

G-Stomper Studio

G-Stomper Rhythm

G-Stomper VA-Beast

G-Stomper Producer

User Manual

App Version: 5.7.9
 Date: 24/07/2019
 Author: planet-h.com

Official Website: <https://www.planet-h.com/>

Contents

3	General Controls Information	3
3.1	Multifunctional (long clickable) Buttons.....	3
3.2	Toolbar (G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast).....	4
3.2.1	Play / Stop / Record	5
3.2.2	'Unsaved Changes' Indicator	8
3.2.3	Main Out VU Meter	8
3.2.4	View Menu	9
3.2.5	Main Menu	10
3.2.6	Quick Pattern Set Navigator.....	11
3.2.7	Back Button	11
3.2.8	Exit Button	11
3.3	Toolbar (G-Stomper Producer).....	12
3.3.1	Play / Stop / Record	13
3.3.2	'Unsaved Changes' Indicator	16
3.3.3	Main Out VU Meter	16
3.3.4	Fine Tune Switch.....	16
3.3.5	Mixer/Arranger Switch	16
3.3.6	Project Display	17
3.3.7	Setup Menu	18
3.3.8	Main Menu	18
3.3.9	Quick Scene Set Navigator	19
3.3.10	Exit Button	19
3.4	Fader and X-Y Pad Handling.....	20
3.4.1	Fader and X-Y Pad Fine Tune	21
3.4.2	Fader and X-Y Pad Sticky Mode (Fine Tune long click).....	21
3.4.3	Fader Info (current value) and Reset	21

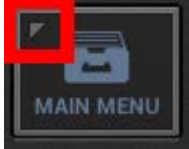
	G-Stomper General Controls Information	V.5.7.9
--	---	---------

3.5 Quick Nav Bar (G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast) ...22

3 General Controls Information

3.1 Multifunctional (long clickable) Buttons

Notice that some of the buttons have a little triangle mark at the upper left corner.
All buttons with this mark have a secondary function which can be accessed by long pressing the button.



Long click these buttons to access their secondary function.

3.2 Toolbar (G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast)

The toolbar is located on top of each view and provides global and screen related controls.



The following global controls are available on every screen:



- The Exit button on the Main Screen aka Back Button on all other screens
- The Main menu which is the main entry point for most operations (Load, Save, Export, Share, etc.)
- The View menu which is used to navigate through the application
- The Play/Stop/Record controls, the 'Unsaved Changes' indicator and the Main Out VU Meter

All other controls on the toolbar are related to the particular view, which means these can vary across the screens.

3.2.1 Play / Stop / Record



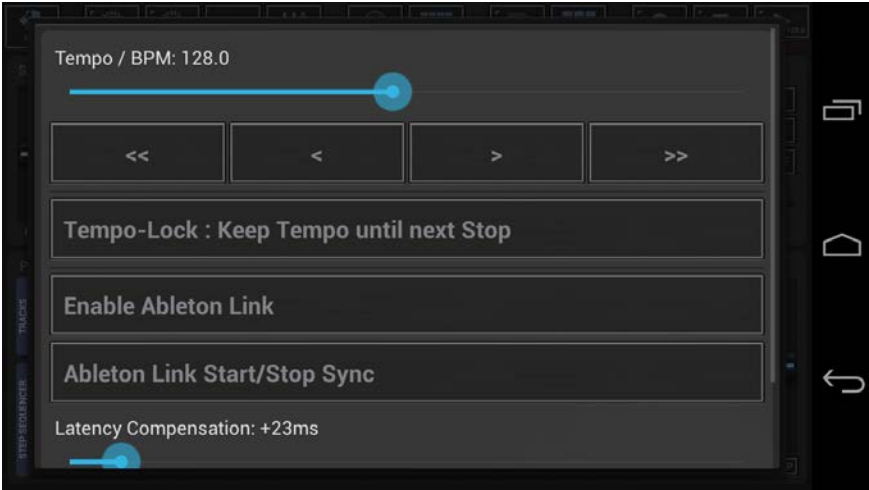
The Play / Stop / Record controls are available on all screens and are used to start, pause, stop the Sequencer and to turn Recording ON/OFF.

