

~~G-Stomper Studio~~

~~G-Stomper Rhythm~~

~~G-Stomper VA-Beast~~

G-Stomper Producer

User Manual

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Important Note:

The Graphical Multi-Track Song Arranger is exclusively available in G-Stomper Producer. It is not available in G-Stomper Studio, G-Stomper Rhythm, and G-Stomper VA-Beast (standalone).

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17 Graphical Multi-Track Song Arranger

The Graphical Multi-Track Song Arranger is one of the core elements in G-Stomper Producer.



It lets you arrange your songs easily. Tap the screen to add Song Events, drag them with your finger to move or resize Song Events, copy/paste single Song Events or complete sections, and much more.

This chapter spotlights all features of the Song Arranger and explains how to use them.

17.1 Pattern/Song Operation

G-Stomper Producer has two main Operation Modes:

- **Pattern Operation** for live usage.
In this mode you have the full control over the structure of your musical session. This means, you initiate all structural changes (such as Track Pattern Changes and Scene Changes) manually.
- **Song Operation** for Song creation/composition and playback.
In this mode the Song Arranger controls the structure of your musical composition. As a matter of course, it is still you who create your composition using the Graphical Multi-Track Song Arranger. But the actual Track Pattern Changes and Scene Changes will be done by the Song Arranger during playback, based on your composition.

You can toggle between Pattern and Song Operation either by short clicking the Pattern/Song section in the green Project Info display or by long pressing the “Song Arranger” button.



While on using the Graphical Song Arranger, the “Song Arranger” Button turns into “Mixer”. Also in this state, you can toggle between Pattern and Song Operation either by short clicking the Pattern/Song section in the green Project Info display or by long pressing the “Mixer” button.



In this chapter we focus on the Song Operation.

17.2 Global Quantum

17.2.1 What is the Global Quantum?

G-Stomper Producer comes with a dedicated Pattern Sequencer per Track, each with a set of 64 Track Patterns, and each Track Pattern with independent size and time signature.

That way you can for example mix a 4/4 Kick Drum Pattern with a triplet Open Hi-Hat at 5/8 Pattern and a 3/16 Closed Hi-Hat Pattern. All of these Patterns (can) have a different time signature, size, and swing configuration.

All Track Patterns and their individual timings are kept in sync by the Global Sequencer. The Global Sequencer has its own global timing, specified in beats per cycle. This is what we call the “Global Quantum”.

The current position of the Global Sequencer within a Global Quantum cycle is called the “Global Phase”. It is reflected by the Global Phase progress bar in the Project Info Display in the toolbar on top.

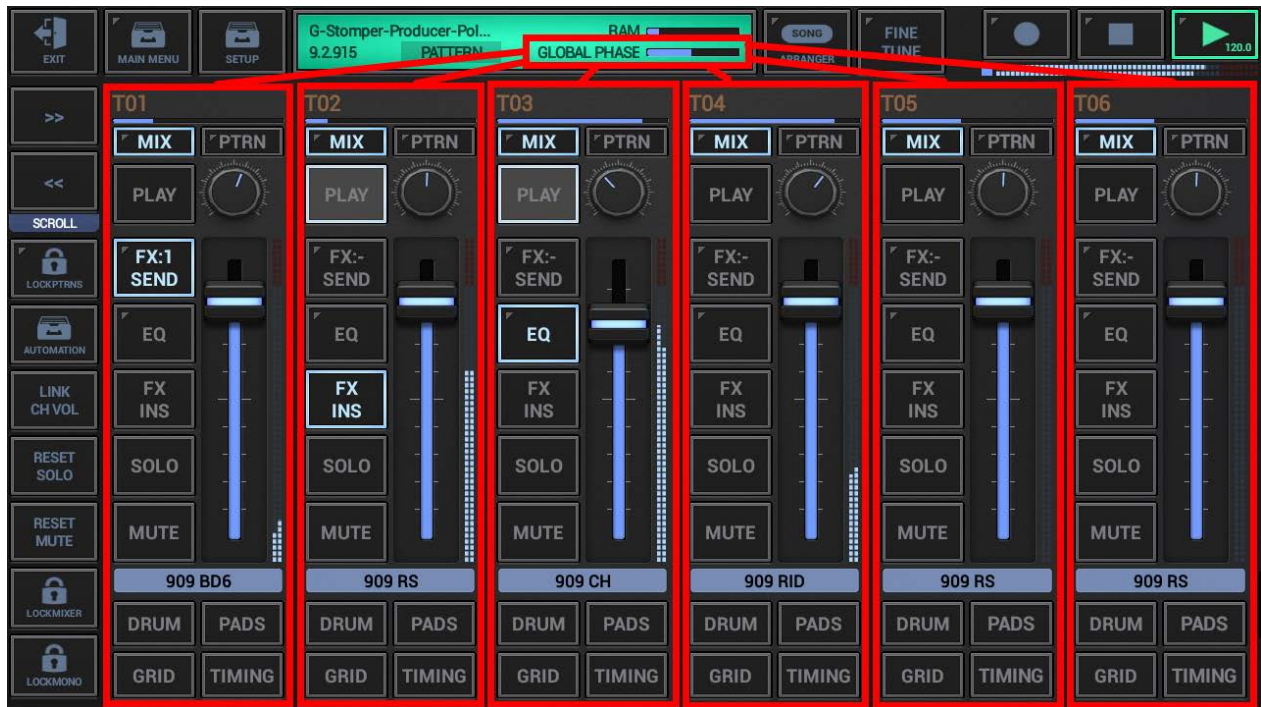


17.2.2 What is the Global Quantum (mainly) used for?

Even though the Global Quantum is used in many situations, there are two primary use cases, Track Sequencer Synchronization and Ableton Link Synchronization.

17.2.2.1 Track Sequencer Synchronization

The Global Sequencer uses the Global Quantum (the beats per cycle) to keep all Track Sequencers in sync with the global timing.



The Global Sequencer synchronizes musical beat, tempo, phase, and start/stop commands across all Track Sequencers, independent from the particular Track Patterns time signatures and measures.

While the Global Sequencer is running, you can stop or start every Track Sequencer independently while always staying in time.

You can schedule Scene Changes (switch all Patterns at once) at the end of a Global Quantum cycle, independent from the particular Track Pattern time signatures and measures.

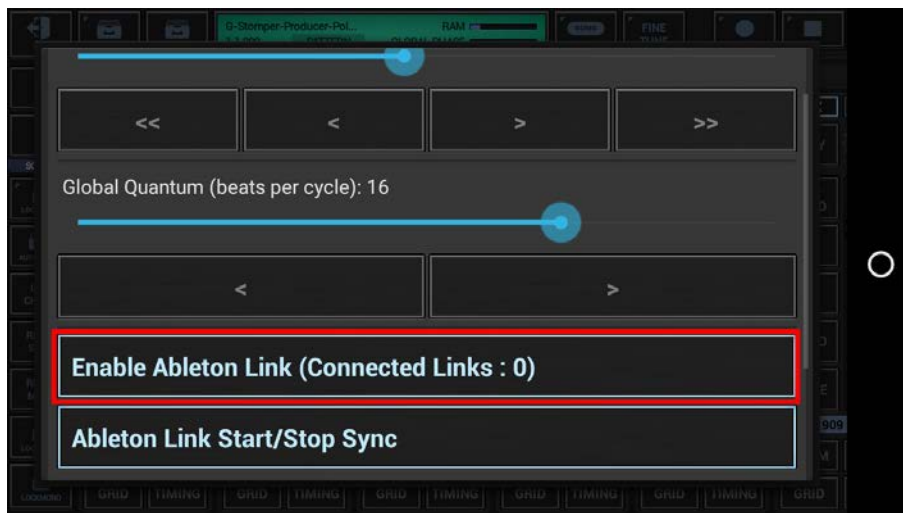
17.2.2.2 Ableton Link Synchronization

If you join an Ableton Link Session, then the Global Quantum (the beats per cycle) is used as loop cycle measure to be synchronized with the Ableton Link Session.

Ableton Link is a technology that synchronizes musical beat, tempo, phase, and start/stop commands across multiple Link-enabled applications running on one or more devices. Applications on devices connected to the a local (wireless) network discover each other automatically and form a musical session in which each participant can perform independently: anyone can start or stop while still staying in time. Anyone can change the tempo, the others will follow. Anyone can join or leave without disrupting the session.

Ableton Link can be enabled in the Global Sequencer settings.

To show up the Global Sequencer settings, either short click the red marked areas in the Project Info Display, or long press the Play button.

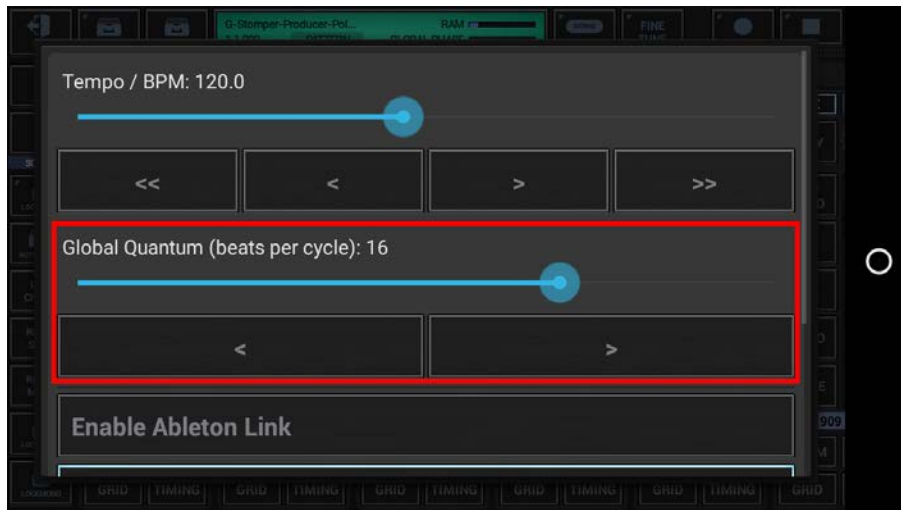


(for further details about Ableton Link, see Chapter: Ableton Link)

17.2.3 How to change the Global Quantum?

The Global Quantum can be changed in the Global Sequencer settings.

To show up the Global Sequencer settings, either short click the red marked areas in the Project Info Display, or long press the Play button.

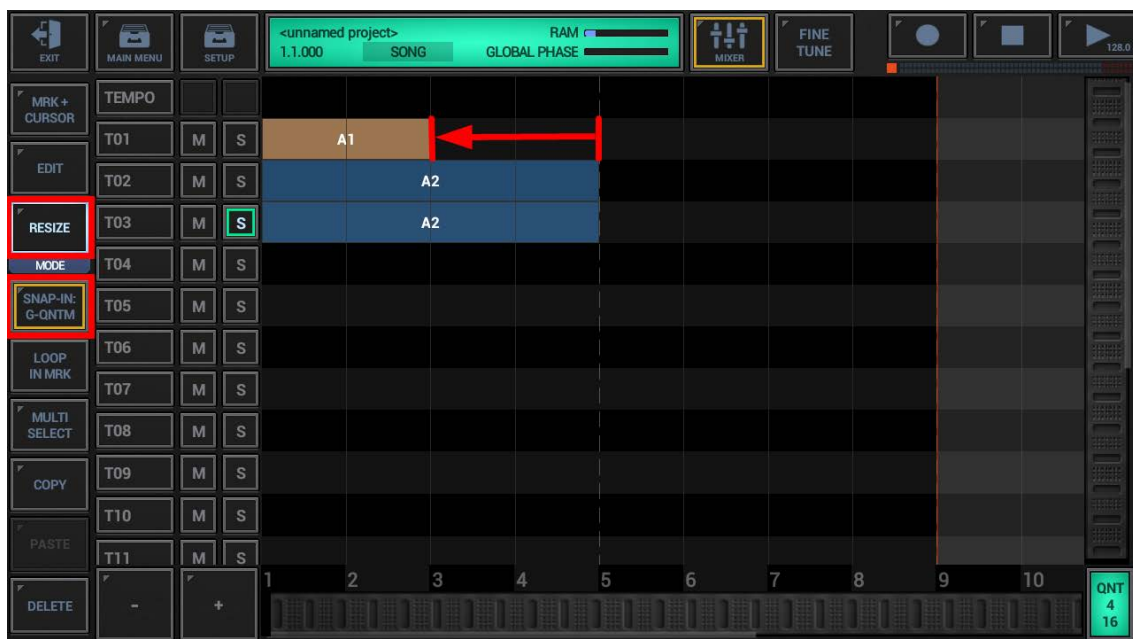
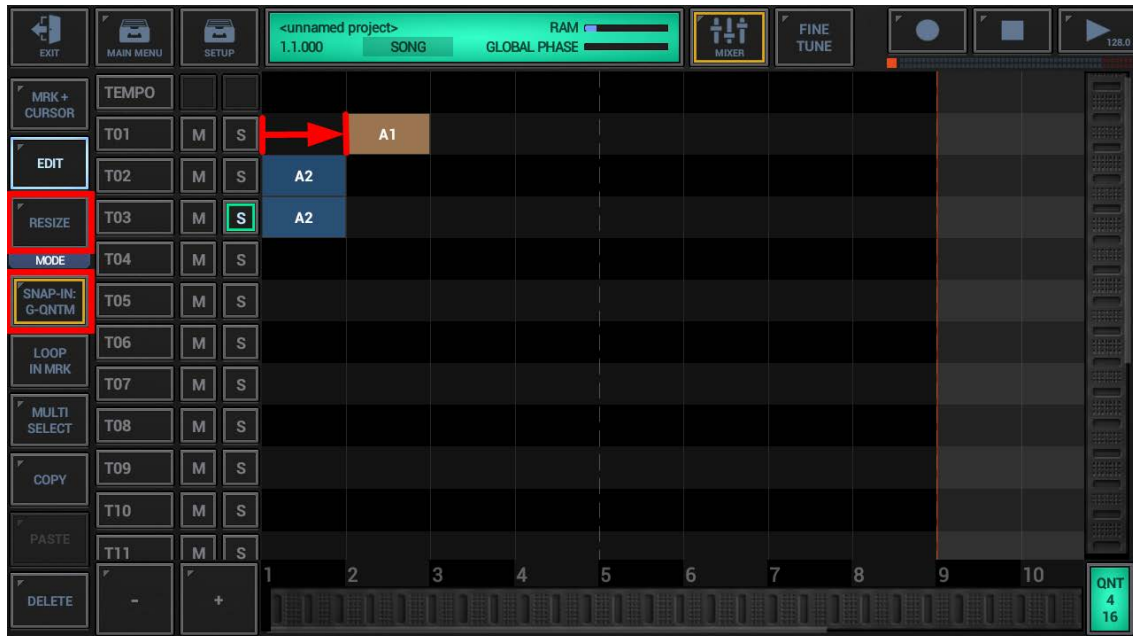


The Global Quantum is set in beats per cycle and can have one of the following values:

1/4, 1/3, 1/2, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 18, 20, 22, 24, 26, 28, 30, 32

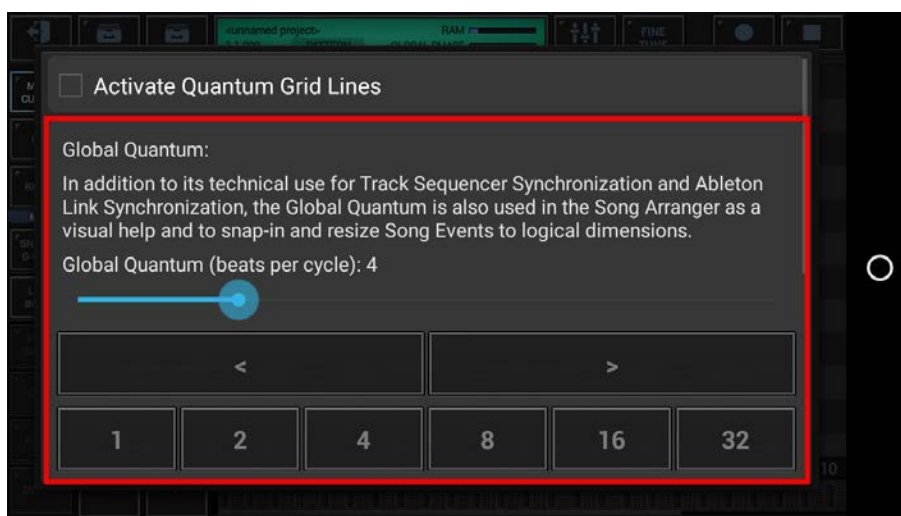
17.2.4 What is the Global Quantum used for in the Song Arranger?

In addition to its technical use for Track Sequencer Synchronization and Ableton Link Synchronization, the Global Quantum is also used in the Song Arranger as a visual help and to snap-in and resize Song Events to logical dimensions.



17.2.5 How to change the Global Quantum in the Song Arranger?

To change the Global Quantum in the Song Arranger, simply click Quantum Display in the lower right corner of the Song Arranger to show up the Quantum settings.



