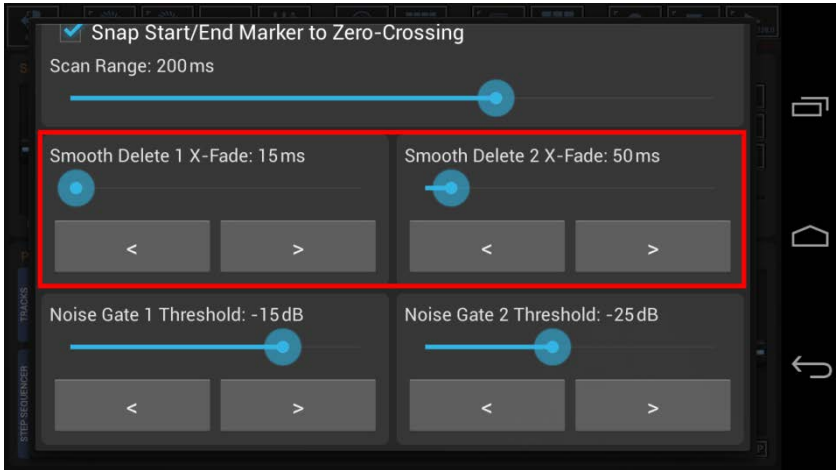
9.6 Edit Operations



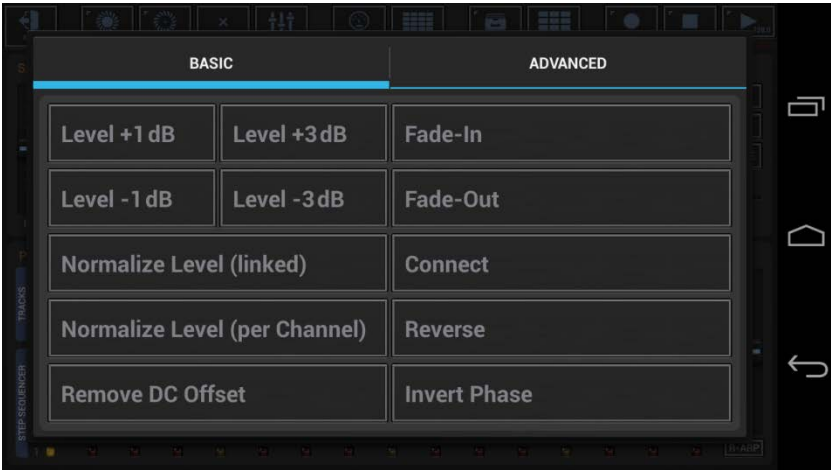
Important Note:

All Edit Operations are always executed on the selected sample range.
(see Chapter: Selection Markers)

Cut:	Copy the Selection to the Clipboard and delete it from the Sample afterwards.
Copy:	Copy the Selection to the Clipboard.
Paste Insert:	Paste the Clipboard content at the Edit Cursor position. The pasted Sample data will be inserted.
Paste Mix: (Best for Quality)	Paste the Clipboard content at the Edit Cursor position. The pasted content will be mixed with the existing Sample data. Uses the mixing algorithm for best quality.

Paste Mix: (Best for Loudness)	Paste the Clipboard content at the Edit Cursor position. The pasted content will be mixed with the existing Sample data. Uses the mixing algorithm for max Loudness.
Paste Overwrite:	Paste the Clipboard content at the Edit Cursor position. The pasted content will overwrite/replace the existing Sample data.
Crop:	Trim the Sample to the current Selection. Deletes everything outside the Selection.
Delete:	Deletes the selected Sample data.
Smooth Delete: (2 variations)	<p>Delete the selected Sample data and x-fade at the edges.</p> <p>You can change the x-fade times in the Audio Editor Configuration.</p>  
Mute:	Mute (silence out) the selected Sample data.
Swap Stereo Channels:	Swaps the selected Sample data of the left and right Stereo Channel.