Furthermore, Play / Stop / Record provide each an extended long click menu to access closely related functions and settings.

3.2.1.1 Play



- Short Click** : Play/Pause
- Long Click** : Show the extended Play menu (the global sequencer menu)



Tempo / BPM controls:
Quick access to the Sequencer Tempo
(More detailed Tempo/BPM controls can be found on the Timing & Measure Vview)

Tempo-Lock:
Turns the Tempo-Lock ON/OFF.

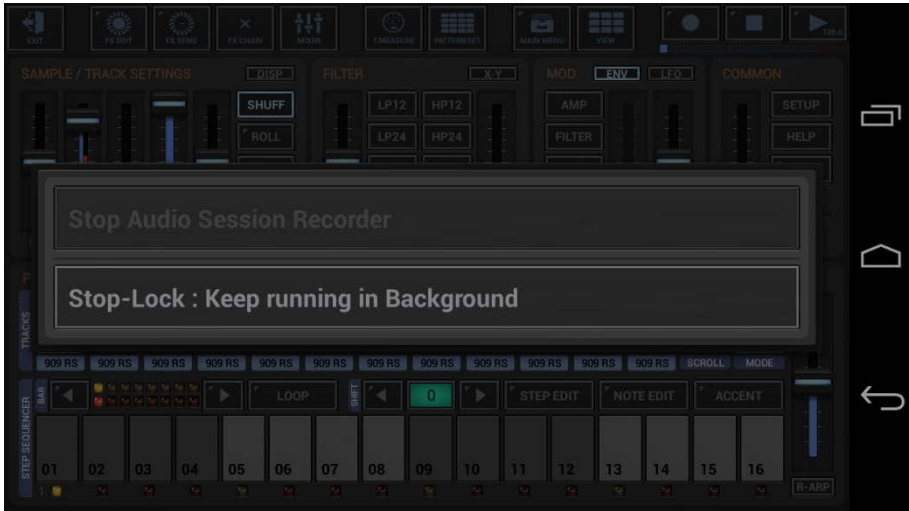
The Tempo Lock does lock the tempo at the current value (as long as the Sequencer is running). This can be very useful when you're working with different Patterns within a set, and you want them in the same Tempo, even if the patterns have all different BPM settings.

Ableton Link controls:
Enable/Disable Ableton Link and Ableton Link Start/Stop Sync, and adjust the Latency Compensation.

3.2.1.2 Stop



- Short Click** : Stop (and currently playing sounds)
Long Click : Show the extended Stop menu



Stop Audio Session Recorder:

Stop the running Audio Recording Session.
(This button is disabled, if no recording session is running)

The Audio Session Recorder lets you record the Master Out Signal as .wav in real-time. This makes it very easy to capture the audio while you're doing live jams.

(for details see Chapter: Audio Export & Bouncing > Audio Session Recorder / Real-Time Audio Export)

Stop-Lock:

Turns the Stop-Lock ON/OFF.

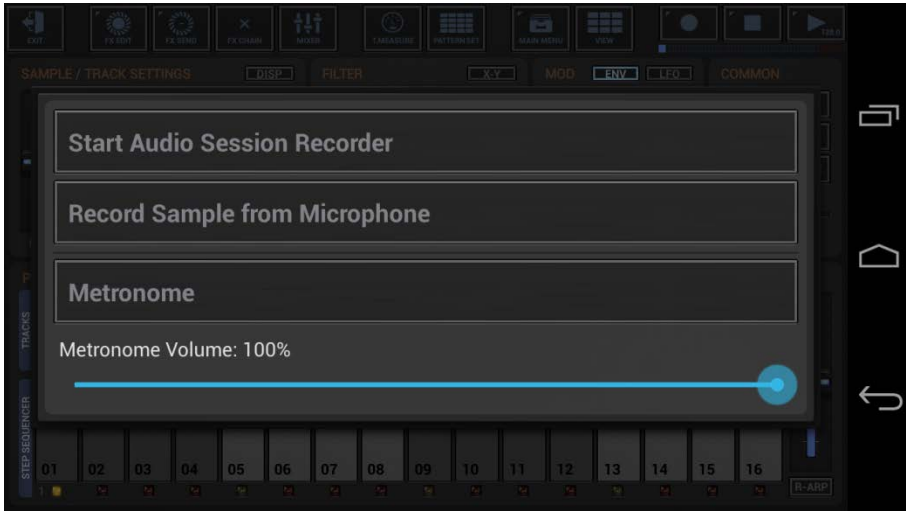
The Stop Lock allows you to run the Sequencer even if you lock the screen of your device (which normally stops the Sequencer). This is useful for musicians who want to practice an instrument with their headphones and keep the device in the pocket while it's running.