The Global Quantum is set in beats per cycle and can have one of the following values:

1/4, 1/3, 1/2, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 18, 20, 22, 24, 26, 28, 30, 32

Note that the Quantum Settings provides quick access buttons for the most common values:

1, 2, 4, 8, 16, 32

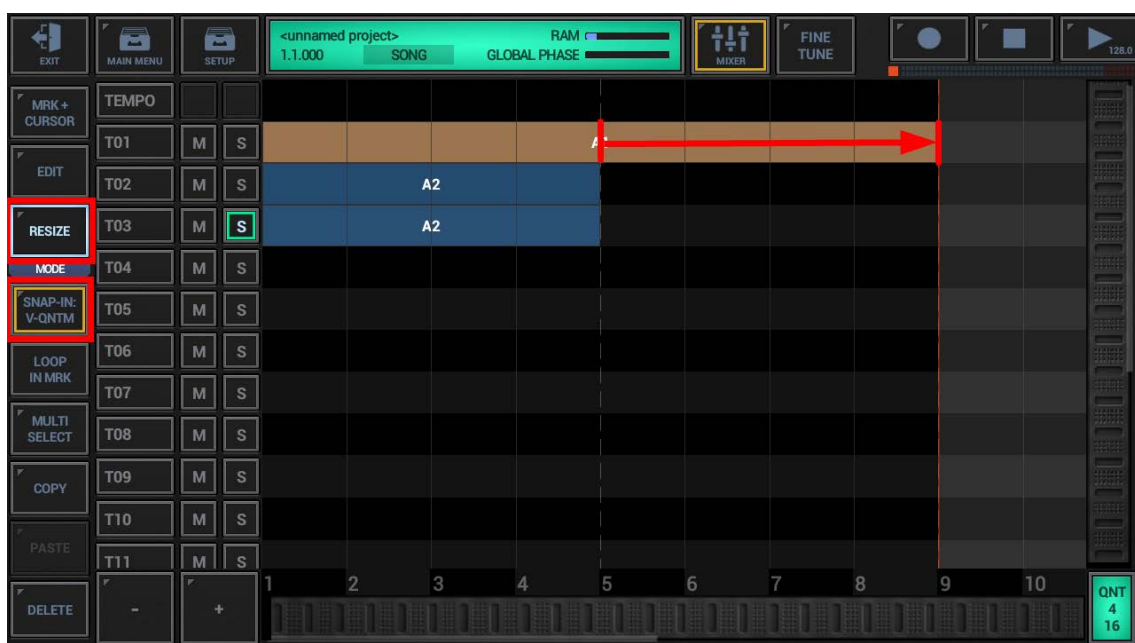
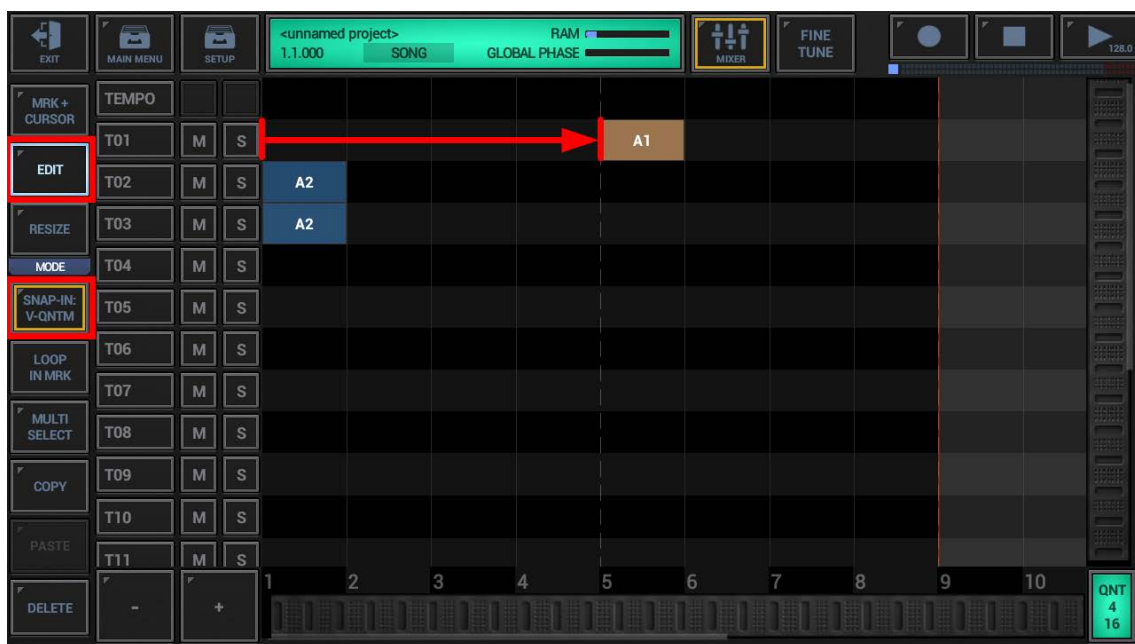
17.3 Virtual Quantum

17.3.1 What is the Virtual Quantum?

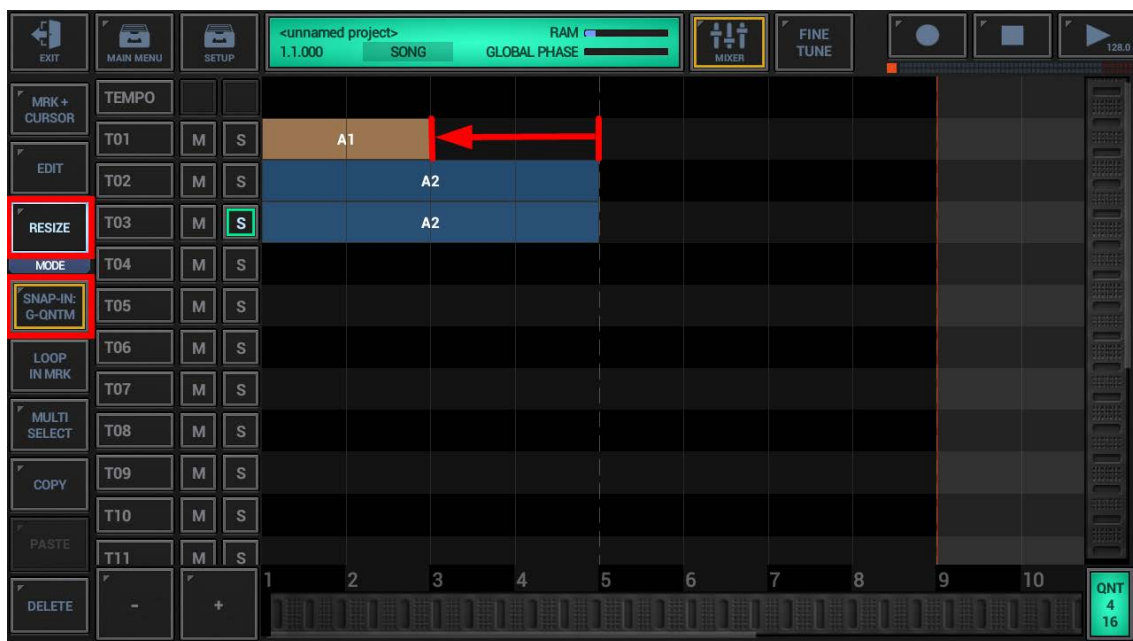
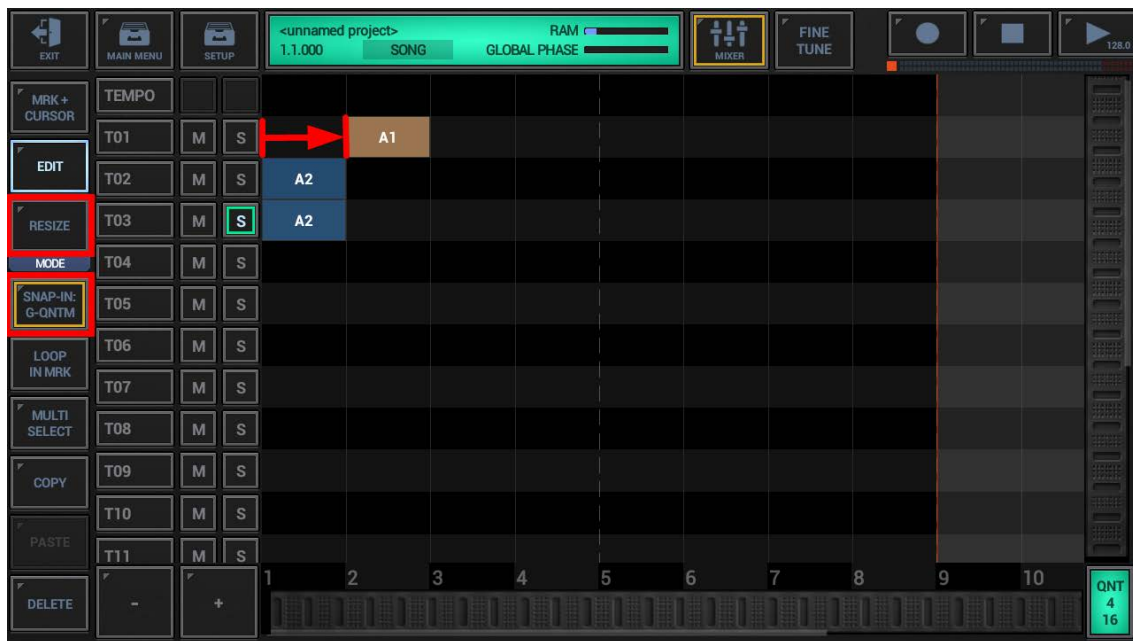
The Virtual Quantum is an additional global dimension, and like the Global Quantum, it is specified in beats per cycle. The Virtual Quantum is just a virtual dimension (therefore the name Virtual Quantum) and a visual help to assist you in the Song Arranger. It is NOT used for any technical purpose.

17.3.2 What is the Virtual Quantum used for?

Unlike the Global Quantum, the Virtual Quantum is NOT used for any technical purpose such as Track Sequencer Synchronization or Ableton Link Synchronization. It is only used in the Song Arranger, and only as a visual help and to snap-in and resize Song Events to logical dimensions.



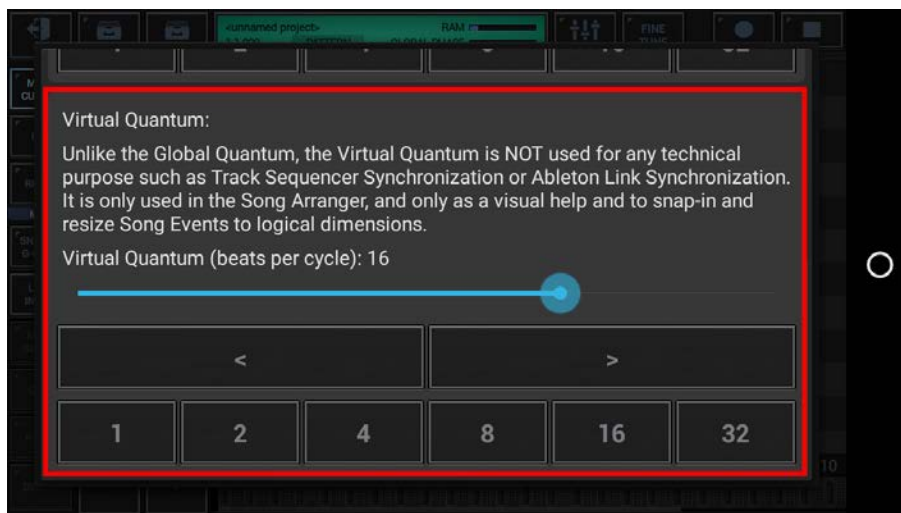
As a matter of course, you can also snap-in or resize Song Events to the Global Quantum.



But in many situations it is helpful to have different dimensions for Global and Virtual Quantum, because the logical or structural size of song events does not always match with the technical dimension that is used for synchronization.

17.3.3 How to change the Virtual Quantum?

To change the Virtual Quantum, simply click Quantum Display in the lower right corner of the Song Arranger to show up the Quantum settings.



The Virtual Quantum is set in beats per cycle and can have one of the following values:

1/4, 1/3, 1/2, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 18, 20, 22, 24, 26, 28, 30, 32

Note that the Quantum Settings provides quick access buttons for the most common values:

1, 2, 4, 8, 16, 32

17.4 Overview

The Graphical Multi-Track Song Arranger in G-Stomper Producer provides up to 39 tracks. That is, up to 24 Drum Sampler Tracks, up to 12 VA-Beast Synthesizer Tracks, a dedicated Tempo Track, a Send FX Track, and a Master Tack.

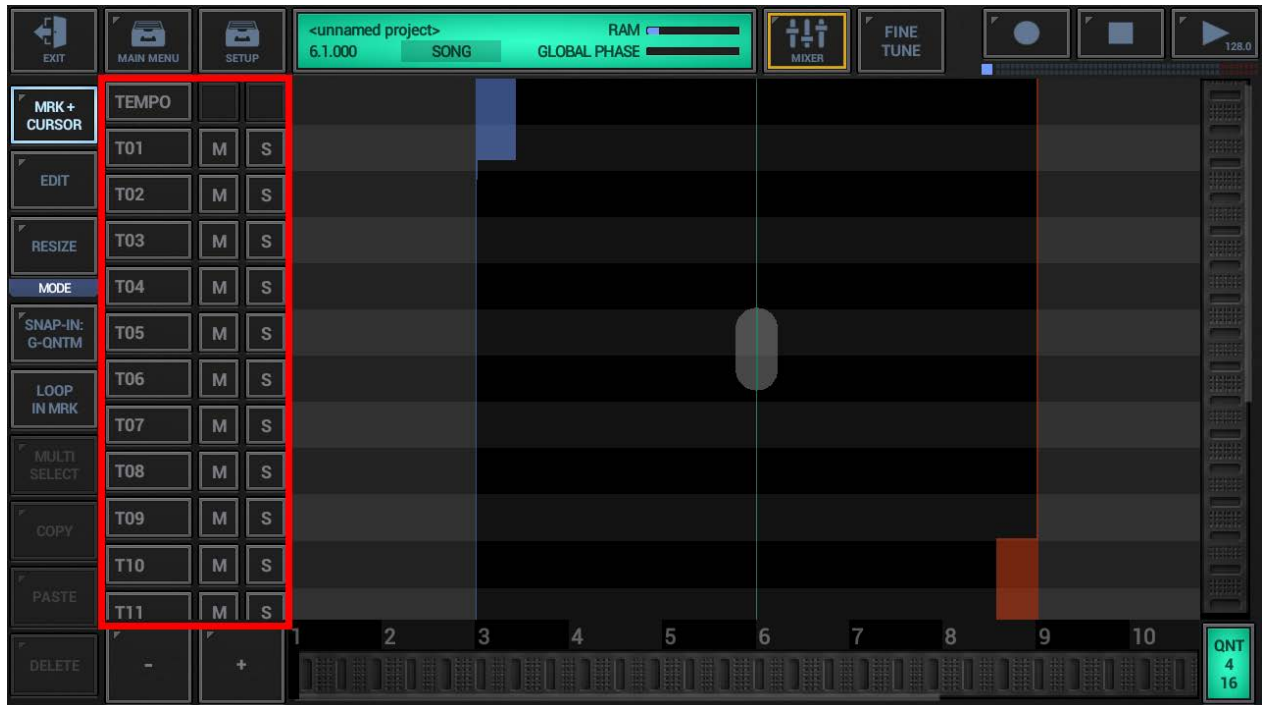
How many Drum Sampler Tracks and VA-Beast Tracks you actually see in the Song Arranger depends on your G-Stomper Producer Settings. By default, in most cases, you'll have 12 Drum Sampler Tracks and 5 VA-Beast Synthesizer Tracks.



Before looking at the editor features in detail, let's take a quick look at the general handling of the Song Arranger interface.

17.4.1 Track Headers

The Track Headers at the left side show the Track names. Furthermore, the header buttons give you quick access to the underlying audio/instrument module (e.g. a Drum Sampler, a Synth, or the Master Section) as well as to the track mute and solo (if provided).



Note: The Track Headers can also be used to scroll up or down (see Chapter: Scroll).

The first button column shows the Track names. Pressing a button in this column brings you quickly to the underlying audio/instrument module.



