G-Stomper Studio
G-Stomper Rhythm
G-Stomper VA-Beast
G-Stomper Producer

User Manual

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24 MIDI

MIDI (Musical Instrument Digital Interface) is a technical standard that describes a protocol, digital interface and connectors and allows a wide variety of electronic musical instruments, computers and other related devices to connect and communicate with one another.

Read more about MIDI at: https://en.wikipedia.org/wiki/MIDI

24.1 System Requirements

24.1.1 MIDI over USB (G-Stomper as host)

Min Android Version: 5.0
Your Android device must support USB host mode.

Successfully tested devices:
Google Nexus 7 2013 (Android 6.x)
Google Nexus 9 (Android 7.1.1)
Google Nexus 6 (Android 7.1.1)
Google Nexus 5X (Android 8.0.0)
Google Nexus 5X (Android 8.1)
Google Pixel C (Android 8.0.0)
Google Pixel C (Android 8.1)
Google Pixel (Android 9.x)
Google Pixel 2 (Android 10)
Samsung Galaxy S5 (Android 6.0.1)
Sony Xperia Z3 (Android 5.x)

Important Note:
Your Android device must support USB host mode. Please check your device specifications before buying any MIDI hardware.

24.1.2 MIDI over USB (G-Stomper as peripheral/MIDI extender)

Min Android Version: 6.0

Successfully tested devices:
Google Nexus 7 2013 (Android 6.x)
Google Nexus 9 (Android 7.1.1)
Google Nexus 6 (Android 7.1.1)
Google Nexus 5X (Android 8.0.0)
Google Nexus 5X (Android 8.1)
Google Pixel C (Android 8.0.0)
Google Pixel C (Android 8.1)
Samsung Galaxy S5 (Android 6.0.1)

24.1.3 MIDI over Bluetooth LE (G-Stomper as host)

Min Android Version: 6.0

Successfully tested devices:
Google Nexus 7 2013 (Android 6.x)
Google Nexus 9 (Android 7.1.1)
Google Nexus 6 (Android 7.1.1)
Google Nexus 5X (Android 8.0.0)
Google Nexus 5X (Android 8.1)
Google Pixel C (Android 8.0.0)
Google Pixel C (Android 8.1)
Google Pixel (Android 9.x)
Google Pixel 2 (Android 10)
Samsung Galaxy S5 (Android 6.0.1)

24.2   How to connect MIDI equipment to your Android device

All G-Stomper apps, G-Stomper Studio, G-Stomper VA-Beast and G-Stomper Rhythm, come with support for MIDI over USB (host + peripheral) and MIDI over Bluetooth LE (host).

Note:
Depending on your device and Android version, some of these options might be not available (e.g. MIDI over Bluetooth is only available on Android 6 or higher).

(for further details, see Chapter: System Requirements)

24.2.1   USB Cable Adapters (required for all USB based MIDI devices)

Depending on your device, one of the following adapter cables is required:

- USB A Female to USB Type C Male OTG Cable Adapter for devices with USB Type C connector
  https://www.amazon.com/gp/product/B01COOQIKU

- USB A Female to Micro USB Male OTG Cable Adapter for devices with Micro USB connector
  https://www.amazon.com/gp/product/B0081CRXGI

Most modern MIDI controllers/keyboards can be connected directly over USB using the USB adapter cables mentioned above.

Successfully tested Controllers:
Akai MPK225
Akai MPK25
Akai MPKmini MK2
Roland A-88
AKAI LPD8 Wireless (hooked up over USB)

Note:
A good practice is to use self-powered MIDI controllers (which can be used with an external power supply) or controllers with a special low-power mode (like the Akai MPK225) to minimize the battery strain on your Android device.

24.2.2 USB to MIDI DIN Interfaces

To connect classic Non-USB MIDI hardware, equipped with a classic 5 Pin DIN connector to your device, an USB class-compliant MIDI Interface is required (e.g. ESI MIDIMate eX).

https://www.esi-audio.com/products/midimateex/

Good alternatives for the ESI MidiMate eX are the TIE MIDI 1i1o or the Roland UM-ONE mk2.

http://www.sonic-sales.de/products/midi-1i1o/

https://www.roland.com/products/um-one_mk2/

24.2.2 USB to MIDI DIN Interfaces

24.2.3 Charge Device while USB MIDI Hardware is connected

Charging your device while USB MIDI Hardware is connected requires a device with an USB Type C connector.

Depending on your requirements, we recommend one of the following USB Hubs with Power Delivery:

- Delock 4 Port USB Type C Hub with and Power Delivery
  https://www.delock.com/produkte/G_64044/merkmale.html?setLanguage=en
  (requires Android 6.0.1 or higher)

- Delock 3 Port USB Type C Hub and HDMI output and Power Delivery
  https://www.delock.com/produkte/G_64062/merkmale.html?setLanguage=en
  (requires Android 8.0 or higher)

Important Note:
On devices with a Micro USB connector, it is technically impossible (at least officially) to charge your device while USB MIDI hardware is connected. There are cable adapters on the market, but these won't work with many devices, and even worse, these might brick/damage your device.

24.2.4   Connect MIDI Hardware over USB (G-Stomper as Host)

Once you have all the required cable adapters, start the G-Stomper app and connect your MIDI hardware with the USB cable (or in use of a USB to MIDI DIN Interface). Once connected, G-Stomper will show up a confirmation dialog.

If your device is running on Android 6 or higher and your USB MIDI device is USB class-compliant, then your MIDI device uses the new Android M based USB MIDI driver, which is the best and most stable setup.
If this is the case, you'll see the following message.
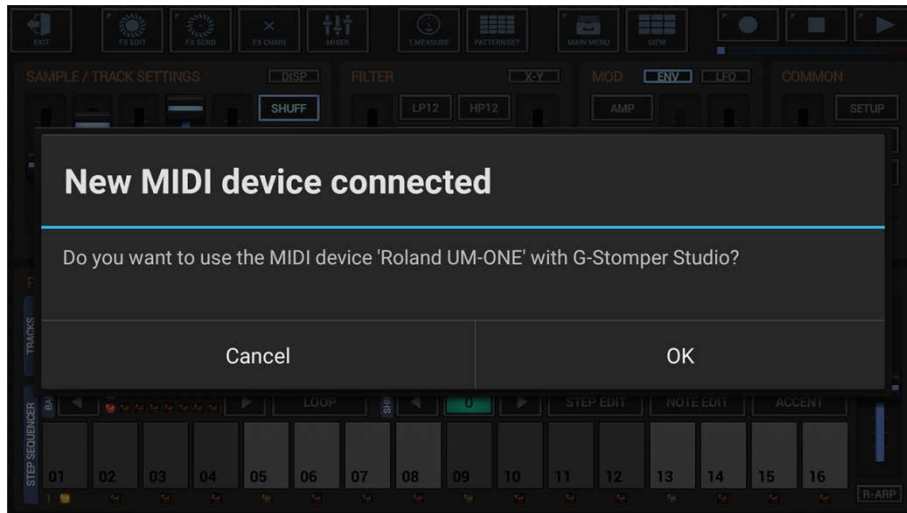
If your device is running on Android 5 or lower or if your MIDI hardware is NOT USB class-compliant, then your MIDI device will use the classic Android 5.x based USB MIDI driver. If this is the case, you'll see the following message instead.
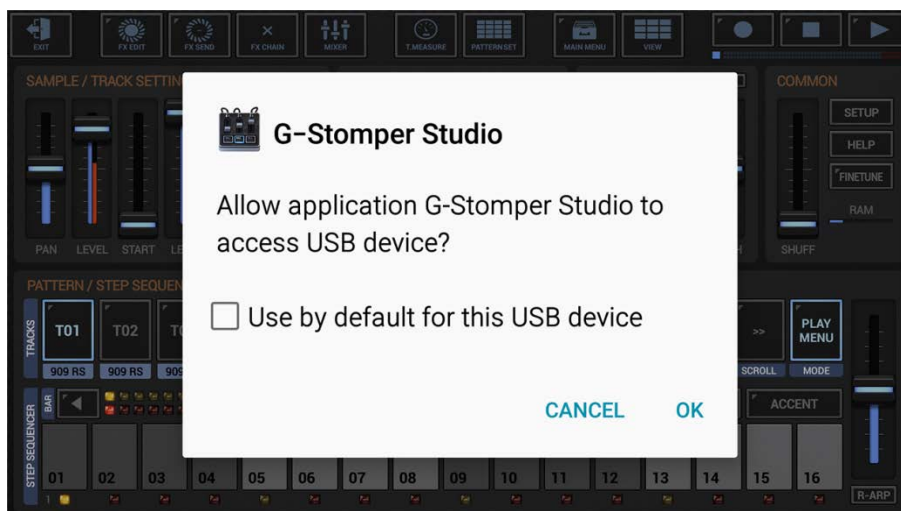
In both cases, confirm with OK.