3.2.1.3 Record



Short Click : Record

Long Click : Show the extended Record menu



Start Audio Session Recorder:

Start a new Audio Recording Session.

The Audio Session Recorder lets you record the Master Out Signal as .wav in real-time. This makes it very easy to capture the audio while you're doing live jams.

(for details see Chapter: Audio Export & Bouncing > Audio Session Recorder / Real-Time Audio Export)

Record Sample from Microphone:

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

(for details see Chapter: Audio Editor > Capture/Record Samples)

Metronome:

Turns the Metronome Click ON/OFF.

Metronome Volume:

Adjust the Volume of the Metronome Click.

3.2.2 'Unsaved Changes' Indicator



The 'Unsaved Changes' Indicator keeps track of all changes you make in your current composition.



The indicator turns red, if there are any unsaved changes in the current composition.

Note:
Depending on the app, the scope of the tracking is different.

- | | |
|---------------------------------|---|
| G-Stomper Studio | : Complete Pattern Set (not a single Pattern) |
| G-Stomper VA-Beast (standalone) | : Single Pattern |
| G-Stomper Rhythm | : Single Pattern |

3.2.3 Main Out VU Meter



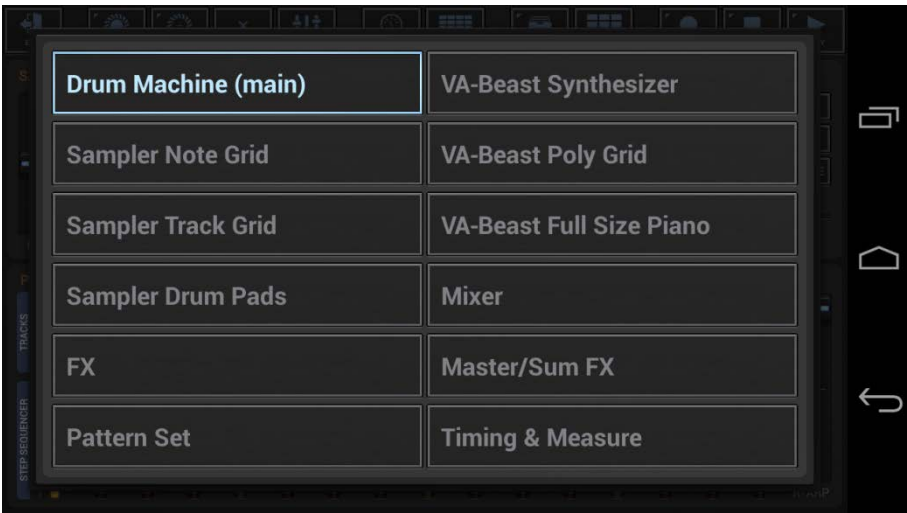
The Main Out VU Meter shows the output level at the very end of the signal chain (where the signal is passed underlying audio driver and finally to the speakers).

3.2.4 View Menu



The View menu gives you access to all available modules in G-Stomper.

Short click : Show up the View menu



Then select the view you want to show up.

Note: The currently active screen is highlighted.

Depending on the particular view, there are additional quick access buttons to directly related modules. All sequencers for example provide quick access to the FX and Mixer modules.