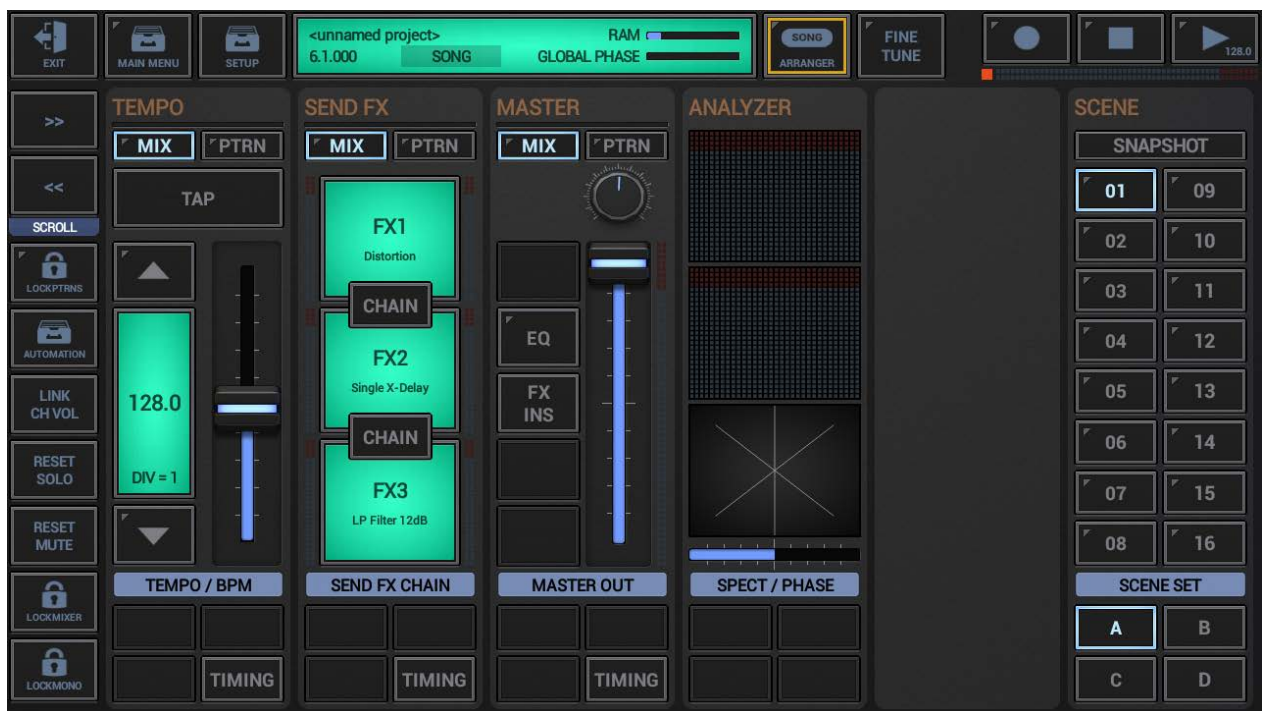
Press T01 for example to show up the Drum Machine and automatically select T01.



Press VT01 for example to show up the VA-Beast Synthesizer and automatically select VT03.



Press “Master” to show up the global mixer page, where Tempo, Send FX, and Master are located. The same happens when pressing “Send FX” or “Tempo”.



Use the “M” and “S” switches to mute or solo particular tracks.



Note:

The Mute and Solo Switches in G-Stomper Producer are per Project. In other words, the Mute and Solo settings are saved with the project, but are not part of the particular Patterns or Sequences, and can therefore only be changed manually (In G-Stomper Studio for example, Mute and Solo settings are per Pattern).

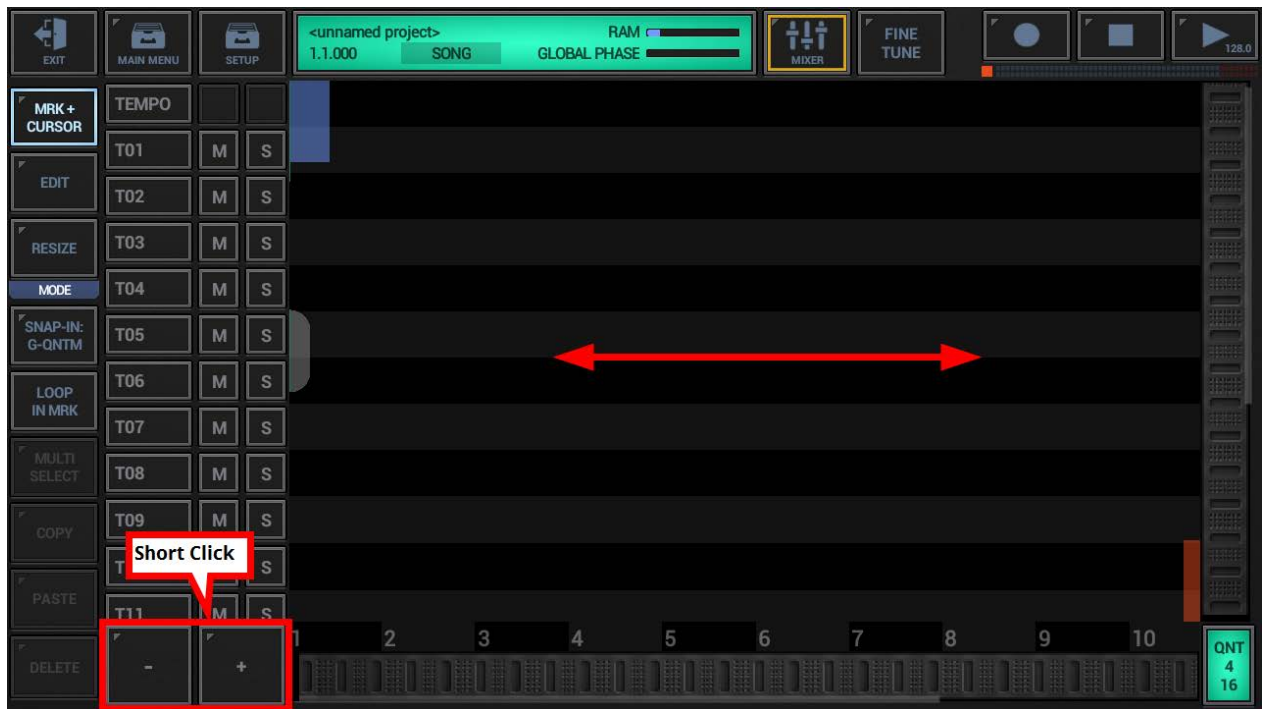
17.4.2 Scroll

Use the scroll bar at the bottom to scroll horizontally, the scroll bar at the right, and the Track Headers to scroll vertically.



17.4.3 Zoom

Short click the "+" and "-" buttons to zoom the grid in or out horizontally.



Long press the "+" and "-" buttons to zoom the grid in or out vertically.

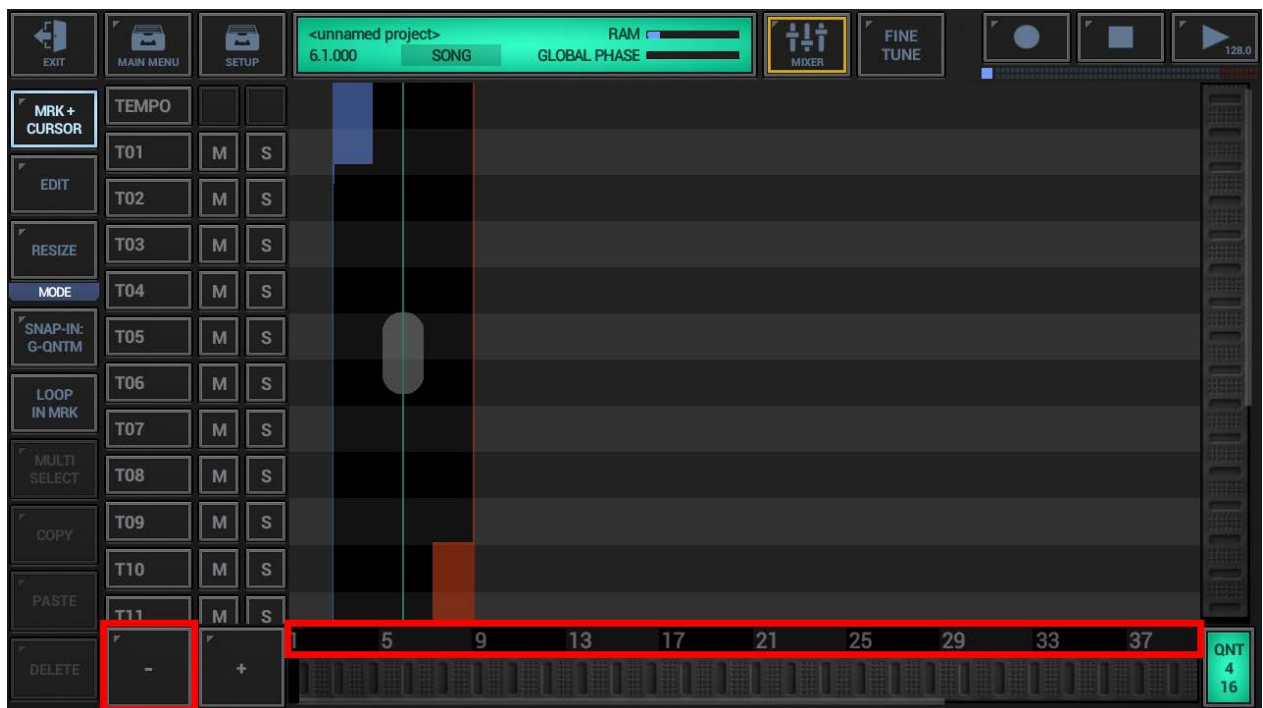


17.4.4 Horizontal Scale

The Scale at the bottom of the Song Arranger grid shows the number of Global Quantum cycles at the particular positions, which matches with the first number of the timing information in the project info display in the toolbar on top.



Depending on the zoom factor, the scale might be more or less detailed.



Note: You can optionally activate vertical grid lines. Just click the quantum display in the lower right corner to show up the quantum settings, and then activate the “Activate Quantum Grid Lines” checkbox (see Chapter: Quantum Grid Lines).

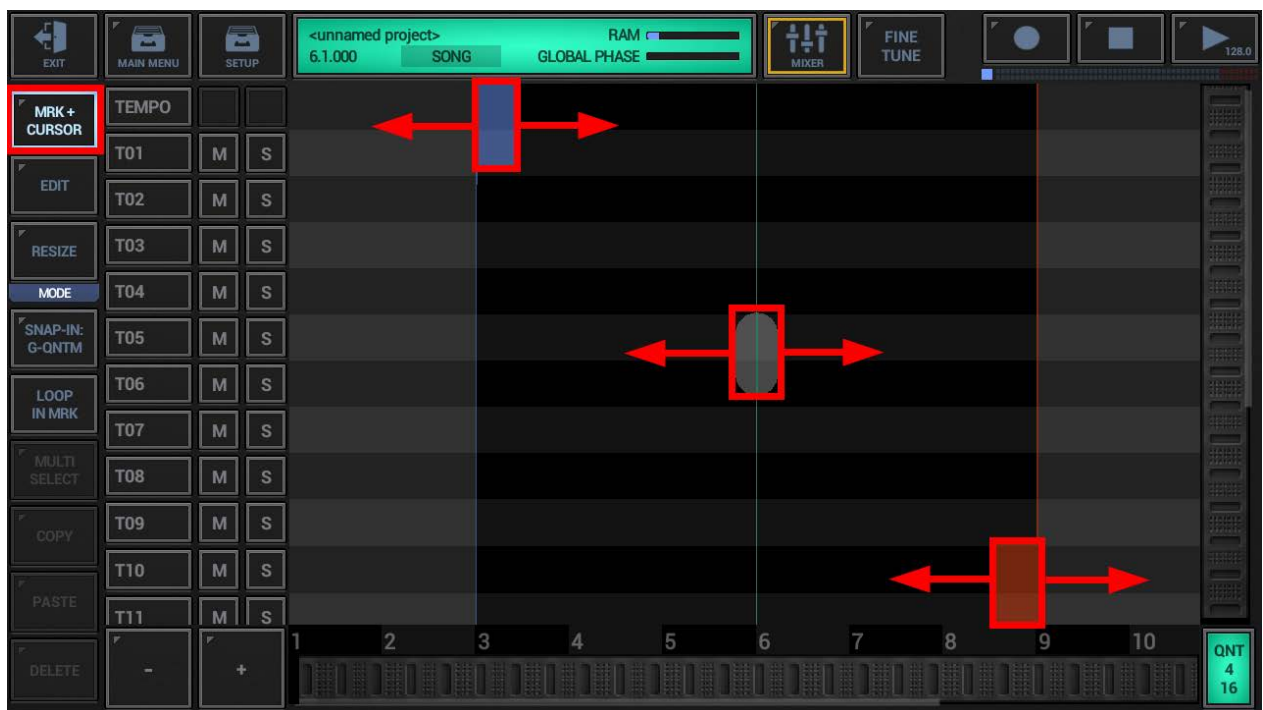
17.4.5 Markers & Cursor

The blue Start Marker and the red End Marker are used to select/mark a specific range of the Song. A Marker range can then be used to loop that section of the song, to select all Song Events in the Marker range, or simply as visual help to keep track of the currently edited section.

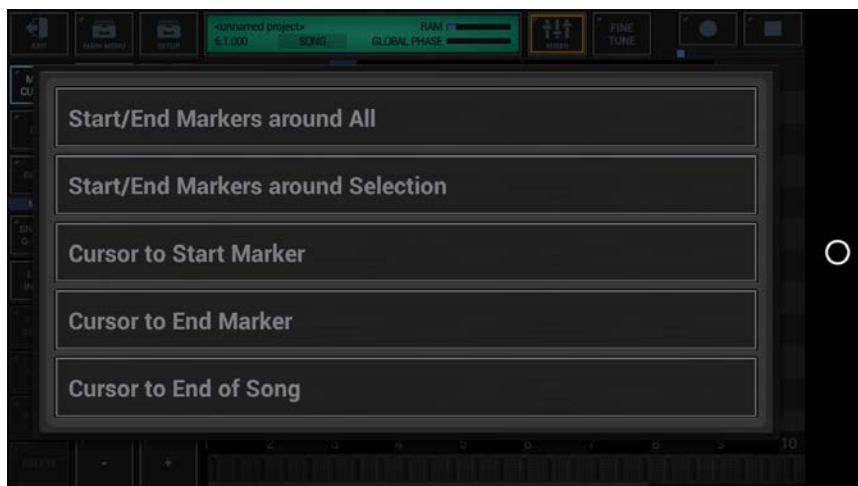
The green Edit Cursor (or Position Marker) with the grey thumb has two main functions.

1. It shows the current Playback Position of the Song.
2. It is your Edit Cursor which determines the position where copied Song Events get pasted as part of all Copy/Paste operations.

To move the Markers, activate the “MRK + Cursor” mode in the sidebar, and then simply drag their thumbs.

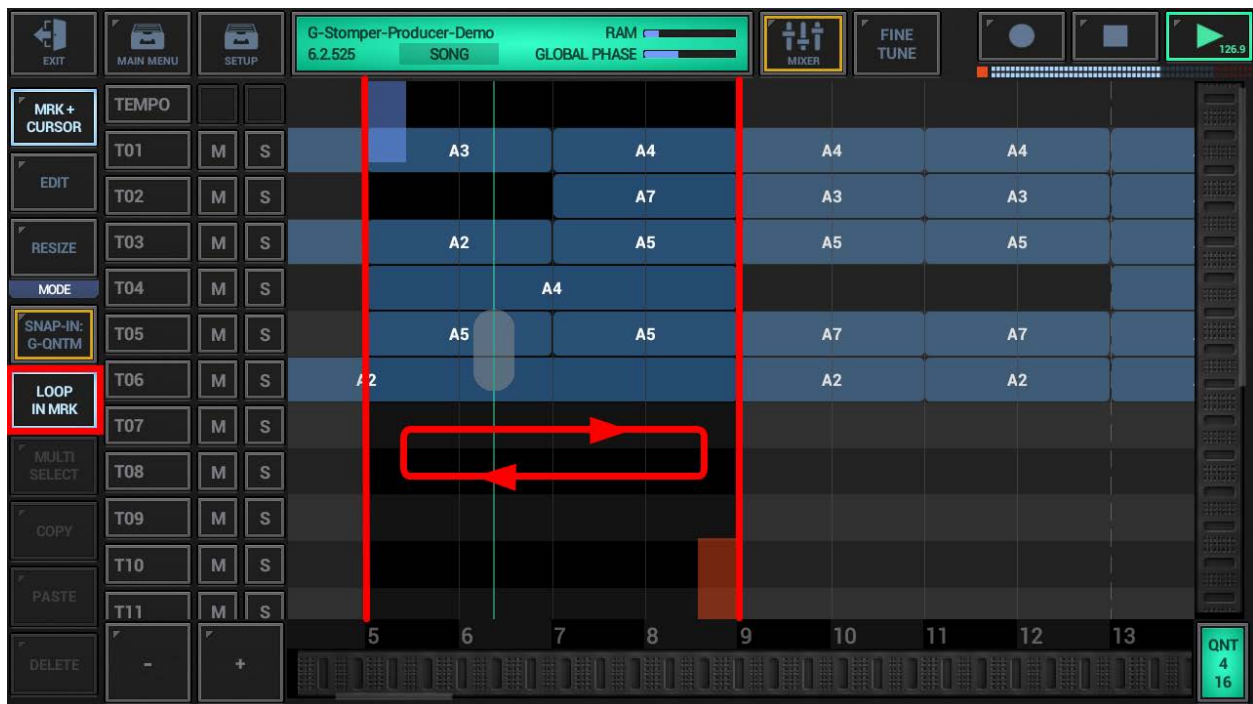


Long press the “MRK + Cursor” button in the sidebar to show up the extended Marker menu.