You're now ready to use your USB MIDI device.

Note:

If your device is running on Android 6 or higher and your USB MIDI device is NOT USB class-compliant, you'll get an additional message, telling you that your MIDI device was connected in use of the fallback driver.
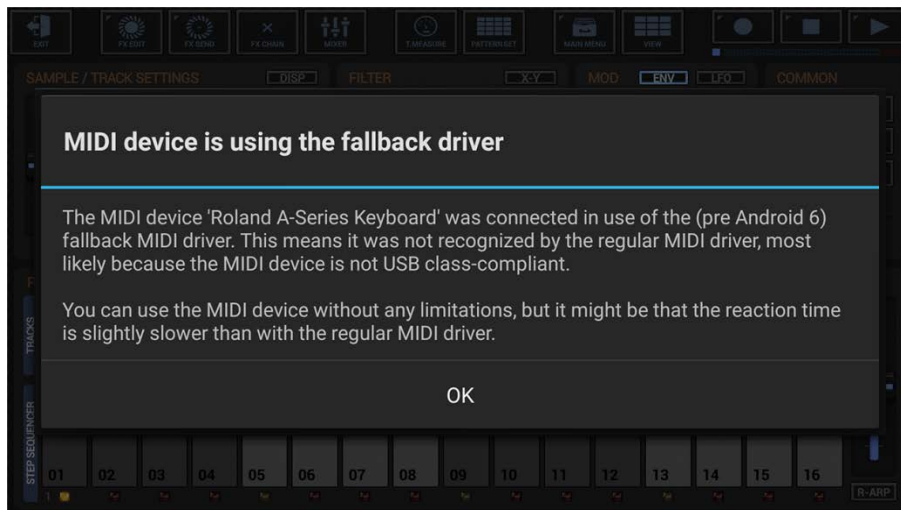
Using the fallback driver does not mean in any way that the device is not working. You can use such a MIDI device without any limitations, but it might be that the reaction time is slightly slower than with the regular Android M based driver.

24.2.5   Connect MIDI Hardware over Bluetooth LE (G-Stomper as Host)

To use MIDI over Bluetooth LE, Android 6.x or higher is required.

In order to use a Bluetooth LE MIDI device with the G-Stomper apps, you must first pair/connect it in one of the supported methods.

- **Connect a MIDI device in the G-Stomper MIDI Settings**
  Use the app internal BLE scanner and connect a MIDI device with the G-Stomper session. The connection will be terminated when the G-Stomper session ends.

- **Pair a MIDI device in the Android Bluetooth Settings**
  Use the Android Bluetooth Settings to pair a MIDI device with the Android device. A paired BLE MIDI device remains paired until you tell the Android OS to un-pair (forget) it again.

Most BLE MIDI hardware can be hooked up with both methods. But there are some devices, which will only work with one of the mentioned methods.

Here are a few examples:

- **Yamaha UD-BT01/MD-BT01**
  Both methods

- **AKAI LPD8/LPK25 Wireless**
  G-Stomper MIDI Settings only

- **Livid Minim**
  Android 8.x and higher: Both Methods
  Android 7.x and lower: Android Bluetooth Settings only

24.2.5.1 Connect a MIDI device in the G-Stomper MIDI Settings

Show up the Setup Menu.

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

G-Stomper Studio, G-Stomper Rhythm:

G-Stomper VA-Beast (standalone):

G-Stomper Producer:

Then select the MIDI tab and press „Scan for Bluetooth LE MIDI devices".
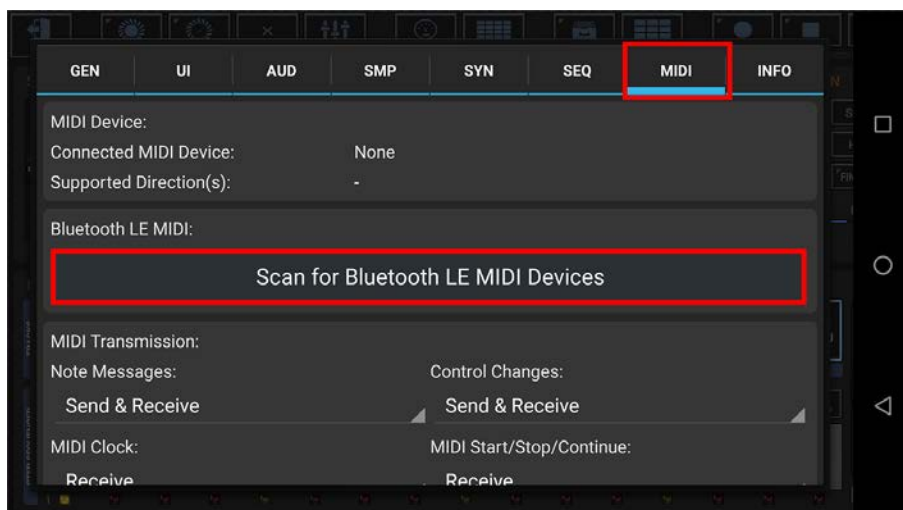
If Bluetooth is turned off, G-Stomper asks for the permission to enable it.
In this case press "Allow" to enable Bluetooth.
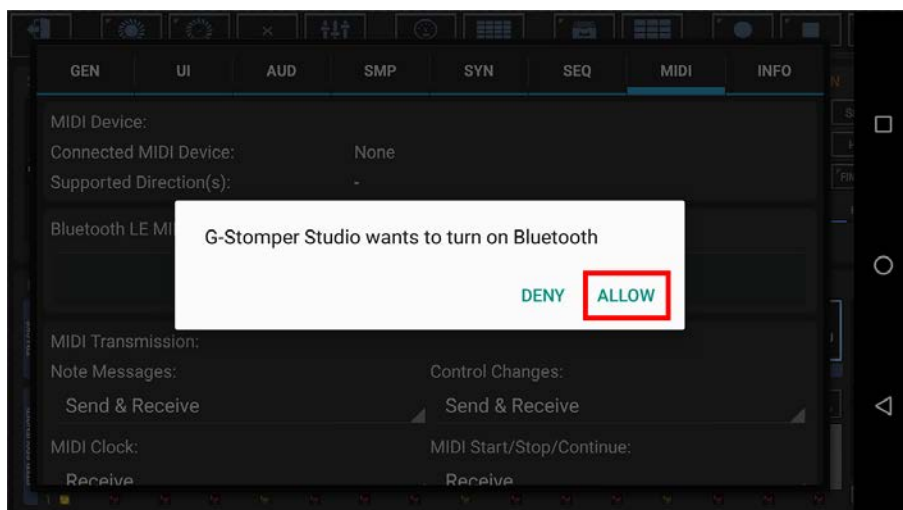
In order to scan for Bluetooth LE devices, G-Stomper needs to access the coarse location.
Please press "Allow" to grant the permission.
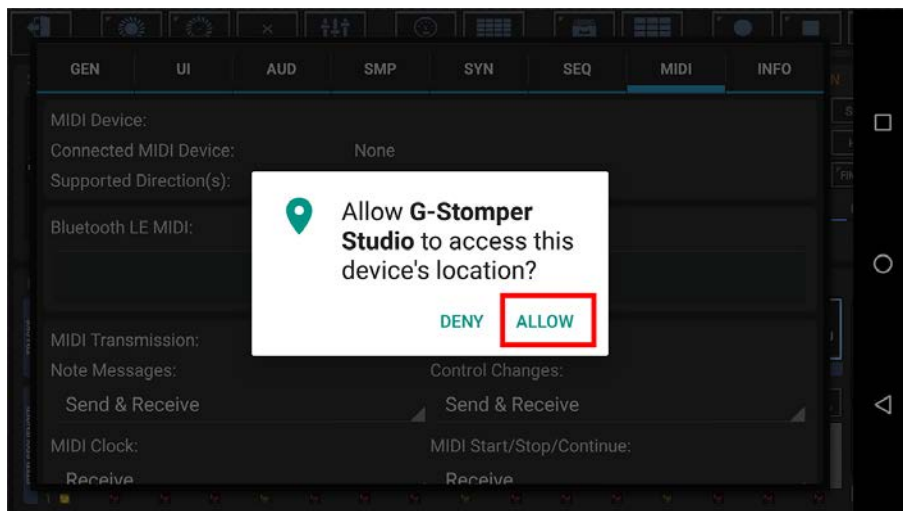
If the location service is turned off, G-Stomper asks for the permission to enable it.
In this case press "OK" to enable the location service.
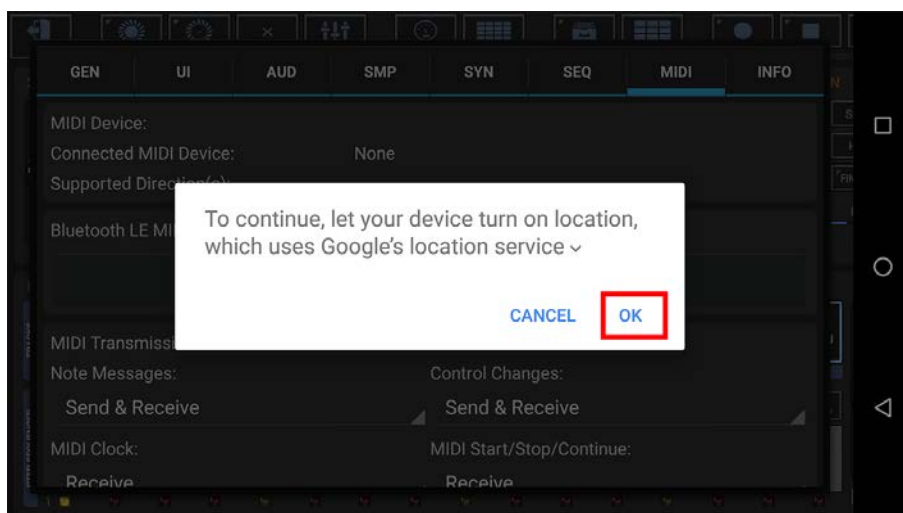
Once all required services are running and the location permission is granted, G-Stomper starts the scanning process.
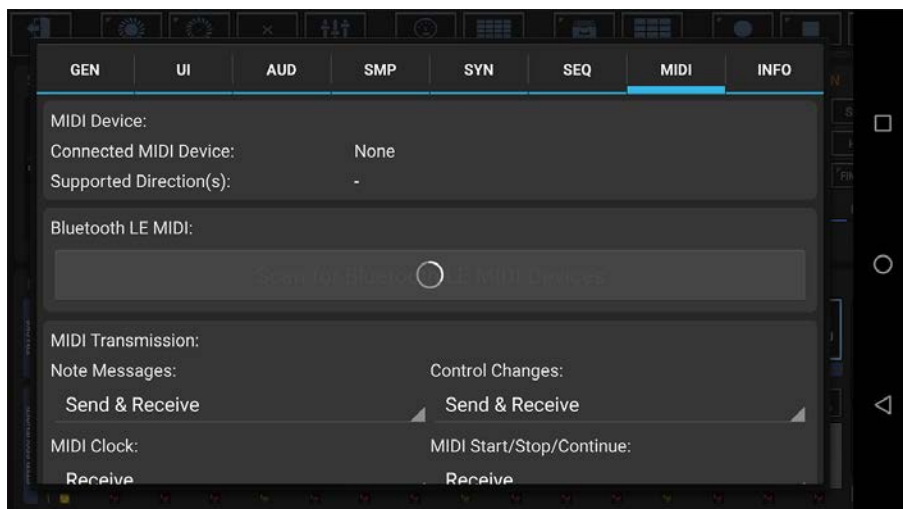
If a Bluetooth LE MIDI device is found, G-Stomper shows a popup to ask you if you want to use it with the app.
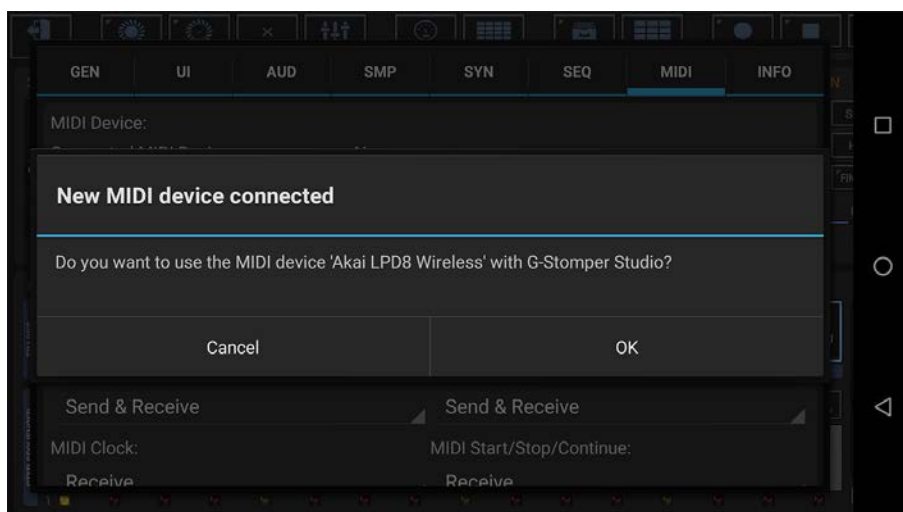
Confirm with OK.