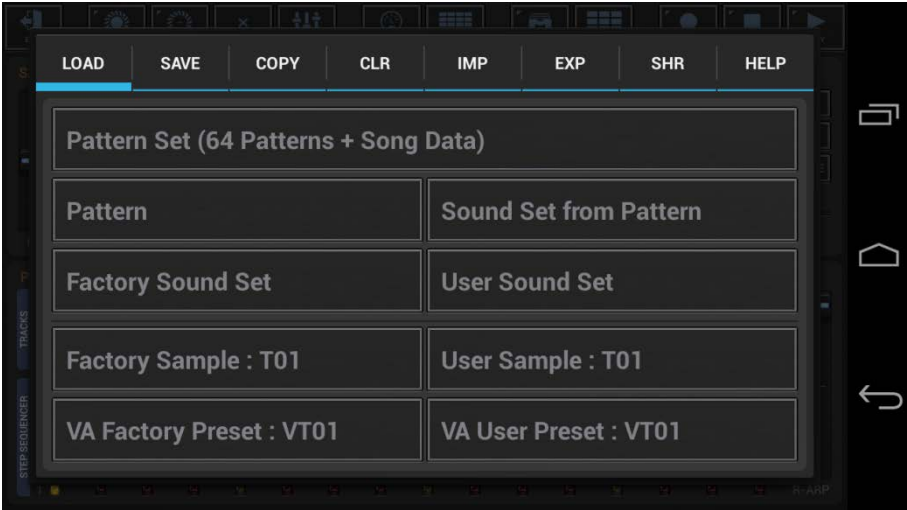


3.2.5 Main Menu



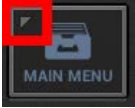
The Main menu is the main entry point for all essential operations to load, save, export and share your work.

Short click : Show up the Main menu



3.2.6 Quick Pattern Set Navigator

Notice the little triangle mark at the upper left corner of the Main menu button. This mark indicates that the button has a secondary function which can be accessed by long pressing the button.
(see Chapter: Multifunctional (long clickable) Buttons)



Long click : Show up the Quick Pattern Set Navigator



The Quick Pattern Set Navigator is a quick access to the to all basic Pattern Set operations including the long press menu. Furthermore it allows you to switch between different Patterns without navigating to the actual UI section.

(for details see Chapter: Pattern Set & Song Arranger > Quick Pattern Set Navigator)

3.2.7 Back Button



The Back Button (in LandScape Orientation) navigates to the previously opened screen.

3.2.8 Exit Button



The Exit Button exits the application.

3.3 Toolbar (G-Stomper Producer)

The toolbar in G-Stomper Producer is always present on top of the screen.



It provides various global controls:

- The Exit button
- The Main menu which is the main entry point for most operations (Load, Save, Export, Share, etc.)
- The Setup menu which is used to change all sort of app settings
- The Project info display
- The Mixer/Arranger switch to toggle between the two main views in the app
- The Fine Tune Switch (see Chapter: Fader and X-Y Pad Fine Tune)
- The Play/Stop/Record controls, the 'Unsaved Changes' indicator and the Main Out VU Meter

3.3.1 Play / Stop / Record



The Play / Stop / Record controls are available on all screens and are used to start, pause, stop the Sequencer and to turn Recording ON/OFF.