17.4.6 Loop between Markers

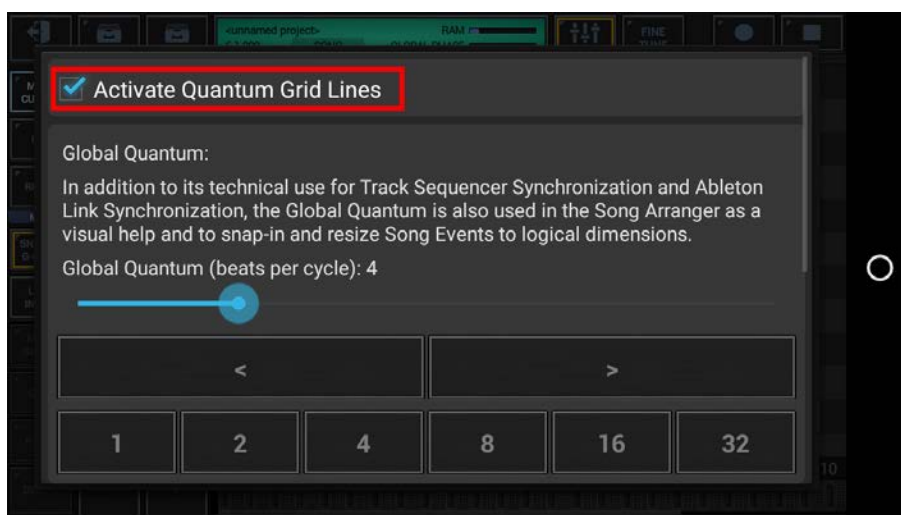
Activate the “Loop in MRK” switch in the sidebar to loop the section of the Song between the Start and End Marker.



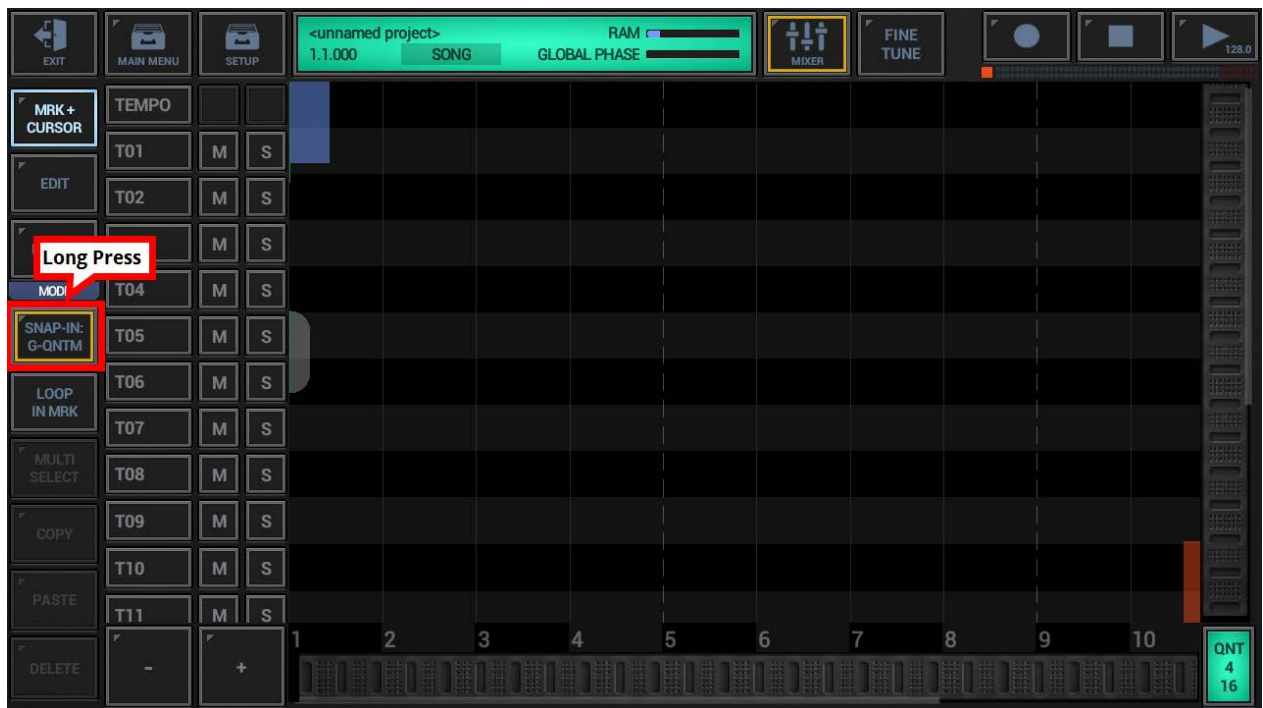
17.4.7 Quantum Grid Lines

The Quantum Grid Lines (deactivated by default) are a visual representation of the Global Quantum and the Virtual Quantum.

To enable the Quantum Grid Lines, click the quantum display in the lower right corner to show up the quantum settings, and then activate the “Activate Quantum Grid Lines” checkbox.



If enabled, the Global Quantum is shown as a solid line and the Virtual Quantum as a dashed line.



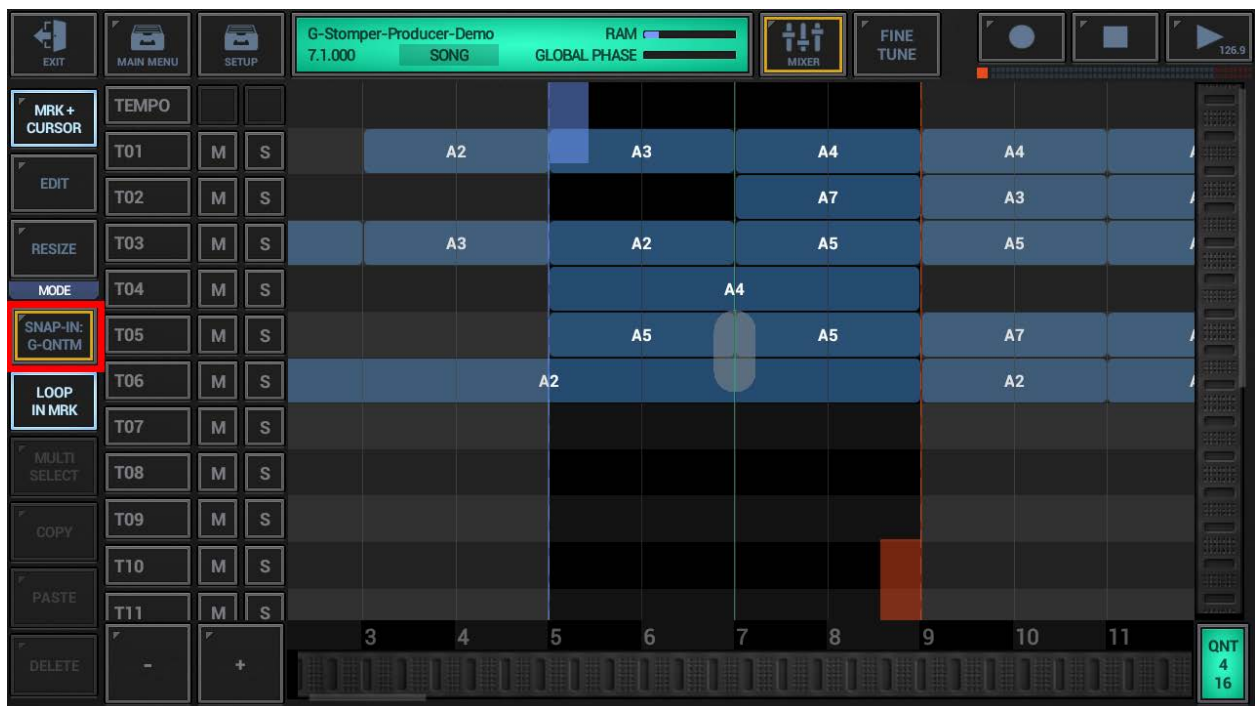
Note: Likewise, you can also quickly enable/disable the Quantum Grid Lines by long pressing the “Snap-In Mode” button in the sidebar.

17.4.8 Editor Grid Snap-In Modes

When moving/resizing Song Events or when setting Markers, these will always snap in to a specific measure, depending on the selected Snap-In Mode.

Short click the Snap-In Mode button in the side bar to toggle between the available modes.

- Snap-In: Beat
- Snap-In: Global Quantum (default)
- Snap-In: Virtual Quantum



Note: The Global Quantum as well as the Virtual Quantum can be changed by tapping the quantum display in the lower right corner of the Song Arranger.

17.4.9 Song Events

Song Events are logical elements of variable duration that are tied to a specific Track and refer to a specific Track Pattern. Song Events are the building blocks of your song structure. You can create them, drag them around, resize, copy, paste, and much more.

(for further details on how to use Song Events, see Chapter: Editor Reference)

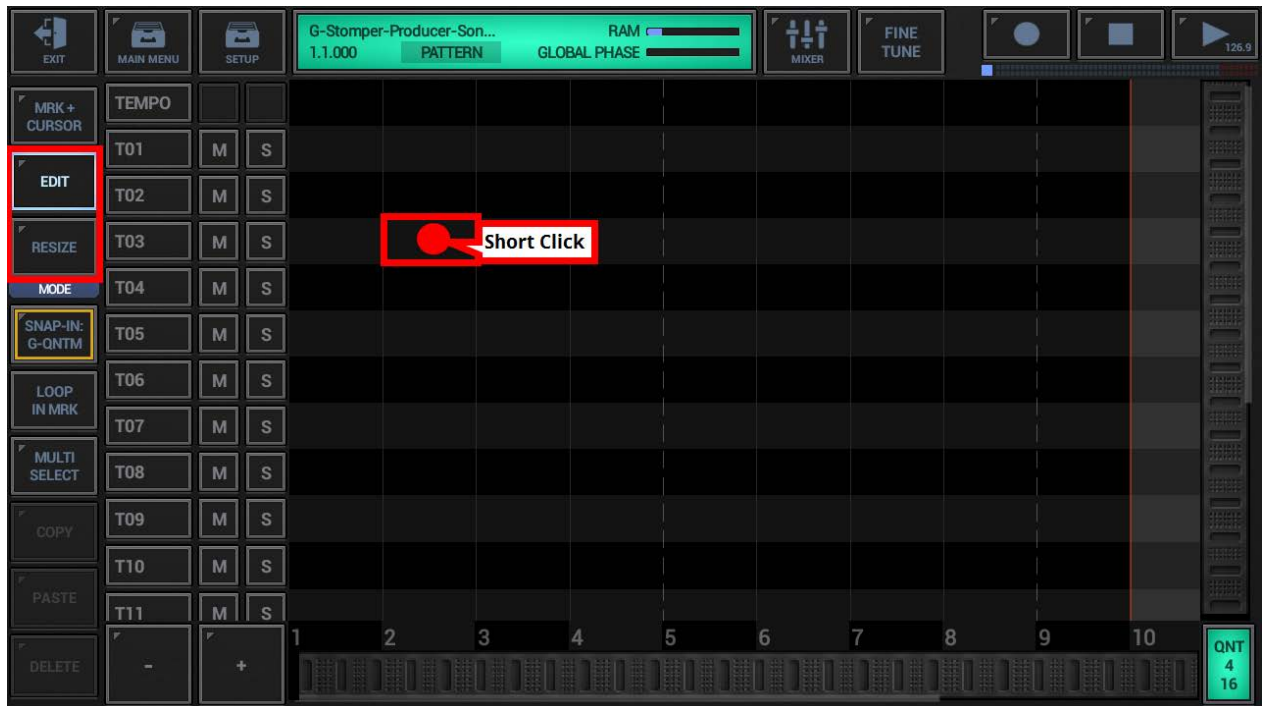


Note: Song Events that refer to Patterns without directly audible output (Patterns without a Trigger/Note sequence) have a slightly different color to make it easier to visually distinguish Song Elements with directly audible output (e.g. Patterns with a drum sequence).

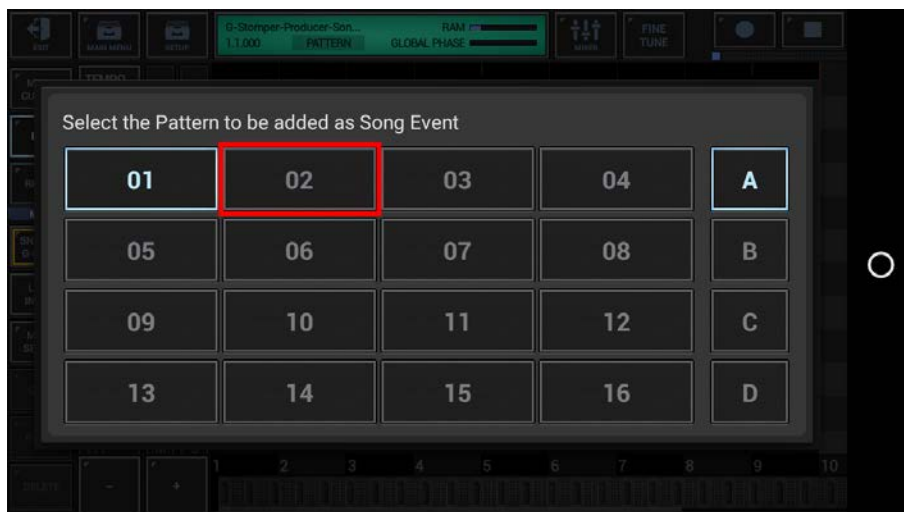
17.5 Editor Reference

17.5.1 Add single Song Event

Make sure that either “Edit” or “Resize” is activated in the sidebar. Then short click an empty spot in the Song Arranger grid within the Track and at the position where you want to add the new Song Event.



Finally, select the Pattern to be added as Song Event.



(for more information about Track Patterns, see Chapter: Track Pattern Sets & Scene Set)

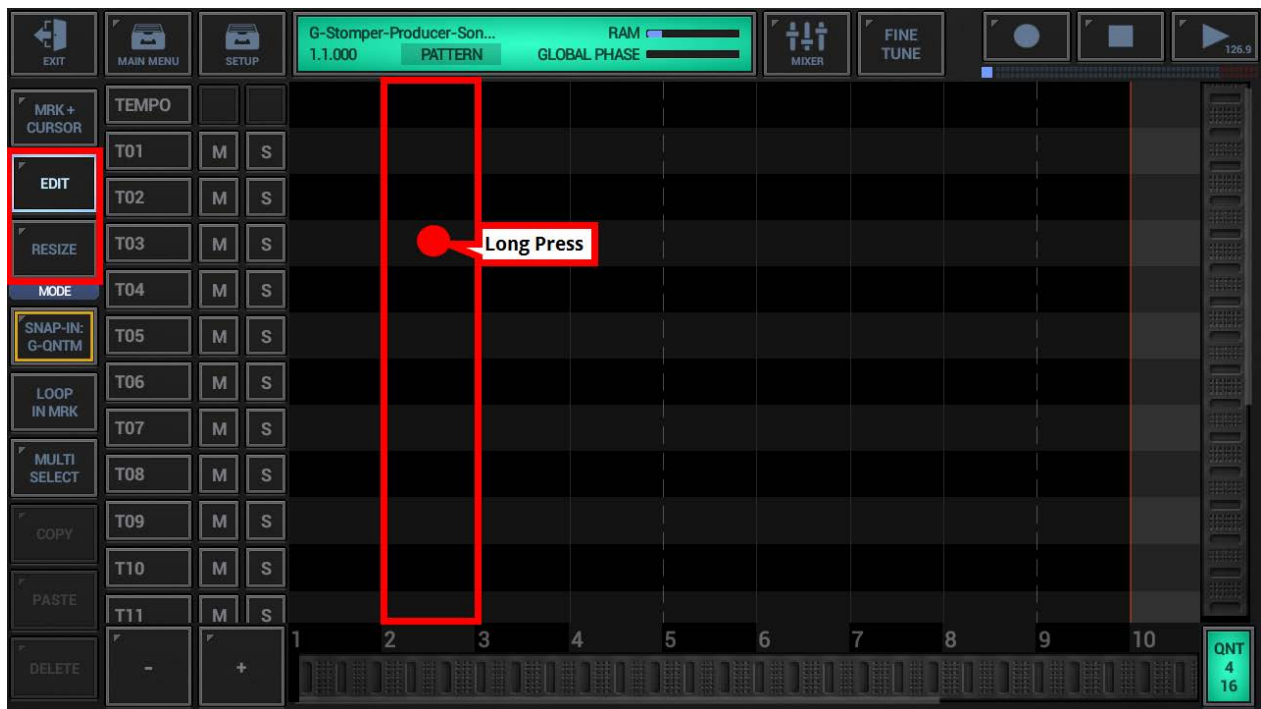
Song Events are always added at the start of a Global Quantum Cycle (1.1.000, 2.1.000, 3.1.000, and so on), and an added Song Event has always the size of one Global Quantum Cycle, independent of the size of the referenced Pattern.