You're now ready to use your Bluetooth LE MIDI device.

Note:
Some Bluetooth LE devices require some procedure in order to make them visible to your Android device. On the AKAI LPD8 Wireless for example, you have to press "Select + Pad4" on the controller before you can scan for it. If G-Stomper cannot find your Bluetooth MIDI device, please check the controller documentation and look for the chapter about Bluetooth pairing.

24.2.5.2 Pair a MIDI device in the Android Bluetooth Settings

Swipe down with your finger from the top of the screen and press the little gear in the upper right corner to show up the system settings.
(depending on your device brand and Android version, the setup might look slightly different)
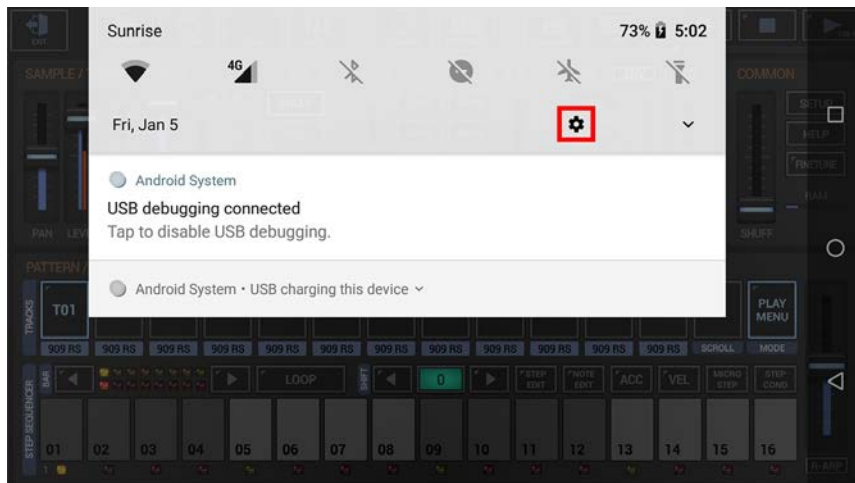
In the settings, select „Bluetooth".
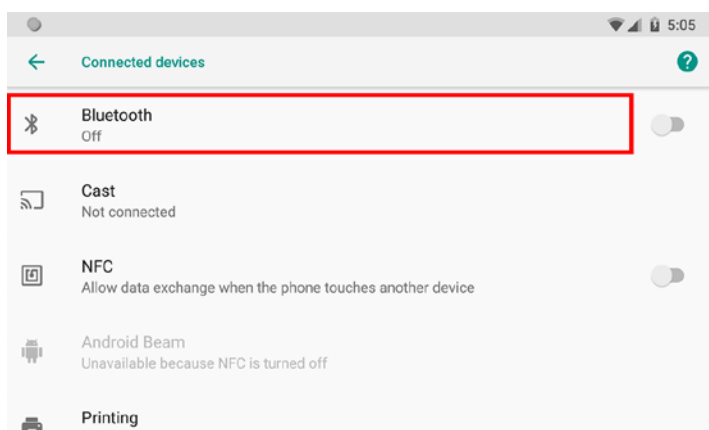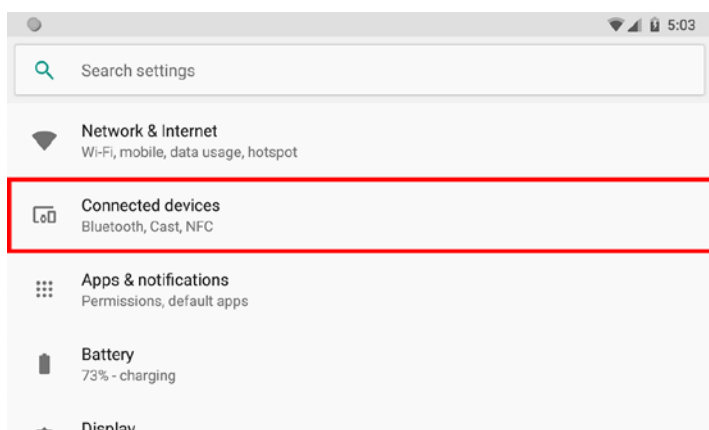
Make sure that your Bluetooth MIDI device is turned ON and visible for other Bluetooth devices.
Also make sure that Bluetooth is enabled on your Android device.