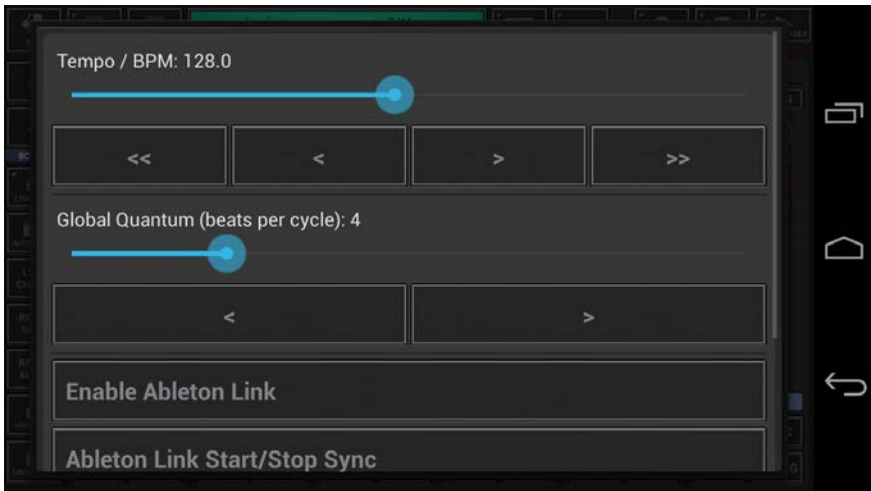
Furthermore, Play / Stop / Record provide each an extended long click menu to access closely related functions and settings.

3.3.1.1 Play



Short Click : Play/Pause

Long Click : Show the extended Play menu (the global sequencer menu)



Tempo / BPM controls:

Quick access to the Sequencer Tempo

(More detailed Tempo/BPM controls can be found on the Timing & Measure Vview)

Global Quantum (beats per global loop cycle):

Change the Global Quantum, the beats per cycle of the global sequencer.

The Global Quantum is used to synchronize the different Track Sequencers with the global timing as well as to synchronize the app over Ableton Link.

Ableton Link controls:

Enable/Disable Ableton Link and Ableton Link Start/Stop Sync, and adjust the Latency Compensation.

3.3.1.2 Stop



- Short Click** : Stop (and currently playing sounds)
Long Click : Show the extended Stop menu



Stop Audio Session Recorder:
Stop the running Audio Recording Session.
(This button is disabled, if no recording session is running)

The Audio Session Recorder lets you record the Master Out Signal as .wav in real-time. This makes it very easy to capture the audio while you're doing live jams.

(for details see Chapter: Audio Export & Bouncing > Audio Session Recorder / Real-Time Audio Export)

Stop-Lock:
Turns the Stop-Lock ON/OFF.

The Stop Lock allows you to run the Sequencer even if you lock the screen of your device (which normally stops the Sequencer). This is useful for musicians who want to practice an instrument with their headphones and keep the device in the pocket while it's running.

3.3.1.3 Record



- Short Click** : Record
Long Click : Show the extended Record menu



Start Audio Session Recorder:
Start a new Audio Recording Session.

The Audio Session Recorder lets you record the Master Out Signal as .wav in real-time. This makes it very easy to capture the audio while you’re doing live jams.

(for details see Chapter: Audio Export & Bouncing > Audio Session Recorder / Real-Time Audio Export)

Record Sample from Microphone:
Start a new (empty) Audio Editor, ready to record a new Sample.

(for details see Chapter: Audio Editor > Capture/Record Samples)

Metronome:
Turns the Metronome Click ON/OFF.

Metronome Volume:
Adjust the Volume of the Metronome Click.

3.3.2 'Unsaved Changes' Indicator



The 'Unsaved Changes' Indicator keeps track of all changes you make in your current project.



The indicator turns red, if there are any unsaved changes in the current project.

3.3.3 Main Out VU Meter



The Main Out VU Meter shows the output level at the very end of the signal chain (where the signal is passed underlying audio driver and finally to the speakers).

3.3.4 Fine Tune Switch



Use this button to turn the Fine Tune mode ON/OFF.

With fine tune enabled, all rotary knobs, faders and X-Y pads move 15 times slower than the moving pointer (your finger).