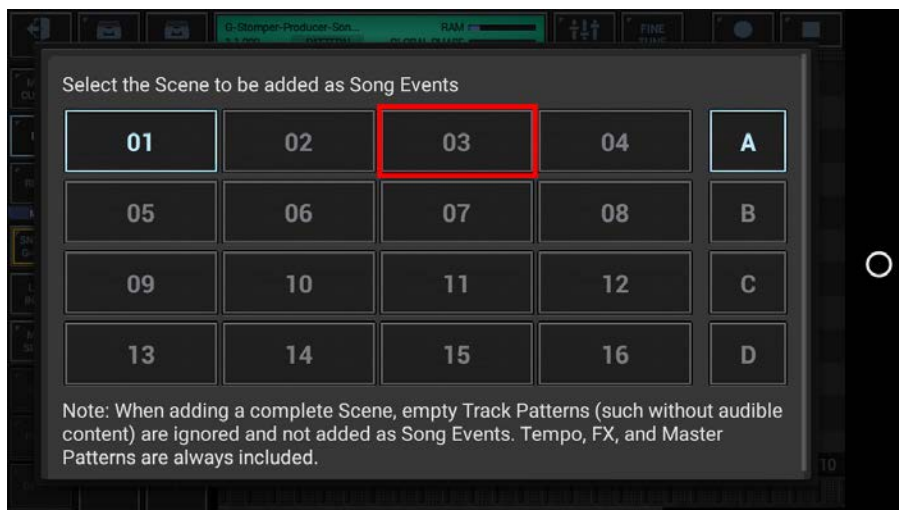
Note: As a matter of course, you can (if required) resize a selection of Song Events to the original size of the referenced Patterns (see Chapter: Resize selected Song Event(s) via Menu).

17.5.2 Add Song Events for a complete Scene

Make sure that either “Edit” or “Resize” is activated in the sidebar. Then long press an empty spot in the Song Arranger grid at the position where you want to add the new Song Events.



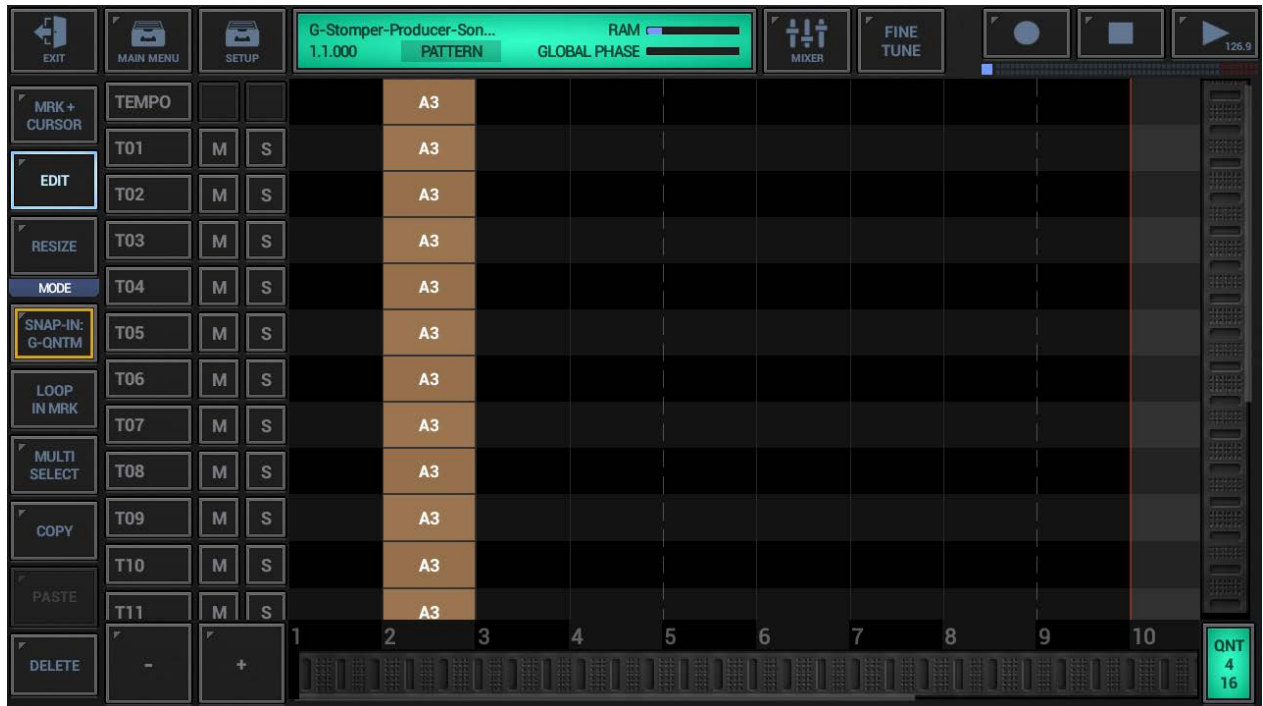
Finally, select the Scene to be added as Song Events.



Note: When adding a complete Scene, empty Track Patterns (such without audible content) are ignored and not added as Song Events. Tempo, FX and Master Patterns are always included.

(for more information about Scenes, see Chapter: Track Pattern Sets & Scene Set)

Song Events are always added at the start of a Global Quantum Cycle (1.1.000, 2.1.000, 3.1.000, and so on), and added Song Events have always the size of one Global Quantum Cycle, independent of the size of the referenced Patterns.



Note: As a matter of course, you can (if required) resize a selection of Song Events to the original size of the referenced Patterns (see Chapter: Resize selected Song Event(s) via Menu).

17.5.3 Select single Song Event

Make sure that either “Edit” or “Resize” is activated in the sidebar. Then short click the Song Event that you want to select (or to deselect if it was already selected).



Note: In this example, “Multi Select” is OFF, which means only one Song Event can be selected at a time. Note that as soon as you select another Song Event, the previously selected Event will be automatically deselected.

17.5.4 Select multiple Song Events by clicking them One by One

Make sure that either “Edit” or “Resize” is activated in the sidebar. Also ensure that “Multi Select” is turned ON, but without swipe-over extension (without yellow border).

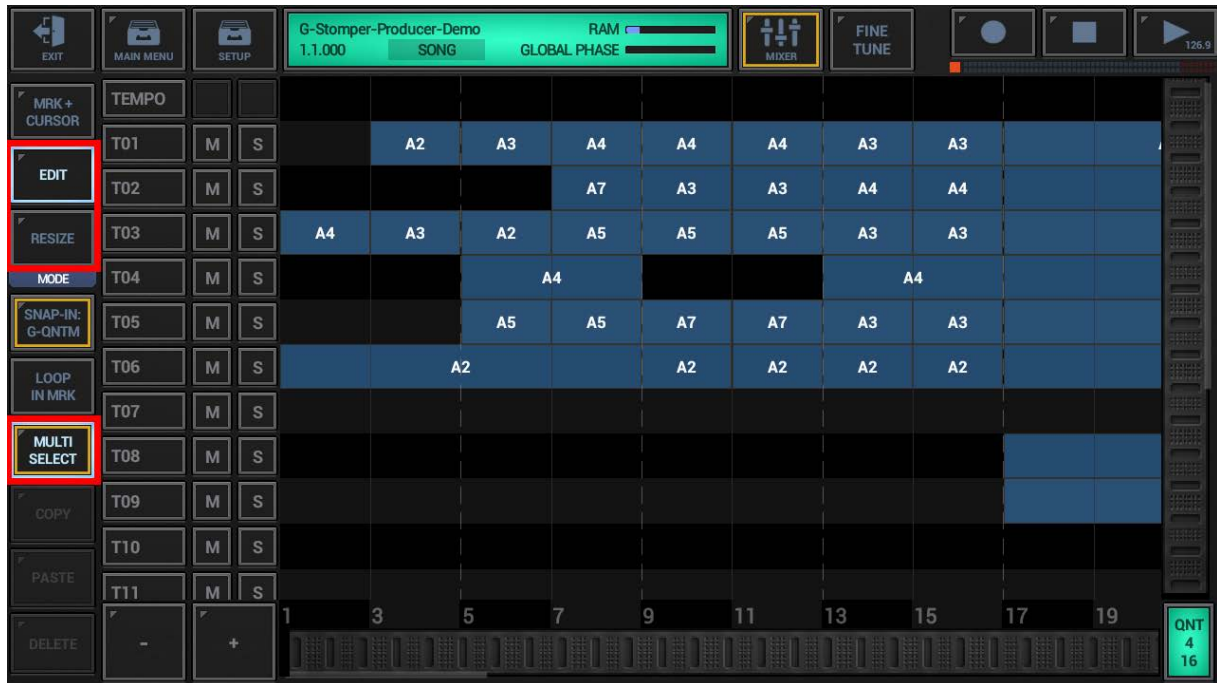
Then short click the Song Events one by one that you want to select (or to deselect if a particular Event was already selected).



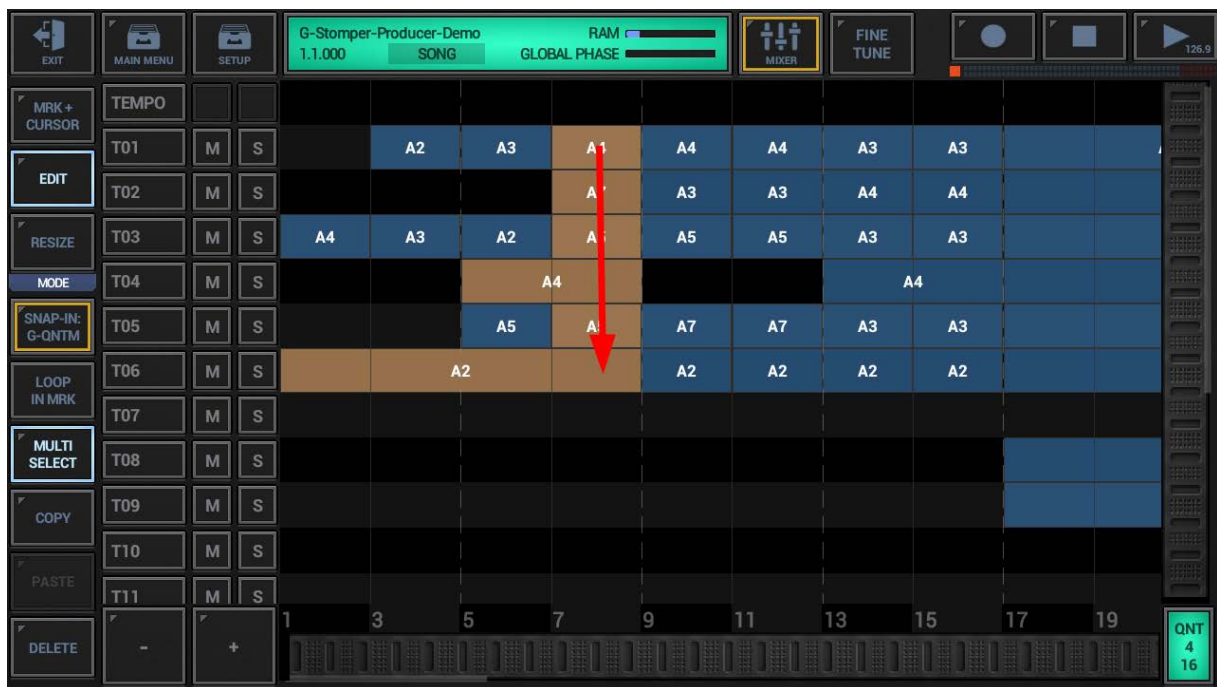
Note: In this example, “Multi Select” is ON (without swipe-over extension), which means you can select multiple Song Events by clicking them one by one. Note that as soon as you turn “Multi Select” OFF, the selection will be cleared.

17.5.5 Select multiple Song Events by swiping over them

Make sure that either “Edit” or “Resize” is activated in the sidebar. Also ensure that “Multi Select” is turned ON with swipe-over extension. To activate the swipe-over extension, simply tap the “Multi Select” again after turning it ON, so that it gets a yellow border.



Then swipe with your finger over the Song Events that you want to select (or to deselect if a particular Event was already selected).



Note: In this example, “Multi Select” is ON with swipe-over extension, which means you can select multiple Song Events by swiping over them. Note that as soon as you release your finger from the screen, the swipe-over extension is automatically turned OFF, but “Multi Select” remains ON.

17.5.6 Select/Deselect multiple Song Events via Menu

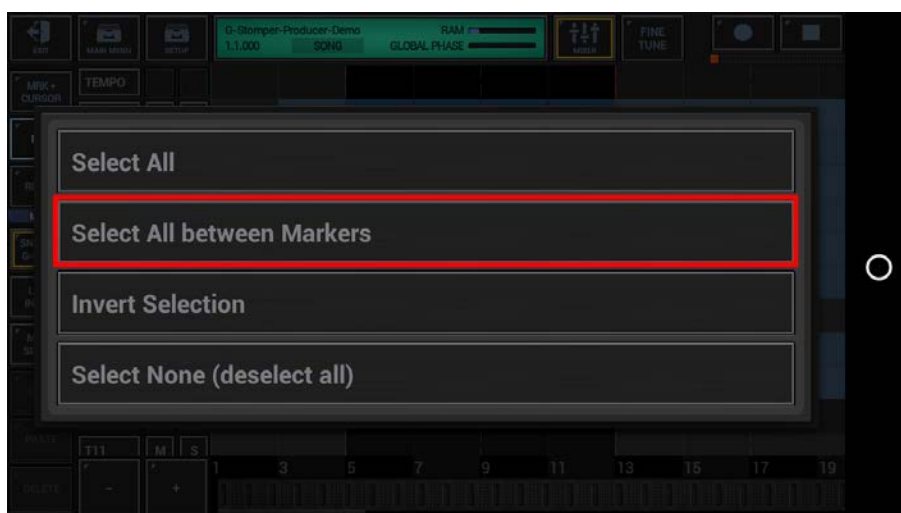
Make sure that either “Edit” or “Resize” is activated in the sidebar. Whether or not “Multi Select” is ON does not matter in this case, as the selection via Menu automatically activates “Multi Select”, if required.

Note: In this example we have placed the Start and End Markers at 5.1.000 and 13.1.000 in advance.

Long press the “Multi Select” button in the sidebar to show up the extended selection menu.



Then choose “Select All between Markers” from the menu.



This activates "Multi Select", and then automatically selects all Song Events that are at least partially between the Start and End Markers.

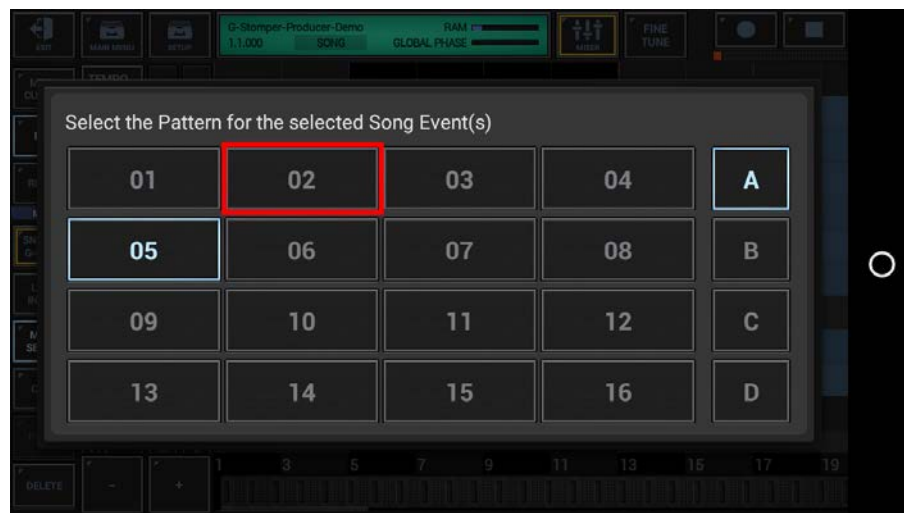


17.5.7 Change Pattern of selected Song Event(s)

Make sure that either “Edit” or “Resize” is activated in the sidebar. Select the Song Events you want to change, and then long press one of the selected Song Events.



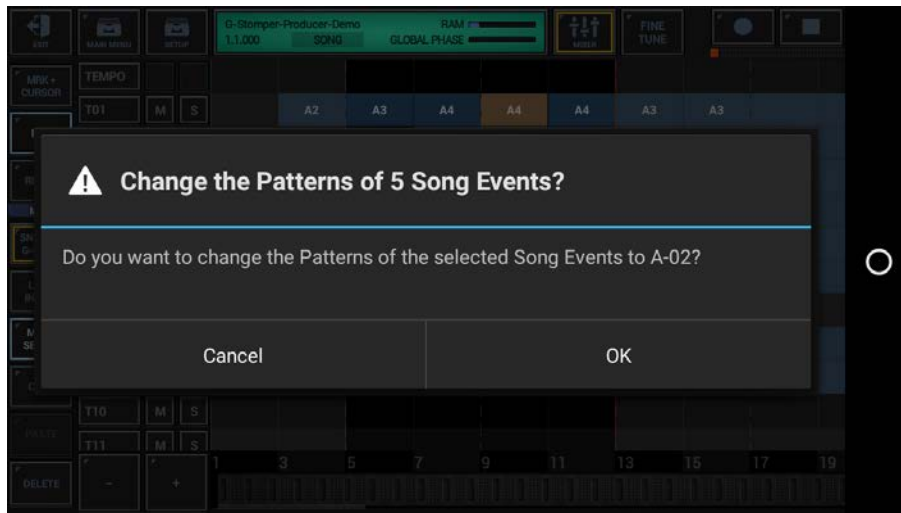
Select the Pattern for the selected Song Events.