Then select "Pair new device".
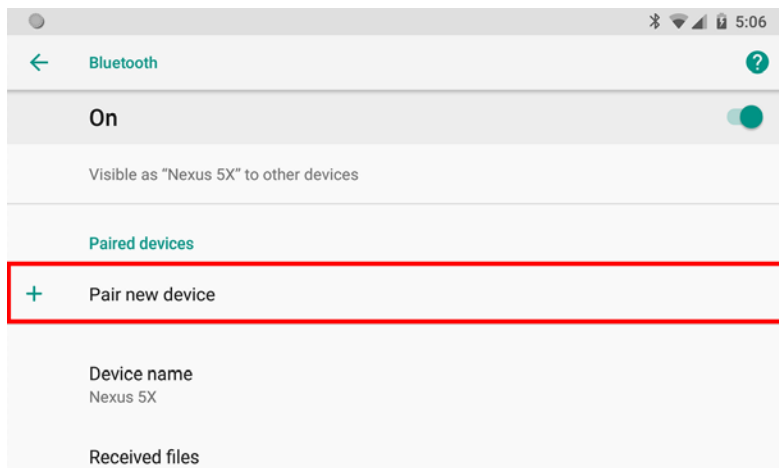
The Bluetooth scan should now show your Bluetooth MIDI device. In this example this is a Yamaha
MD-BT01 Bluetoth MIDI interface.
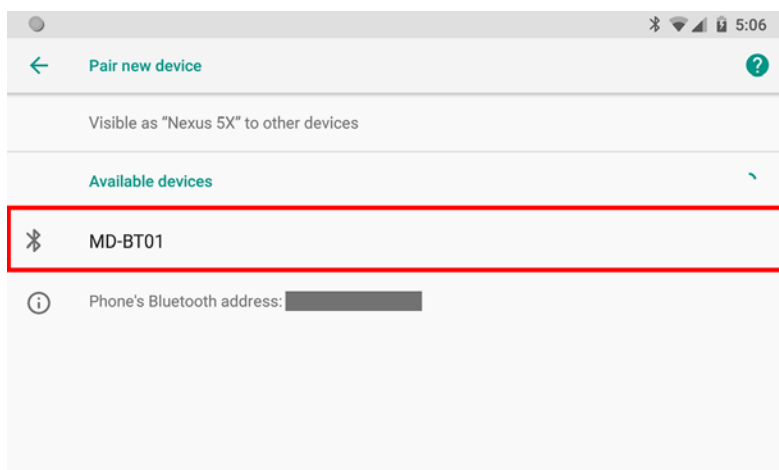
Click the Bluetooth MIDI device in the list to pair it with your Android device.
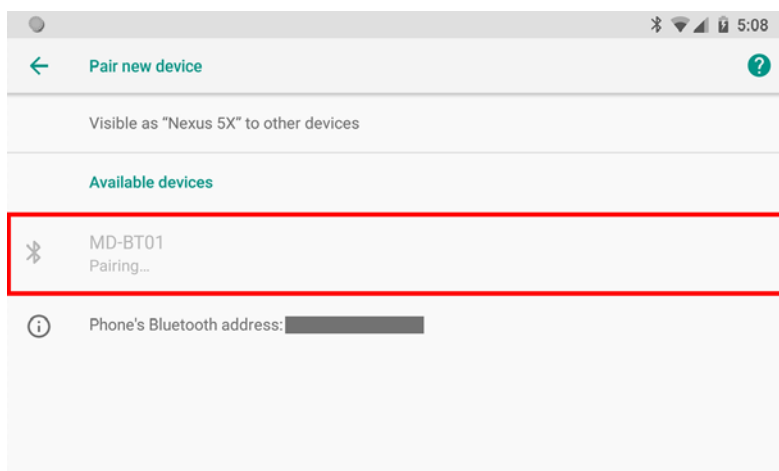
Once your Bluetooth MIDI device is paired, it'll show up in the list of Paired devices.
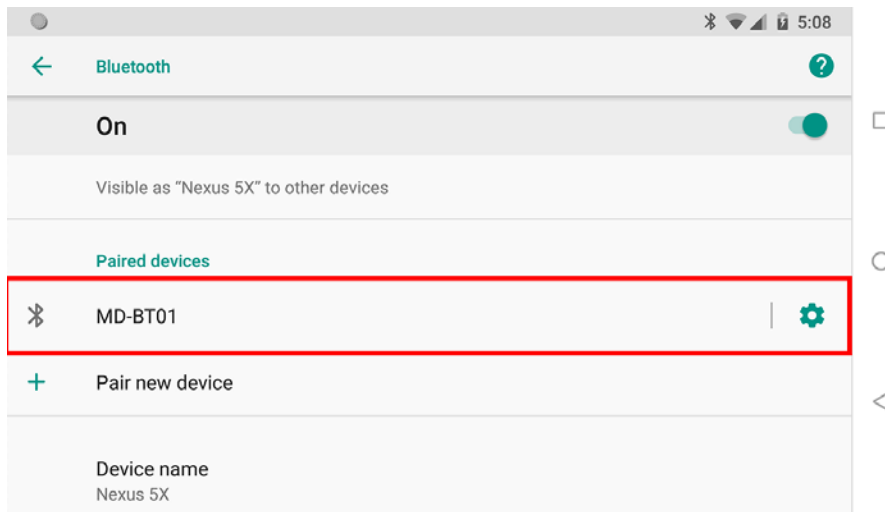
G-Stomper will now notify you about the new connected MIDI device.
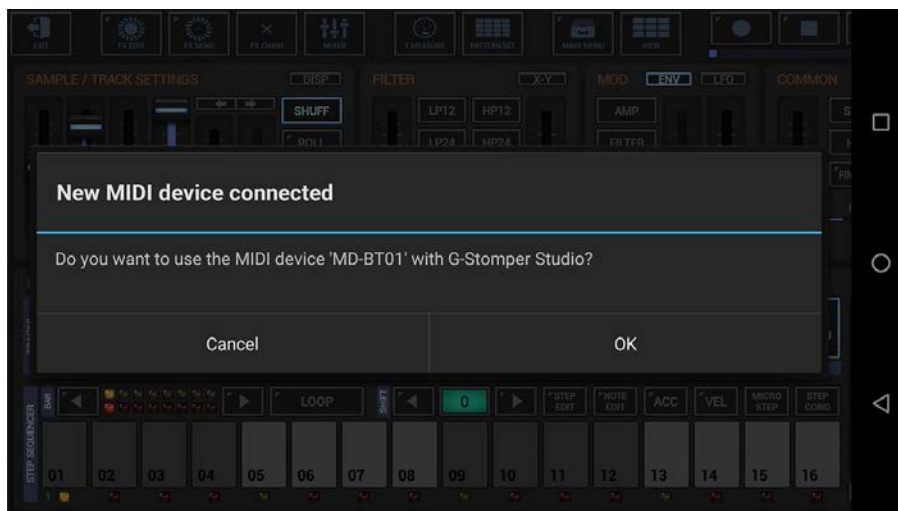
Confirm with OK.

You're now ready to use your Bluetooth LE MIDI device.

24.2.6   Connect G-Stomper as USB MIDI Peripheral/Extender to an USB Host

Connect your Android device with your PC or MAC using your USB data cable
(the one that was included with your Android device).

Note: Using G-Stomper as MIDI Peripheral/Extender requires Android 6 or higher.

Swipe down with your finger from the top of the screen and select the USB connection options.
(depending on your device brand and Android version, the setup might look slightly different)
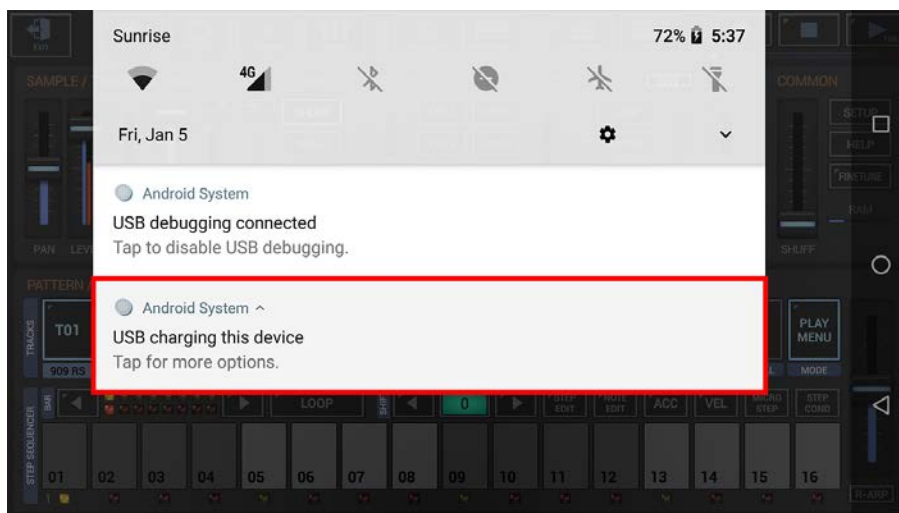
Then select „Use device as MIDI" from the list.
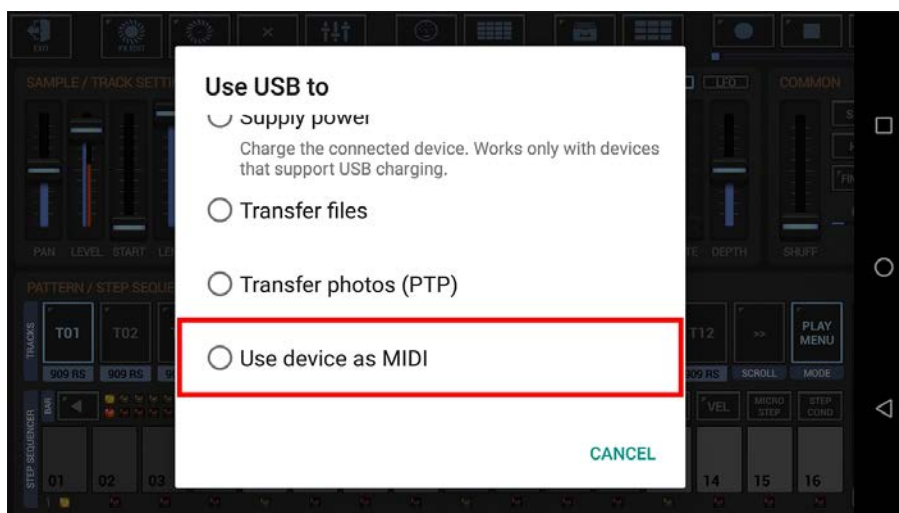
G-Stomper will now notify you about the new connected MIDI device.
When you use the Android "MIDI" USB connection option, the resulting MIDI device in G-Stomper is named "Android USB Peripheral Port" (the name is given by Android).
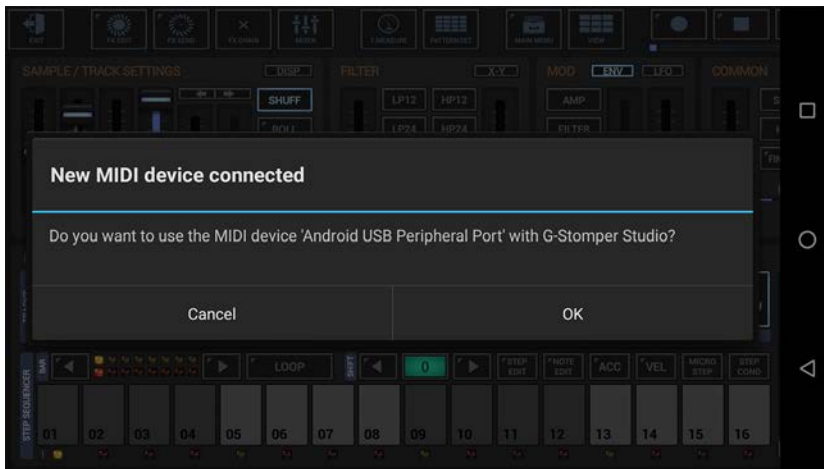
Confirm with OK.