(for details see Chapter: Fader and X-Y Pad Fine Tune)

3.3.5 Mixer/Arranger Switch



Use this button to switch between the Mixer and Arranger view. On the mixer you'll see the Arranger button, and on the Arranger you'll see the Mixer button

Note: Long press this button to toggle between Pattern and Song operation

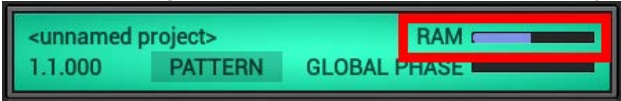
3.3.6 Project Display

The Project Display in the Toolbar on top provides the following information:

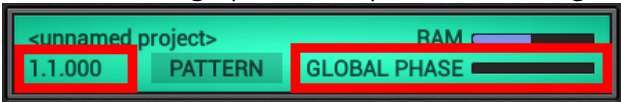
The Project Name:



The RAM usage in relation to the available RAM per app:

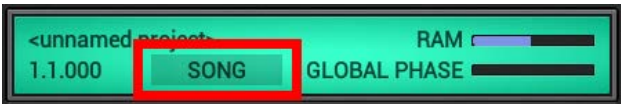


A numeric and graphical interpretation of the global phase:



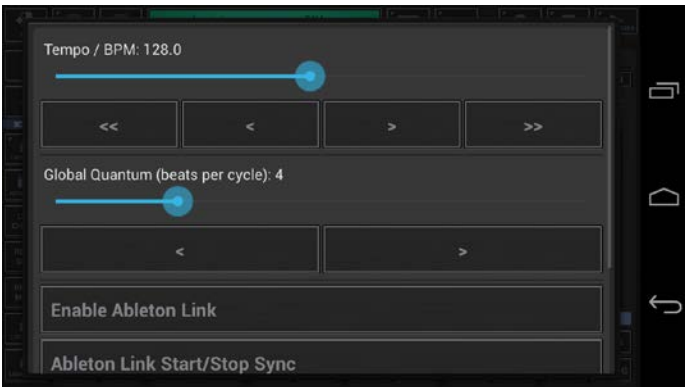
Note: The global phase shows the global timing, which surrounds all track sequencers. The global timing is required (as G-Stomper Producer offers an individual timing per track) to keep all track sequencers in sync and to organize the song structure. Each track sequencer gets automatically synchronized with the global timing. To change the global quantum (the number of beats per global loop cycle), short press the project display (or likewise long press the play button).

The current Operation Mode:



Click that spot to toggle between Pattern and Song operation mode.

Note: Clicking any other spot inside the project display shows up the global sequencer menu.

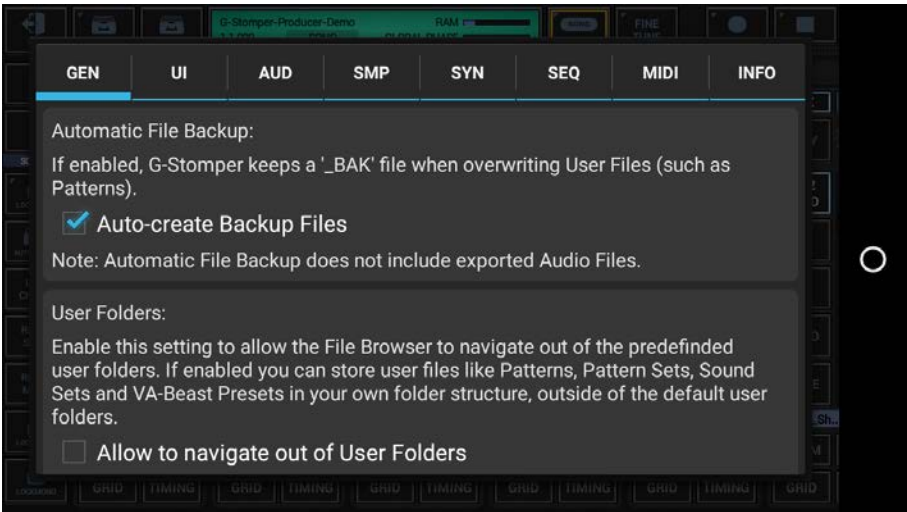


3.3.7 Setup Menu



The Setup menu is the main entry point for all global app settings, such as audio system, sampler and synthesizer configuration, MIDI setup, and more.

Short click : Show up the Setup menu



3.3.8 Main Menu



The Main menu is the main entry point for all essential operations to load, save, export and share your work.