Note: When changing the Pattern Song Events, then the selected Pattern Slot (in this case A-02) is always referring to the related Track Pattern Set of the Track where a particular Song Event is located.

(for more information about Track Patterns, see Chapter: Track Pattern Sets & Scene Set)

If the selection contains more than one Song Event, a confirmation popup is shown to ensure that you do not change the Patterns of a larger amount of Song Events by accident.

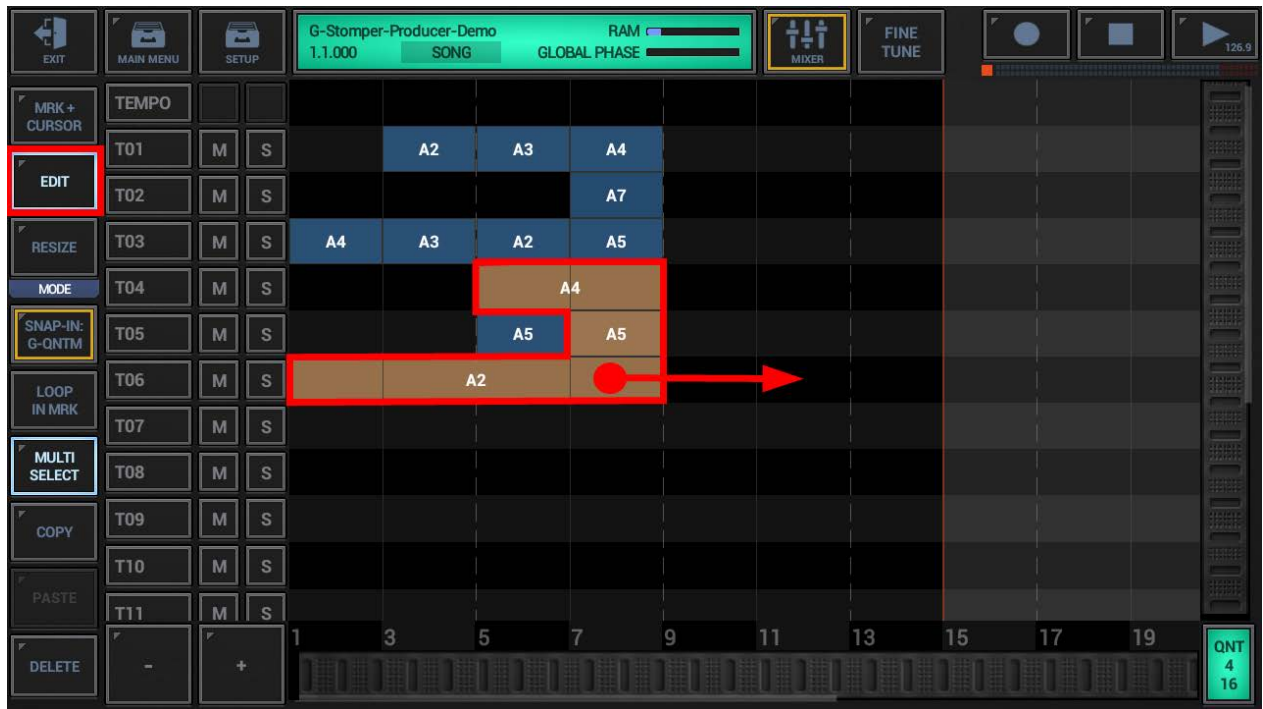


Once confirmed with OK, the selected Song Events get updated with the selected Pattern Slot (in this case A-02).



17.5.8 Drag/Move selected Song Event(s)

Make sure that “Edit” is activated in the sidebar. Select the Song Events you want to move, and then touch and drag the selection to move the selected Song Events.



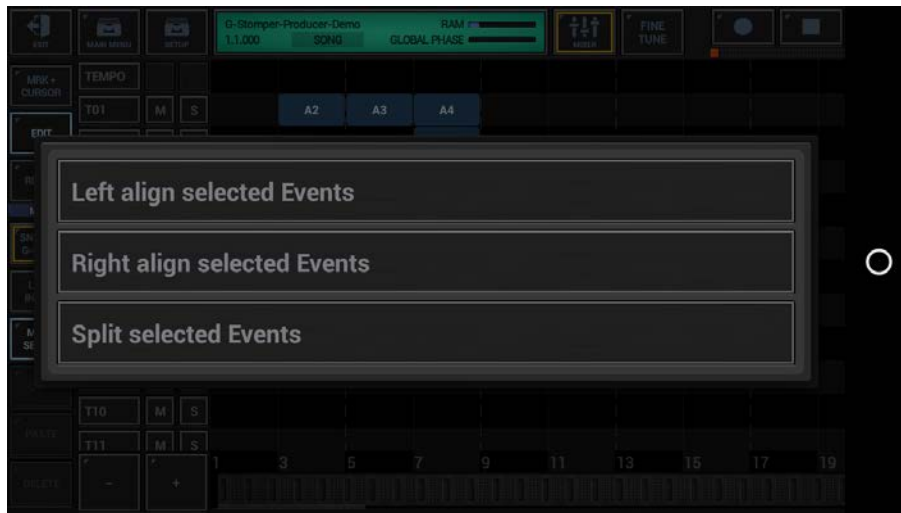
Note: Song Events can only be moved in horizontal direction. In other words, you cannot drag a Song Event from one Track to another Track.

Drag the Selection to wherever you want it to, and then release your finger.



Note:

Likewise, you can long press the “Edit” button in the sidebar to show up the extended Edit menu.

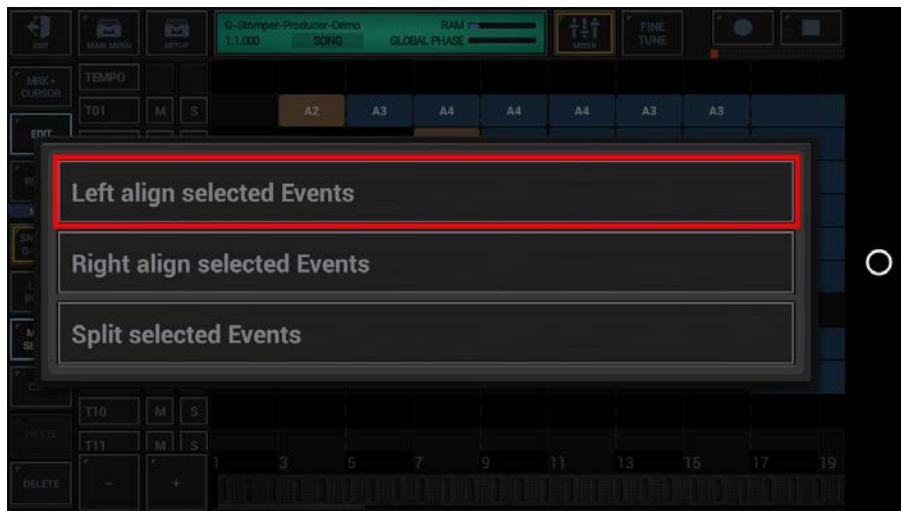


17.5.9 Move selected Song Events via Menu

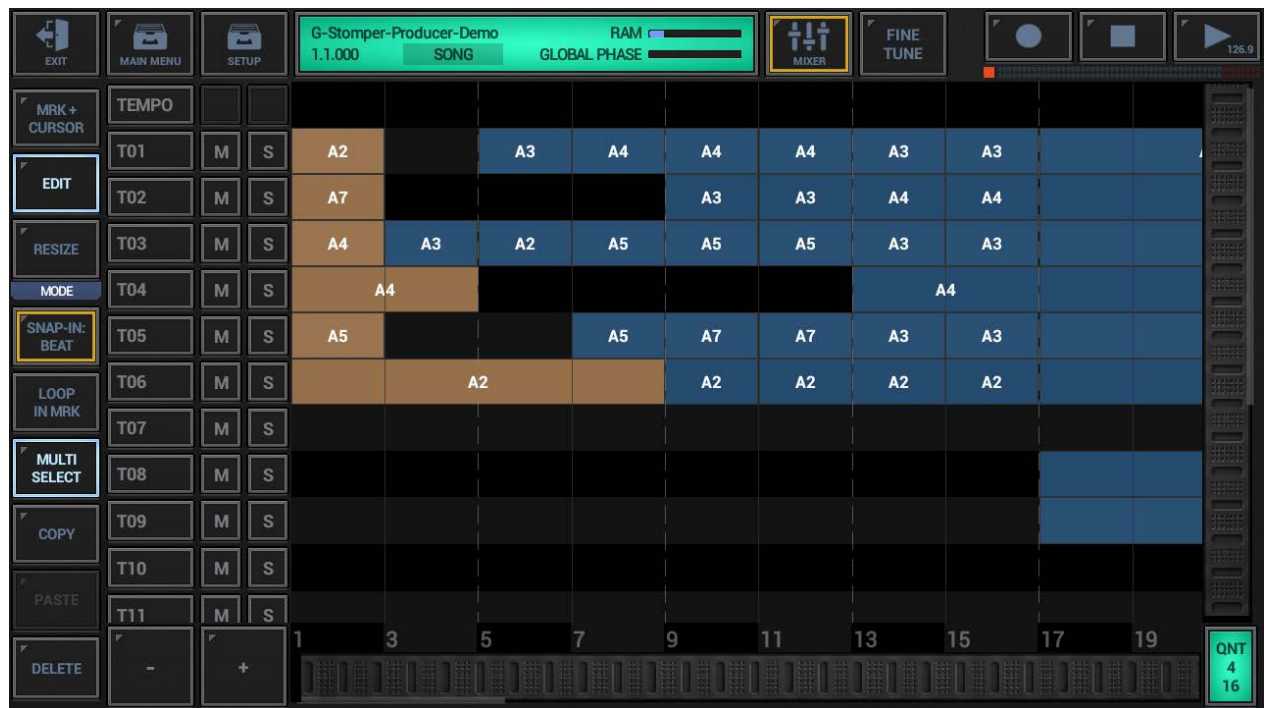
Make sure that “Edit” is activated in the sidebar. Select the Song Events you want to move, and then long press the “Edit” button in the sidebar to show up the extended Edit menu.



Then choose “Left align selected Events” from the menu.



This aligns the selected Song Events to the most left edge of the selection.

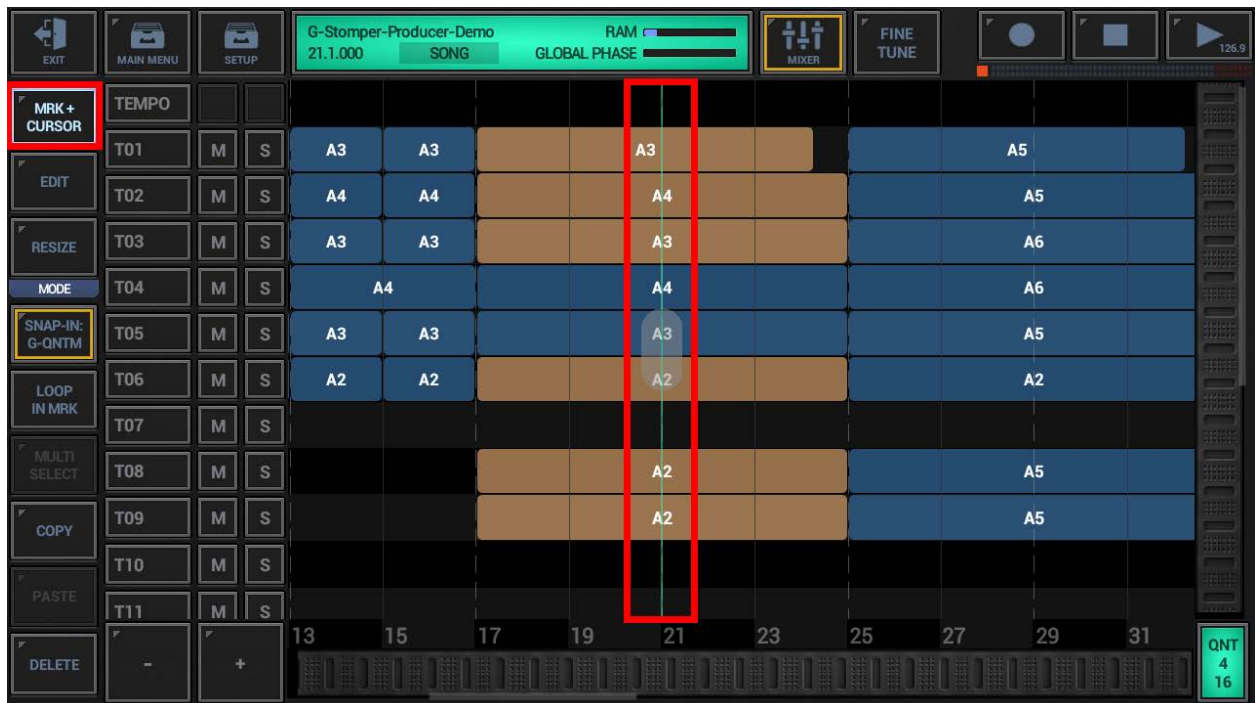


17.5.10 Split selected Song Event(s)

Make sure that “Edit” is activated in the sidebar. Select the Song Events you want to split.



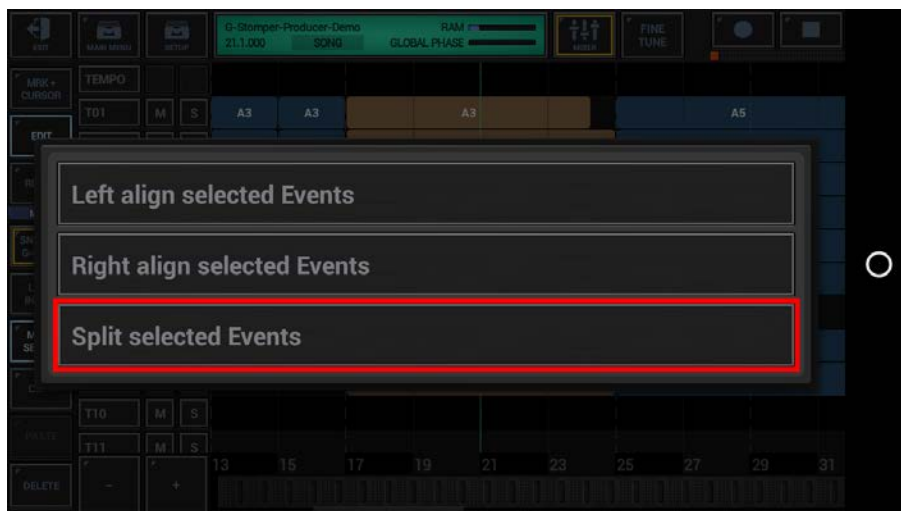
Then set the Edit Cursor to the position where you want to split the Song Events. To move Edit Cursor, activate the “MRK + Cursor” mode in the sidebar, and then simply drag its thumb in the center.



Now long press the “Edit” button in the sidebar to show up the extended Edit menu.



Then choose “Split selected Events” from the menu.

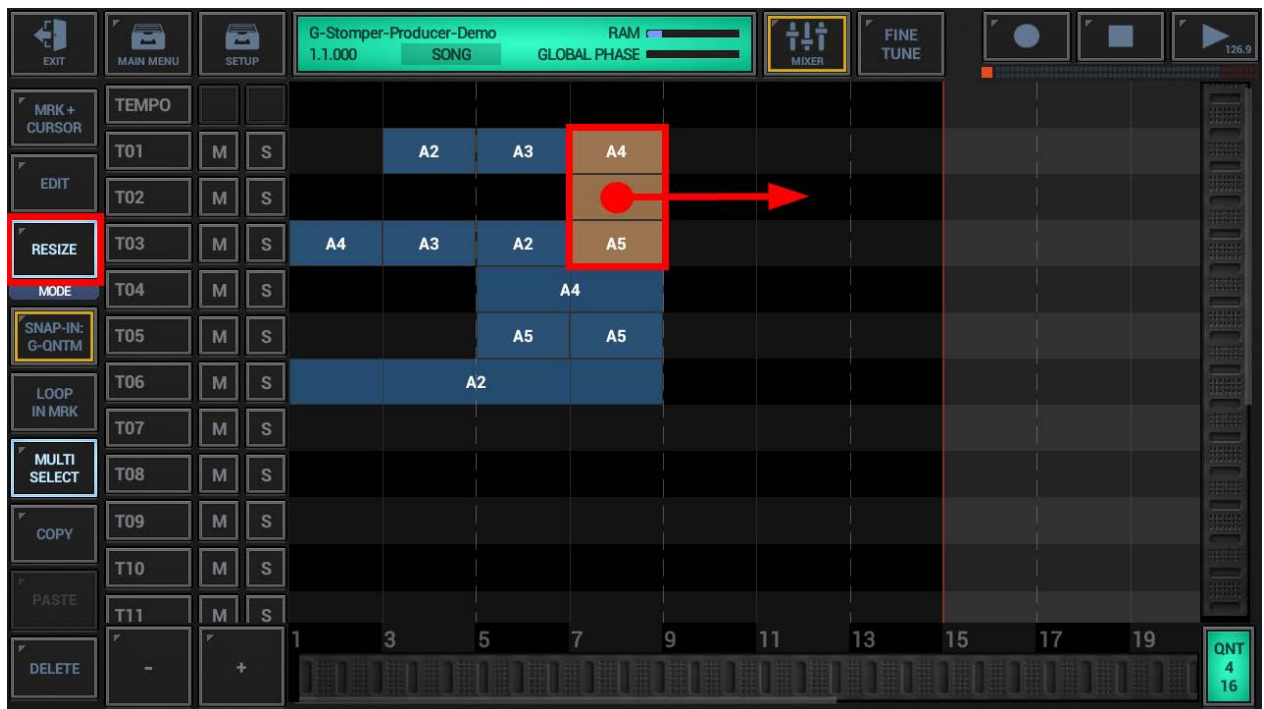


This splits the selected Song Events at the Edit Cursor position.