G-Stomper is now connected as an USB MIDI Peripheral/Extender with your PC or Mac.

Now you can select the android device as MIDI IN/OUT port in your favorite sequencer Software. (depending on your device brand, the ports will be named different)
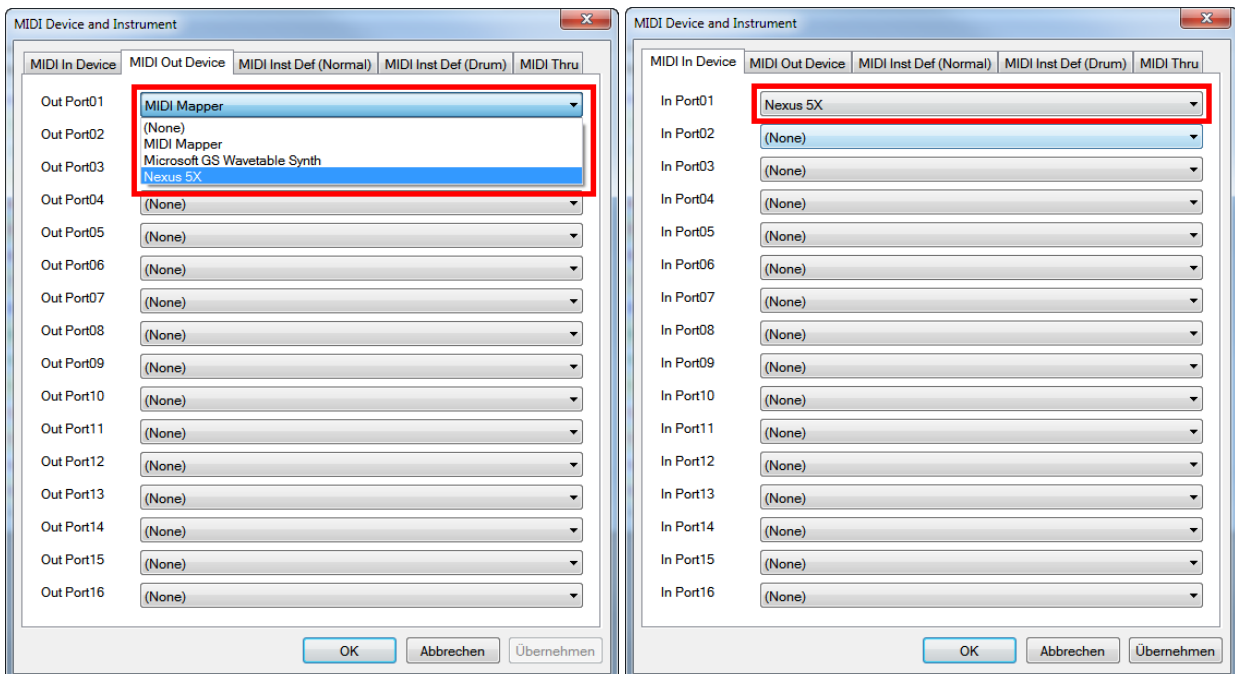
You're now ready to use G-Stomper as a USB MIDI Peripheral/Extender.

Note:
As a matter of course, you can also connect two Android devices (both running G-Stomper) with a single USB cable and one additional USB OTG adapter. Just set one device as USB MIDI Peripheral.

24.2.7   USB MIDI Peripheral disconnection Bug on some Android M devices

Due to a bug in the Android internal USB connection module on some devices (e.g. Samsung Galaxy S5), Android won't be able to properly disconnect an USB MIDI Peripheral connection, if you simply unplug the USB cable.

If you just unplug the USB cable on devices with that bug, the device will not accept any further USB connections until you reboot the device.

If you run into that Android bug, you can use the follwing workaround properly disconnect an USB MIDI Peripheral connection.

1. Exit G-Stomper.
2. Swipe down with your finger from the top of the screen and select the USB connection options.
3. Select "Charging" or "Transferring media files"
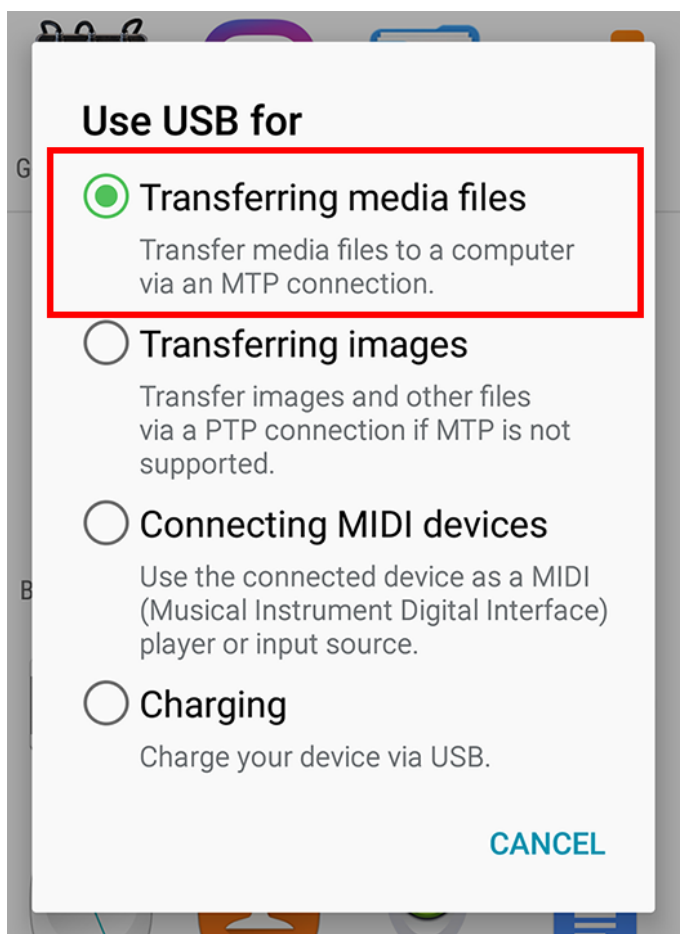
4. Unplug the cable

24.2.8 Connected MIDI Devices

Connected MIDI devices (USB or Bluetooth) are listed in the MIDI setup.