Short click : Show up the Main menu



3.3.9 Quick Scene Set Navigator

Notice the little triangle mark at the upper left corner of the Main menu button. This mark indicates that the button has a secondary function which can be accessed by long pressing the button.
(see Chapter: Multifunctional (long clickable) Buttons)



Long click : Show up the Quick Scene Set Navigator



The Quick Scene Set Navigator is a quick access to the to all basic Scene Set operations including the long press menu. Furthermore it allows you to switch between different Scenes without navigating to the actual UI section.

3.3.10 Exit Button



The Exit Button exits the application.

3.4 Fader and X-Y Pad Handling



All faders and X-Y pads in the G-Stomper apps have 2 main operation modes:

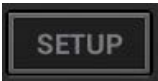
Absolute (default):

When you touch a fader or X-Y pad in absolute mode, then the value gets set immediately to the touch position. When you touch the pan fader at its max position (on top) for example, then it jumps immediately to the max value.

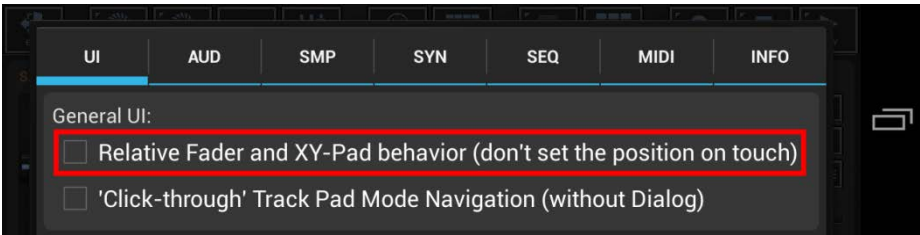
Relative:

In relative mode, a fader or X-Y pad just moves when you move the pointer (your finger), relatively to its base position, depending on the movement. If you touch the pan fader at its max position (on top) for example, then it sticks in the middle as long as you don't make any movement. Only when you move your finger, pull it down for example, then the fader moves relatively to its base position

The main fader behaviour can be changed in the General UI section of the Setup dialog.



To switch to relative behaviour, enable the checkbox in the General UI section.



Note:

While moving a fader in Absolute mode, the fader tooltip that is shown right above the fader thumb, might be hidden under your finger. If that is the case, simply move the finger away from the fader while keep touching the screen. You'll then still be locked on the fader and have a clear view to the tooltip.

3.4.1 Fader and X-Y Pad Fine Tune

In addition to the global absolute and relative fader and X-Y pad behaviour, you can temporary enable the fine tune mode.

With fine tune enabled, all faders and X-Y pads move 15 times slower than the moving pointer (your finger).

This allows you to make very precise settings.

Note: Long press the fine tune button to turn the Sticky Mode ON/OFF (see Chapter: Fader and X-Y Pad Sticky Mode)

The fine tune mode can be turned ON/OFF in use of the dedicated buttons, found on various locations across the application:



3.4.2 Fader and X-Y Pad Sticky Mode (Fine Tune long click)

With the Fader and X-Y Pad Sticky Mode you can stick all Faders and X-Y Pads to their current position. If enabled, you can move the Faders and X-Y Pads like normal, but if you release them, they jump back to their original (sticky) position. This is very useful to mess around with parameters without having the headache to fiddle back to the original position.

Long press the fine tune button(s) to turn the Sticky Mode ON/OFF



3.4.3 Fader Info (current value) and Reset



There are two more important things you should know about the G-Stomper faders.

Show the current fader value:

Short click the label below the fader shows a tooltip with the current fader value.

Reset the fader to its default position:

Long click the label below the fader resets the fader to its default position (e.g. pan:50, pitch:50: volume:85, etc.).

3.5 Quick Nav Bar (G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast)

The G-Stomper App layout is generally built for screen aspect ratios from 16:9 to 16:10. Screens which exceed that limit will get black letterbox bars either in horizontal or vertical direction. In Landscape orientation, if the letterboxed space is large enough, then a Quick Navigation Bar is displayed instead of the black bars. This is the case on devices with screen aspect ratios of 4:3 or 18:9 for example.