17.5.11 Drag/Resize selected Song Event(s)

Make sure that “Resize” is activated in the sidebar. Select the Song Events you want to resize, and then touch and drag the selection to resize the selected Song Events.



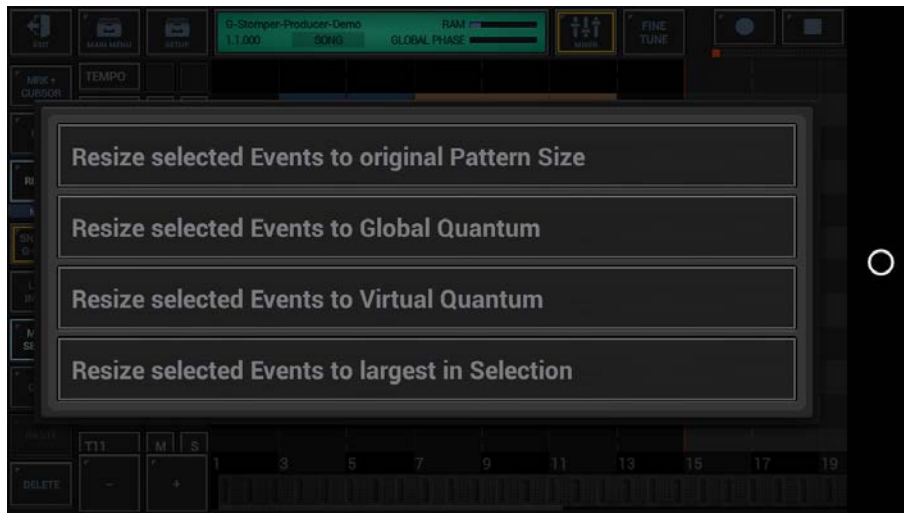
Note: Song Events can only be resized at the right edge, in other words at the end of the Song Event. You cannot resize a Song Event at its left edge while leaving its right edge in place.

Drag the Selection to the size you want it to, and then release your finger.



Note:

Likewise, you can long press the “Resize” button in the sidebar to show up the extended Resize menu.

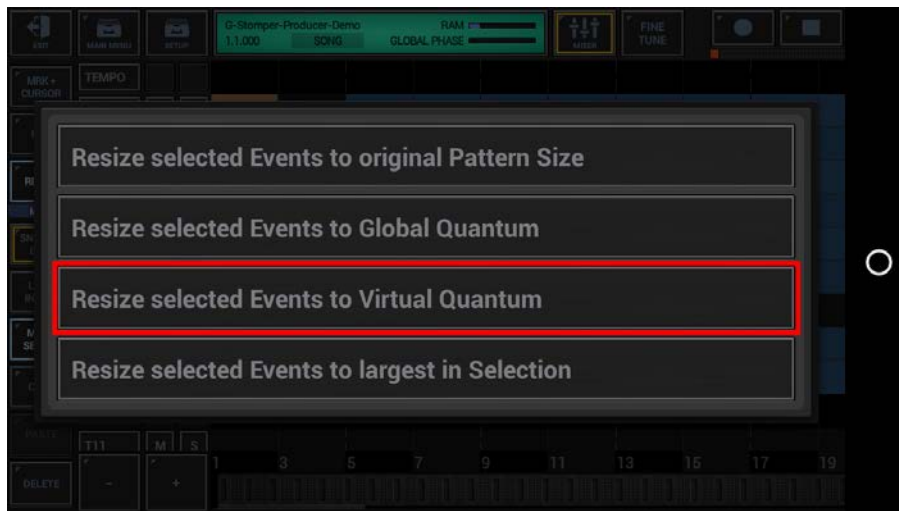


17.5.12 Resize selected Song Event(s) via Menu

Make sure that “Resize” is activated in the sidebar. Select the Song Events you want to resize, and then long press the “Resize” button in the sidebar to show up the extended Resize menu.



Then choose “Resize selected Events to Virtual Quantum” from the menu.



This resizes the selected Song Events to the size of one Virtual Quantum cycle.



Note:

As shown in the Quantum display in the lower right corner, the Virtual Quantum in this example is 16 beats. One Virtual Quantum cycle corresponds to 4 Global Quantum cycles (since one Global Quantum in this example is 4 beats). Remember that the Horizontal Scale at the bottom (see Chapter: Horizontal Scale) shows the number of Global Quantum Cycles.

17.5.13 Copy selected Song Event(s)

Make sure that either “Edit” or “Resize” is activated in the sidebar. Select the Song Events you want to copy. Keep in mind that “Multi Select” must be activated in order to select multiple Song Events.

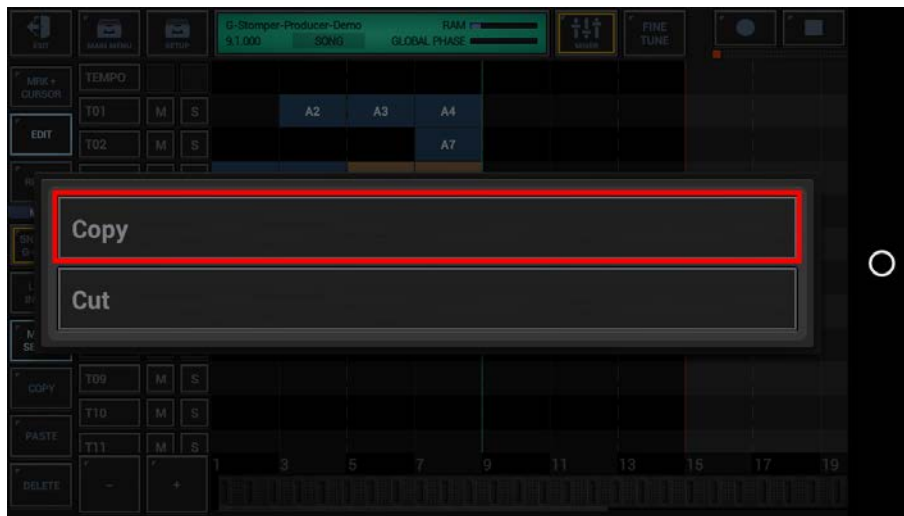


Short click the “Copy” button in the sidebar to copy the selected Song Events to the clipboard.



Note:

Likewise, you can long press the “Copy” button in the sidebar to show up the extended Copy menu, and then choose “Copy” from the menu.



Once the selected Song Events are copied to the clipboard, the Edit Cursor is automatically set to the end of the selection, so that you can just press “Paste” to add the copied selection right after the original Song Events.

**Note:**

When you just short click “Paste” in the sidebar, then the default operation “Paste Mix” is used. “Paste Mix” simply adds the previously copied Song Events at the Edit Cursor position, regardless of whether Song Events exist at this position or not. This can result in overlapping Song Events (see Chapter: Event overlapping Error Detection). The operations “Paste (Insert)” and “Paste (Overwrite)” are explained in the following chapters.

The “Paste” process adds the previously copied Song Events at the Edit Cursor position, and then automatically selects the added Song Events and moves the Edit Cursor to the end of the selection. That way you can paste the same section multiple times without the requirement of manually setting the Edit Cursor every time.



17.5.14 Cut selected Song Event(s)

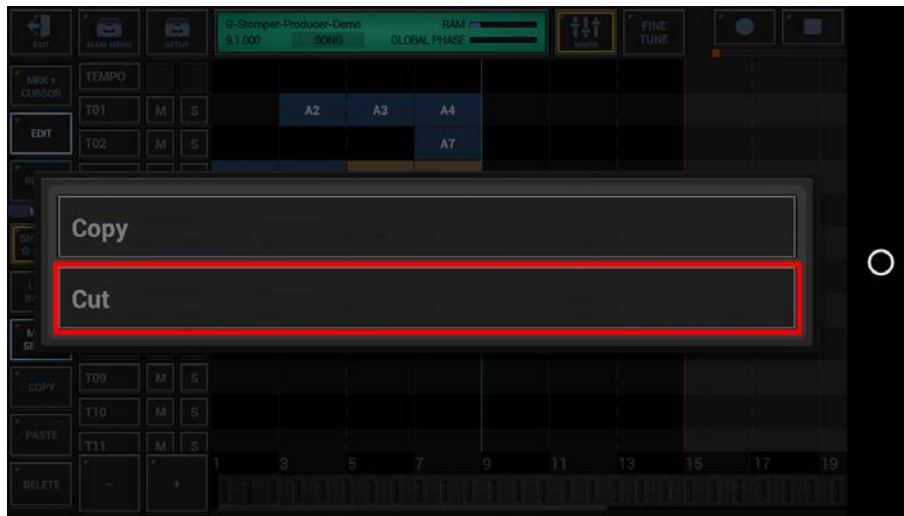
Make sure that either “Edit” or “Resize” is activated in the sidebar. Select the Song Events you want to cut. Keep in mind that “Multi Select” must be activated in order to select multiple Song Events.



Long press the “Copy” button in the sidebar to show up the extended Copy menu.



Then choose “Cut” from the menu to cut the selected Song Events.



When you “Cut”, the selected Song Events are copied to the clipboard and the originally selected Song Events are automatically deleted. Note that the Edit Cursor is not set at the end of the “Cut” process. You must set the Edit Cursor manually before you “Paste” the previously cut selection.



17.5.15 Paste (Mix) Song Event(s)

Make sure that either “Edit” or “Resize” is activated in the sidebar. Copy a selection of Song Events as described in the Chapter “Copy selected Song Event(s)”.



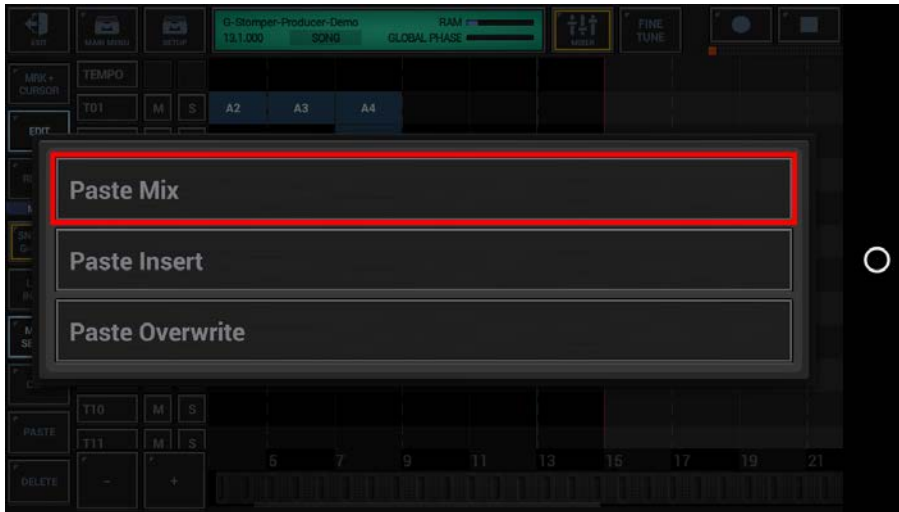
Once the selected Song Events are copied to the clipboard, the Edit Cursor is automatically set to the end of the selection, so that you can just press “Paste” to add the copied selection right after the original Song Events.



Note:

When you just short click “Paste” in the sidebar, then the default operation “Paste Mix” is used. “Paste Mix” simply adds the previously copied Song Events at the Edit Cursor position, regardless of whether Song Events exist at this position or not. This can result in overlapping Song Events (see Chapter: Event overlapping Error Detection). The operations “Paste (Insert)” and “Paste (Overwrite)” are explained in the following chapters.

Alternatively, you can also long press the “Paste” button in the sidebar to show up the extended Paste menu, and then choose “Paste Mix” from the menu.



The “Paste” process adds the previously copied Song Events at the Edit Cursor position, and then automatically selects the added Song Events and moves the Edit Cursor to the end of the selection. That way you can paste the same section multiple times without the requirement of manually setting the Edit Cursor every time.



17.5.16 Paste (Insert) Song Event(s)

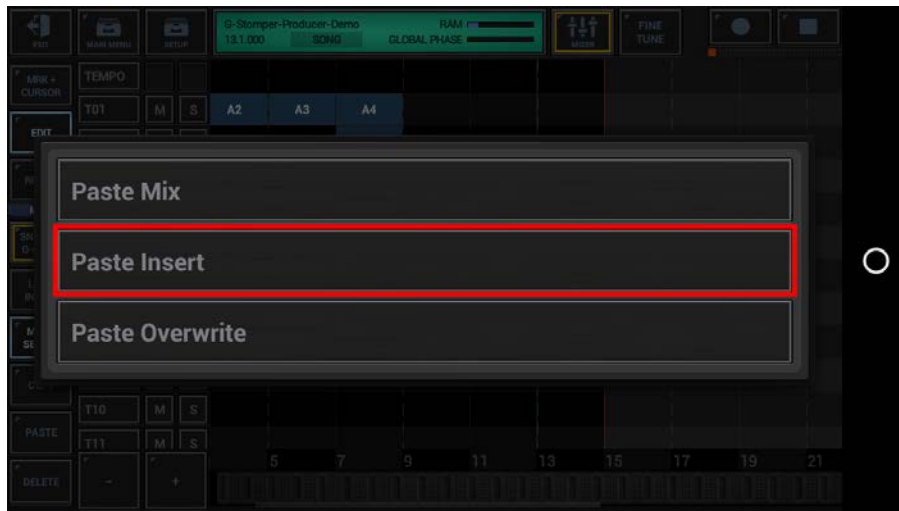
Make sure that either “Edit” or “Resize” is activated in the sidebar. Copy a selection of Song Events as described in the Chapter “Copy selected Song Event(s)”.



Once the selected Song Events are copied to the clipboard, the Edit Cursor is automatically set to the end of the selection.



Long press the “Paste” button in the sidebar to show up the extended Paste menu, and then choose “Paste Insert” from the menu



“Paste Insert” first moves all Song Events at the right side of the Edit Cursor to the right in order to open a gap with the size of the copied selection. Then the “Paste” process adds the previously copied Song Events at the Edit Cursor position (into the previously opened gap), and then automatically selects the added Song Events and moves the Edit Cursor to the end of the selection. That way you can paste the same section multiple times without the requirement of manually setting the Edit Cursor every time.



17.5.17 Paste (Overwrite) Song Event(s)

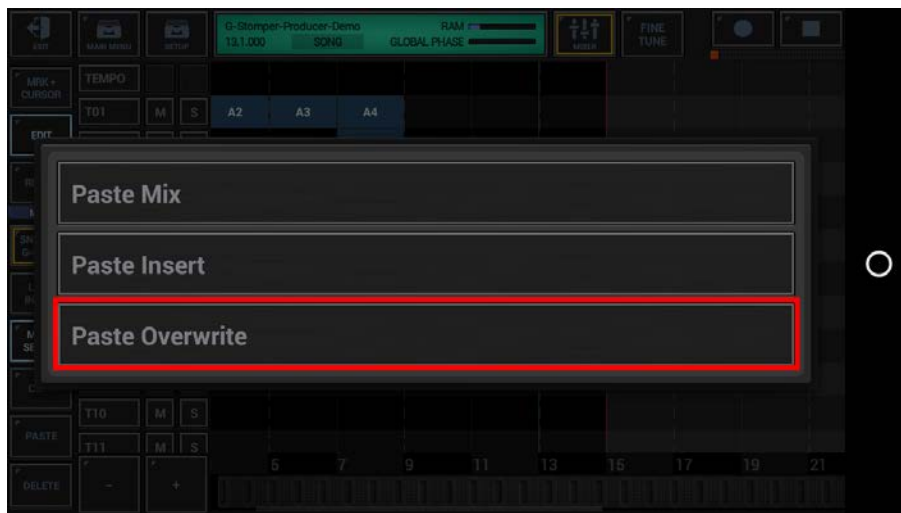
Make sure that either “Edit” or “Resize” is activated in the sidebar. Copy a selection of Song Events as described in the Chapter “Copy selected Song Event(s)”.



Once the selected Song Events are copied to the clipboard, the Edit Cursor is automatically set to the end of the selection.