9.7 Basic Audio Processing Operations

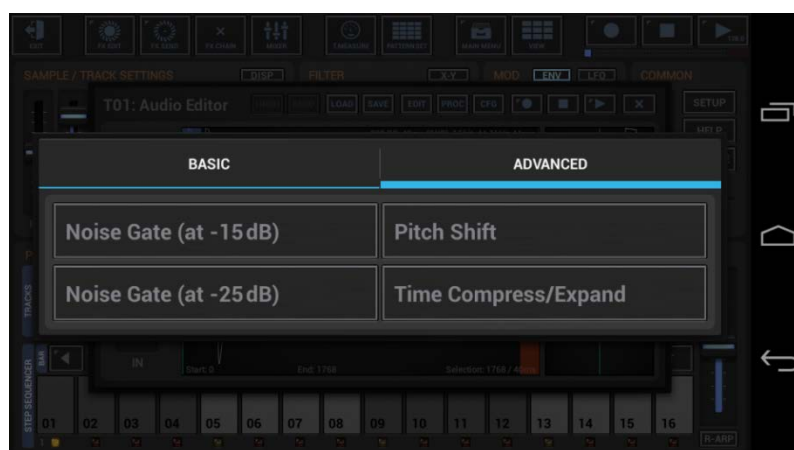


Important Note:
All Audio Processing Operations are always executed on the selected sample range.
(see Chapter: Selection Markers)

Level +/- 1dB:	Raise/Lower the Level of the Selection by 1dB
Level +/- 3dB:	Raise/Lower the Level of the Selection by 3dB
Fade-In:	Create a linear Fade-In over the selected duration, starting from silence and ramping up to the original level. For exponential Fade-Ins, repeat the operation while keeping the same Selection.
Fade-Out:	Create a linear Fade-Out over the selected duration, starting from original level and ramping down to silence to silence. For exponential Fade-Outs, repeat the operation while keeping the same Selection.

Normalize Level: (linked)	Normalize the Level of the Selection to -0dB (max possible Level without clipping). The channels are linked, the relation between the left and right Stereo Channel will not be touched.
Normalize Level: (per Channel)	Normalize the Level of the Selection (each Stereo Channel independently) to -0dB (max possible Level without clipping).
Connect:	Connect (interpolate linearly) the Start and End Sample of the Selection. Use this operation to fix unwanted clicks/pops in a Sample.
Reverse:	Reverse the selected Sample data.
Remove DC Offset:	Remove the DC Offset from the selected Sample data. Analyses the Selection and shifts the data in the vertical direction, so that the resulting Sample data has equal power on each side of the zero line.
Invert Phase:	Invert the Phase of the selected Sample data (turns the Waveform upside down).

9.8 Advanced Audio Processing Operations

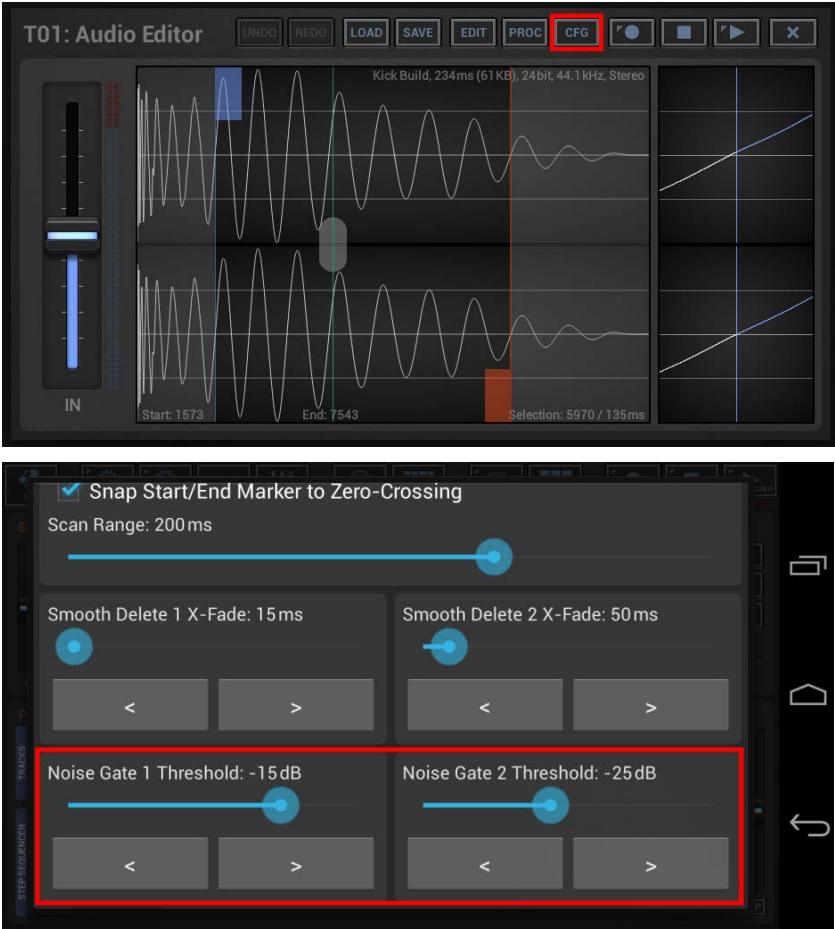


Important Note:

All Audio Processing Operations are always executed on the selected sample range.
(see Chapter: Selection Markers)

**Noise Gate:
(2 variations)**

The Noise Gate works like a regular Gate (as known from the Effects). It analyses the Selection and silences out any Sample data that falls below the defined threshold in dB. The Attack and Release time is fixed at 5ms.
You can change the threshold values in the Audio Editor Configuration.

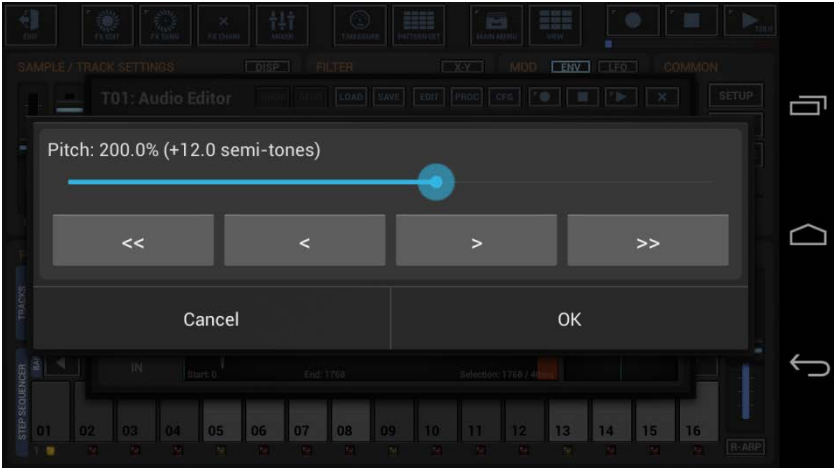


Pitch Shift:

The Pitch Shift operation changes the pitch of the selected Sample data without changing the playback speed / duration. It works like all other Pitch Shifters in G-Stomper, but with a higher quality and a much higher pitch shift range.

Pitch range = 12.5% - 800% (+/- 36 semi tones = +/- 3 octaves)

When you start the Pitch Shift operation, you'll be prompted to choose the pitch value.



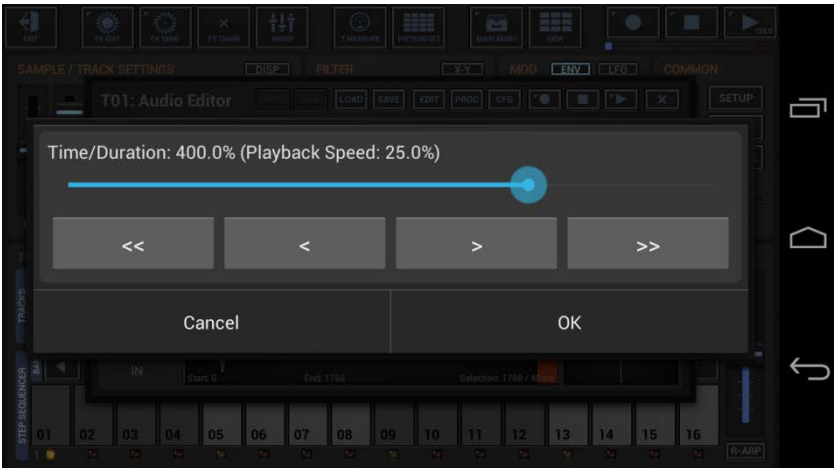
To get smooth transitions between the processed sample range (the selection) and the sample data outside the selected range, the edges are x-faded.

Time Compress/Expand:

The Time Compress/Expand operation changes the Time/Duration (or in other words the playback speed) of the selected Sample data without changing the pitch.

Time Compress/Expand range: 12.5% - 800% (Playback Speed: 800% - 12.5%)

When you start the Time Compress/Expand operation, you'll be prompted to choose the Time/Duration value.



To get smooth transitions between the processed sample range (the selection) and the sample data outside the selected range, the edges are x-faded.