Show up the Setup Menu.

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

G-Stomper Studio, G-Stomper Rhythm:

G-Stomper VA-Beast (standalone):
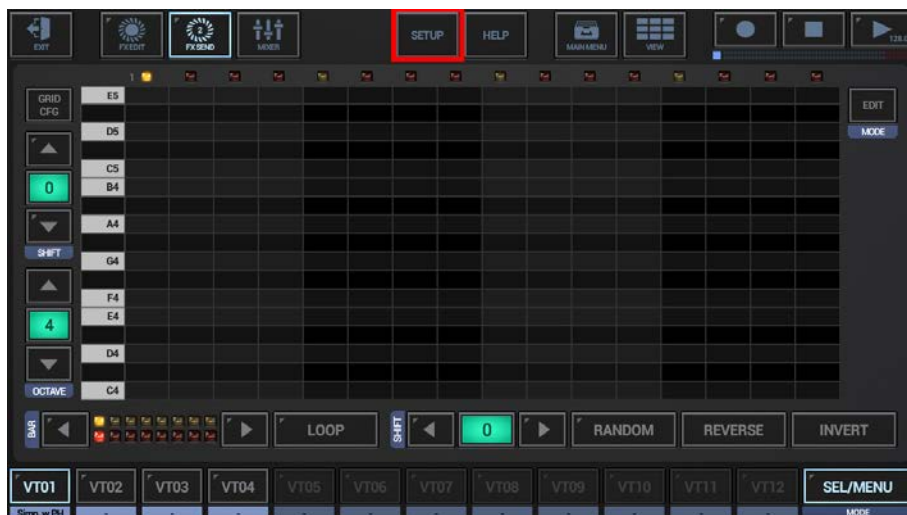
G-Stomper Producer:

Then select the MIDI tab.
The connected MIDI devices are listed on top.

24.3   G-Stomper MIDI Overview

24.3.1   Full Roundtrip MIDI

All G-Stomper apps, G-Stomper Studio, G-Stomper Producer, G-Stomper VA-Beast and G-Stomper Rhythm, come with full roundtrip MIDI integration, which lets you …

- • … control G-Stomper with your MIDI controller

- • … hook up MIDI capable Samplers and Synthesizers

- • … send MIDI feedback to your MIDI feedback capable MIDI Controller, e.g. such with flashing Pads like the AKAI MPK225, or such with Motor Faders or with LED based Knobs or Faders

- • … synchronize with external MIDI equipment (Master or Slave)

24.3.2   Experimental Support for multiple concurrent MIDI Devices

All G-Stomper apps, G-Stomper Studio, G-Stomper Producer, G-Stomper VA-Beast and G-Stomper Rhythm, officially support one connected USB MIDI Device at a time.

Since version 5.2, Multi USB MIDI Device support (max 2 concurrent devices) has been added as an experimental feature. You're free to try it, but there's no guarantee for its stability.

24.3.3   Multiple Virtual MIDI Port support

Some class-compliant MIDI Interfaces/Controllers provide multiple Virtual MIDI Ports (to address more than 16 MIDI Channels). These Virtual MIDI Ports can be addressed in use of the IN/OUT Port selectors. The number of available Virtual MIDI Ports depends on your MIDI hardware (check the Documentation of your MIDI Interface/Controller).

(see also Chapter: MIDI Setup / Default IN/OUT Ports)

24.3.4   Transmitted MIDI messages

- • Note Messages: IN/OUT

- • Control Changes: IN/OUT

- • MIDI Clock: IN/OUT

- • MIDI Start/Stop/Continue: IN/OUT

- • Program Changes: IN/OUT

(see also Chapter: MIDI Setup / Midi Transmission)

24.3.5   Latency Compensation

G-Stomper provides Latency compensation for all sequence related MIDI transmissions.

 (see also Chapter: MIDI Setup / Latency compensated MIDI Transmission)

24.3.6   MIDI Learn

G-Stomper provides full MIDI learn capability for …

- • … MIDI Channels and Virtual Ports

- • … MIDI CC Mappings

- • … MIDI Key Mappings

(see also Chapters: Learn MIDI Channel/Ports, Learn MIDI CC/Key Mapping)

24.3.7   Available MIDI Channel Mappings

24.3.7.1 G-Stomper Studio, G-Stomper Producer

- • 1 MIDI Channel for global controls with the option to play all Sampler Tracks at once in one single channel (each on a specific Key/Note)

- • Up to 24 MIDI Channels for the Sampler Tracks

- • 1 MIDI Channel for the selected Sampler Track

- • Up to 12 MIDI Channels for the Synthesizer Tracks

- • 1 MIDI Channel for the selected Synthesizer Track

Default setup:
The selected Synthesizer track listens to all channels on all virtual Ports.
In other words, if you select Track VT[..] at runtime, then the MIDI events get passed to that particular Track (Synth instance).

Note: Mapping more than 16 Channels is only possible if your controller provides multiple Virtual MIDI Ports.

24.3.7.2 G-Stomper VA-Beast Synthesizer (standalone)

- 1 MIDI Channel for global controls

- Up to 12 MIDI Channels for the Synthesizer Tracks

- 1 MIDI Channel for the selected Synthesizer Track

Default setup:
The selected Synthesizer track listens to all channels on all virtual Ports.
In other words, if you select Track VT[..] at runtime, then the MIDI events get passed to that particular Track (Synth instance).

24.3.7.3 G-Stomper Rhythm

- 1 MIDI Channel for global controls with the option to play all Sampler Tracks at once in one single channel (each on a specific Key/Note)

- Up to 24 MIDI Channels for the Sampler Tracks

- 1 MIDI Channel for the selected Sampler Track

Default setup:
Global listens to all channels on all virtual Ports.
In the global channel, by default, the Sampler/Drum Tracks are mapped in a non-tonal way; all tracks (T1-24) are mapped to the global MIDI channel to the NoteNo 48-71:C3-B4. You're free to change the mapping either by manually selecting different notes/keys or in use of the MIDI learn feature.
(see Chapter: Edit MIDI CC/Key Mappings)

Note: Mapping more than 16 Channels is only possible if your controller provides multiple Virtual MIDI Ports.