Long press the “Paste” button in the sidebar to show up the extended Paste menu, and then choose “Paste Overwrite” from the menu



“Paste Overwrite” first opens a gap with the size of the copied selection at the right side of the Edit Cursor, by deleting all Song Events that at least partially intersect with the required gap. Then the “Paste” process adds the previously copied Song Events at the Edit Cursor position (into the previously opened gap), and then automatically selects the added Song Events and moves the Edit Cursor to the end of the selection. That way you can paste the same section multiple times without the requirement of manually setting the Edit Cursor every time.



17.5.18 Delete selected Song Event(s)

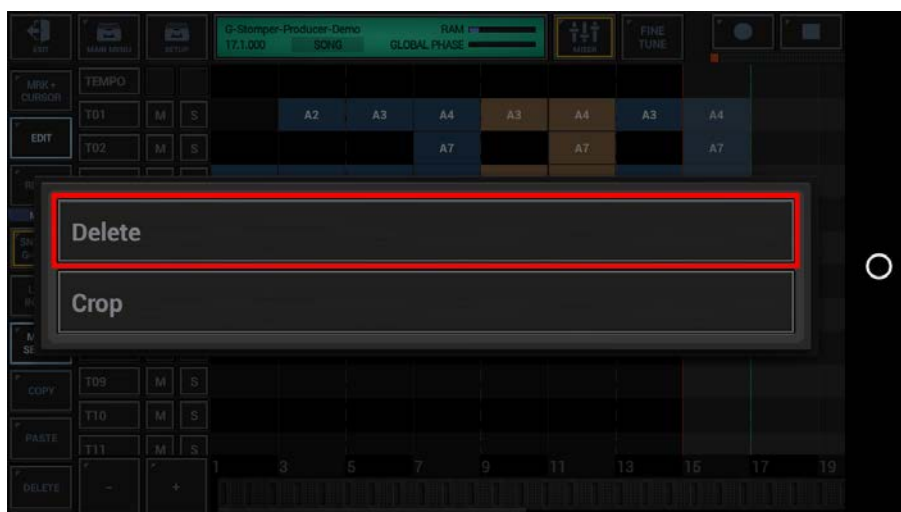
Make sure that either “Edit” or “Resize” is activated in the sidebar. Select the Song Events you want to delete. Keep in mind that “Multi Select” must be activated in order to select multiple Song Events.

Then short click the “Delete” button in the sidebar to delete the selected Song Events.

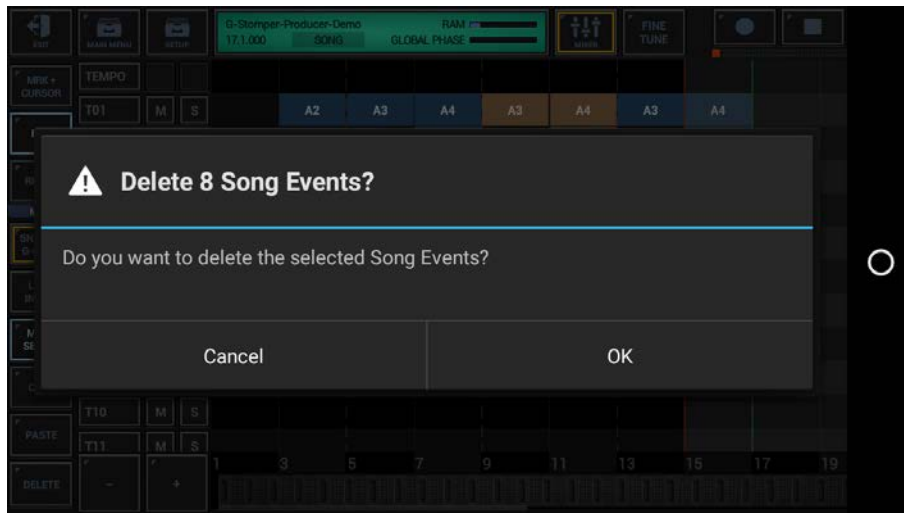


Note:

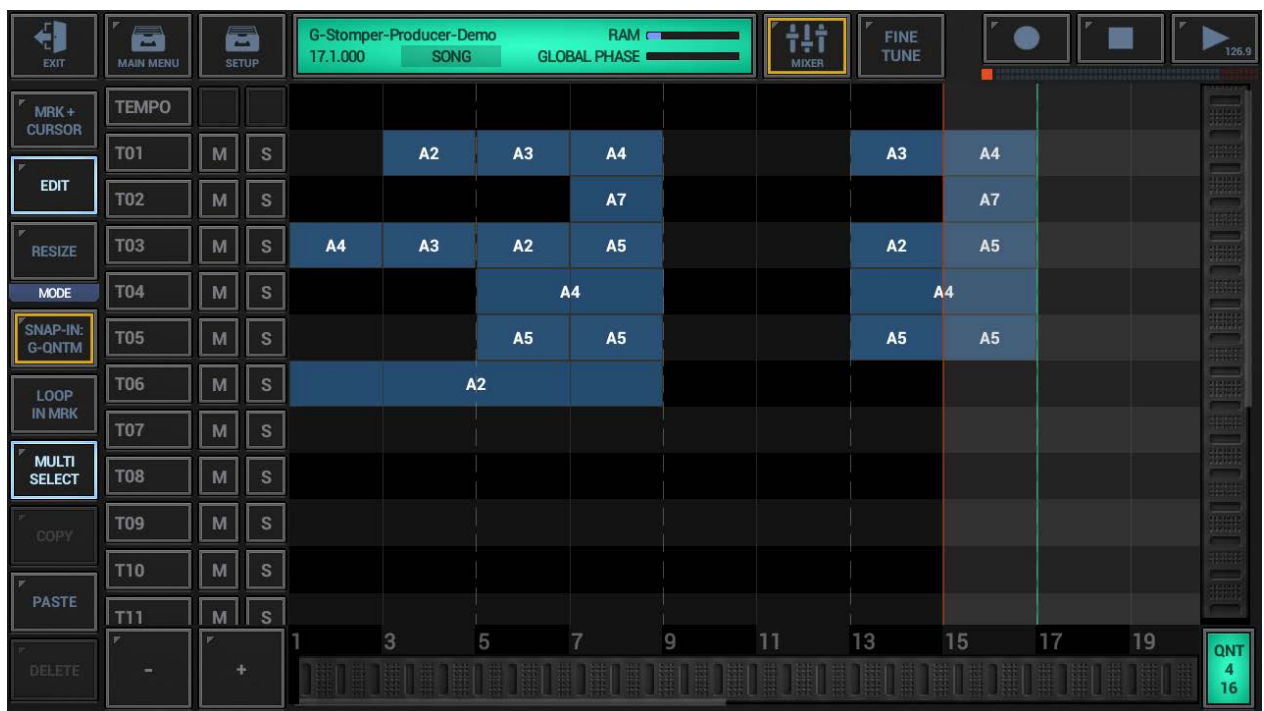
Likewise, you can long press the “Delete” button in the sidebar to show up the extended Delete menu, and then choose “Delete” from the menu.



If the selection contains more than one Song Event, a confirmation popup is shown to ensure that you do not delete a larger amount of Song Events by accident.



Once confirmed with OK, the selected Song Events get deleted.



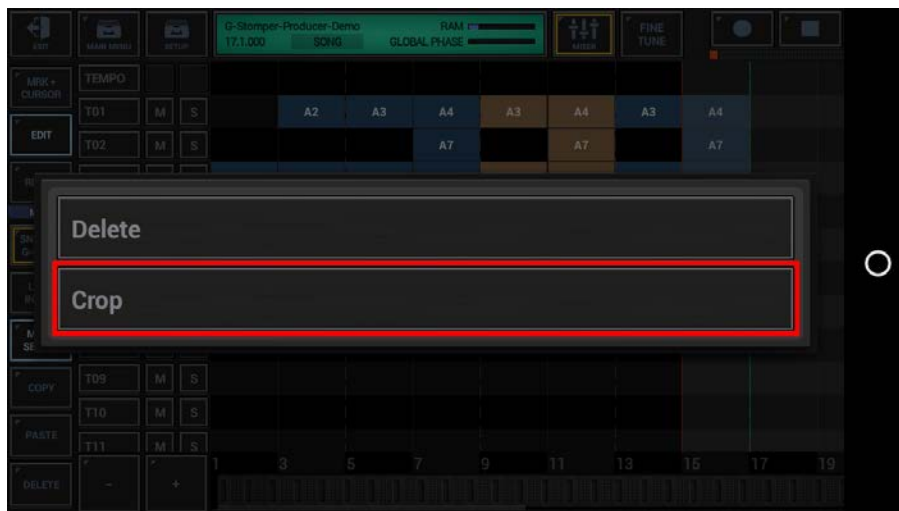
17.5.19 Crop to selected Song Event(s)

Make sure that either “Edit” or “Resize” is activated in the sidebar. Select the Song Events you want to crop. Keep in mind that “Multi Select” must be activated in order to select multiple Song Events.

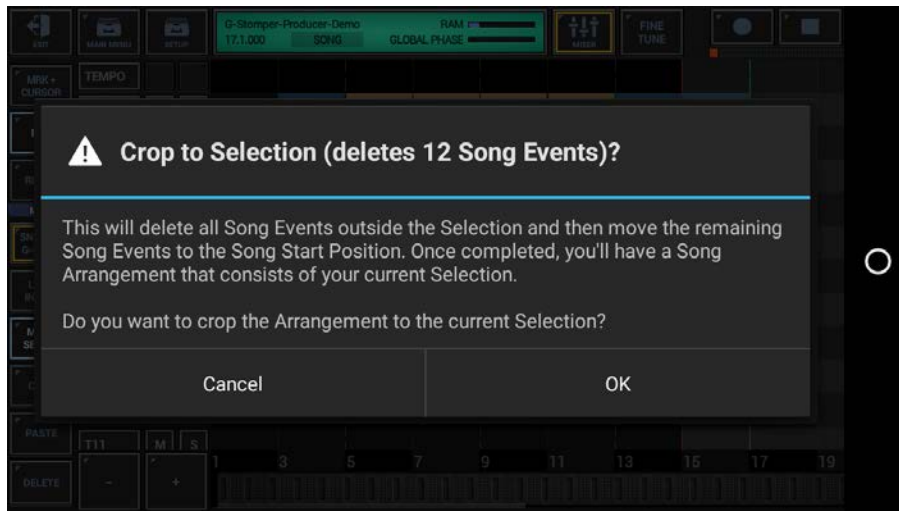
Long press the “Delete” button in the sidebar to show up the extended Delete menu.



Then choose “Crop” from the menu.



The “Crop” process wants to delete all Song Events outside the selection. Therefore a confirmation popup is shown to ensure that you do not delete a larger amount of Song Events by accident.



Once confirmed with OK, the selected Song Events get cropped. In other words, all Song Events outside the selection are deleted while the selected Song Events remain and are moved to Song Start Position.

As result you have a Song Arrangement that consists of your selection.



The Song Arranger can visually and technically overlap Song Events in the same Track. This is required to be able to place Song Events intuitively, move them around, resize them, and so on.

In other words, the Sequencer of a particular Track can always play only one of its Patterns at a time. Therefore such overlaps are highlighted in red color, so that you can find them easily and fix them.



17.7 Song Arranger Recording

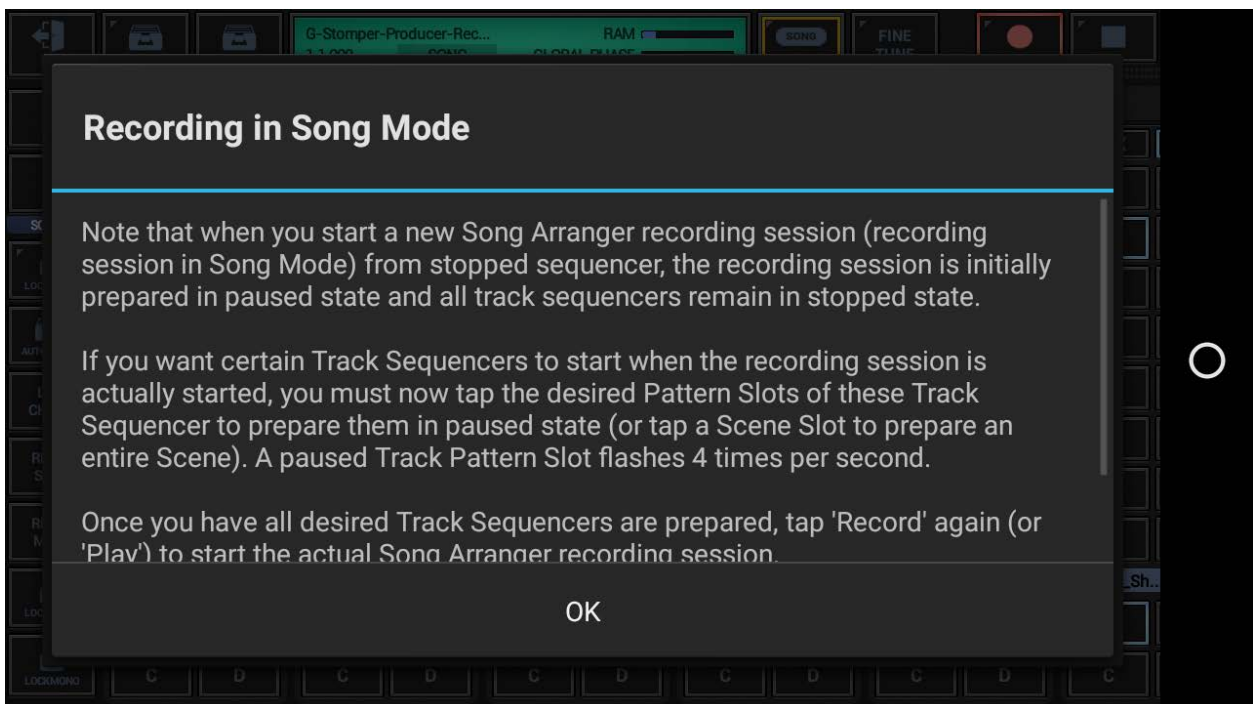
Song Arranger Recording describes the process of recording Live Pattern Changes (done in the Track Pattern Sets or the Scene Set during Live Session) in real-time as a Song Arrangement. The recorded Song Arrangement can be edited later on, like every other Song Arrangement that you've created using the editor.

Note: The Song Arranger Recording is meant to record a rough song structure in real time. It is not meant to record Parameter Automations.

Make sure that you're in Song Operation, and then Press Record to start a new Song recording session.



Note that the Record button turns permanently on while the Play button starts flashing. This means your recording session is prepared in paused state.



Important Note:

When you start a new Song Arranger recording session (recording session in Song Mode) from stopped sequencer, the recording session is initially prepared in paused state and all track sequencers remain in stopped state.

If you want certain Track Sequencers to start when the recording session is actually started, you must now tap the desired Pattern Slots of these Track Sequencer to prepare them in paused state (or tap a Scene Slot to prepare an entire Scene). A paused Track Pattern Slot flashes 4 times per second.

Once you have all desired Track Sequencers are prepared, tap 'Record' again (or 'Play') to start the actual Song Arranger recording session.

While the sequencer is in paused state, tap the Track Pattern Slots that you want to start right at the beginning of the recording session, so that these switch from “stopped” to “paused” state. A paused Track Pattern Slot flashes 4 times per second.



Now, while the sequencer is running and recording, tap some of the Track Pattern Slots to switch between Patterns, like you would do in a normal live session. Every executed Pattern Change is recorded to the Song arrangement, or in other words, every Pattern Change creates a Song Event in the Song Arrangement. As a matter of course, you can also start or stop certain Track Sequencers during the recording session.



(for further details on how to use the Track Pattern Sets, see Chapter: Track Pattern Sets & Scene Set)

The screenshot shows the Roland TD-12's 'SONG' screen. At the top, the song title 'G-Stomper-Producer-Rec...' is displayed, along with the time '2:11.329' and the 'SONG' mode. The screen is divided into six columns (T01 to T06) and eight rows (01 to 08). Each column has a 'MIX' and 'PTRN' button. The 'PTRN' column is highlighted for each track. The '04' pad in T01 is selected. The 'FLPH_Kick6' pattern is active for T01. The 'SONG' button is highlighted in the top right.

The screenshot displays the Ableton Live 10.6.10 software interface in Arrangement View. The top bar shows the project name 'G-Stomper-Producer-Rec...' and the version '3.1.000'. The interface is divided into several sections:

- Top Bar:** Includes 'EXIT', 'MAIN MENU', 'SETUP', 'RAM' usage, 'GLOBAL PHASE', 'MIXER', and 'FINE TUNE'.
- Left Sidebar:** Contains controls for 'MRK+ CURSOR', 'EDIT', 'RESIZE', 'MODE', 'SNAP-IN: G-QNTM', 'LOOP IN MRK', 'MULTI SELECT', 'COPY', 'PASTE', and 'DELETE'.
- Arrangement View:** Shows 11 tracks (T01-T11) and a master track. The tracks are arranged in a grid with columns 1 through 5. The tracks are labeled 'A2', 'A4', 'A5', and 'A3'.
- Bottom Bar:** Displays 'QNT 16 16' and a timeline with markers 1, 2, 3, 4, and 5.