24.3.8   MIDI IN/OUT Indicators

The MIDI IN/OUT indicators at the left side of the Play/Stop/Record block give you a visual feedback when MIDI messages are transmitted (sent or received).
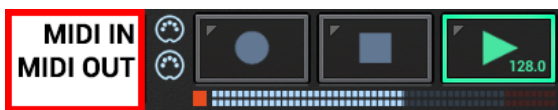
Note: MIDI Clock events are not shown by the indicators.

24.4   MIDI Setup

Show up the Setup Menu.

Depending on the used App, the Setup Menu location and its content might be different.
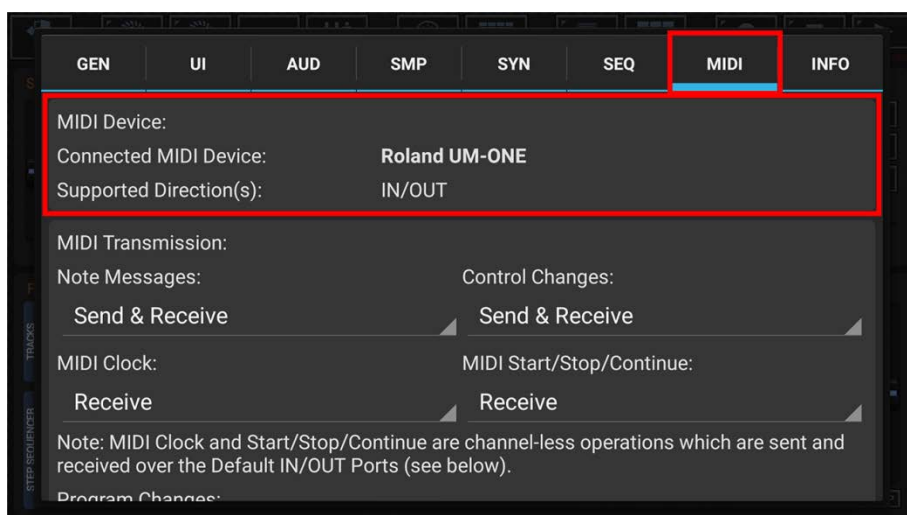
G-Stomper Studio, G-Stomper Rhythm:

G-Stomper VA-Beast (standalone):

G-Stomper Producer:

The MIDI settings are located in the MIDI tab.
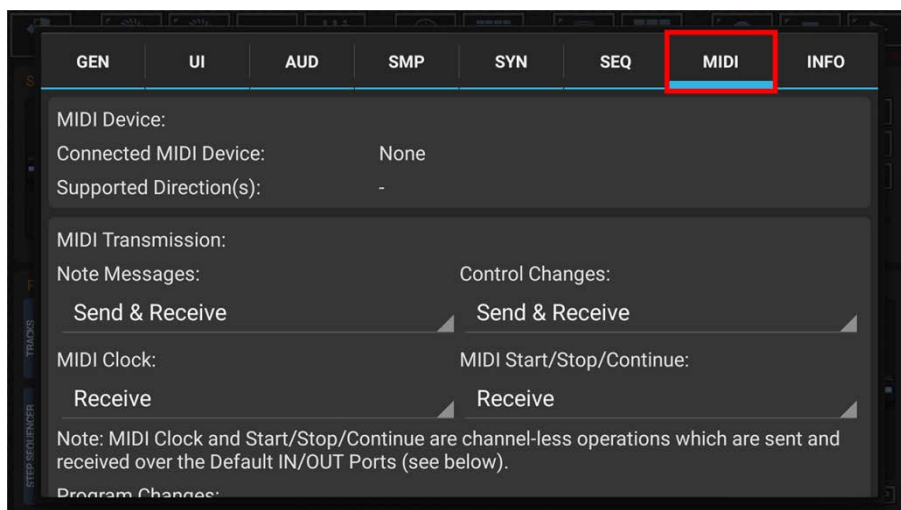
24.4.1   MIDI Device

The MIDI Device section shows the currently connected MIDI device(s) (brand and model) and its supported transmission directions (IN, OUT, IN/OUT).
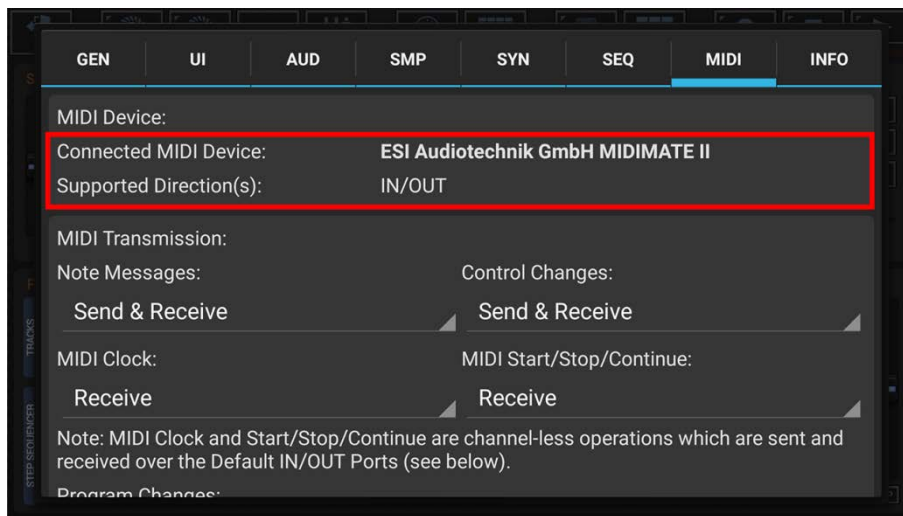
24.4.2   Midi Transmission

In this section you can globally define, which MIDI messages you want to send and/or receive.
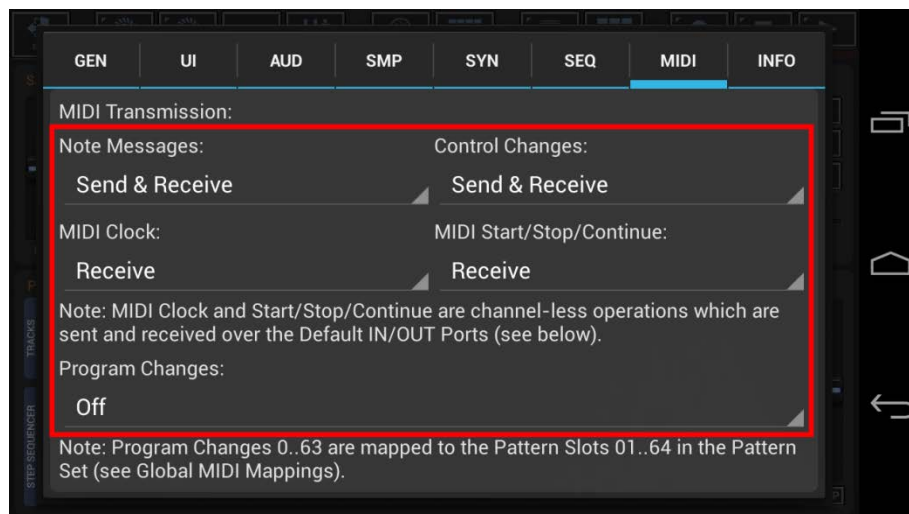
Message Type	Possible Values
Note Messages	Send, Receive, Send & Receive, Off
Control Changes	Send, Receive, Send & Receive, Off
Program Changes	Send, Receive, Send & Receive, Off
MIDI Clock	Send, Receive, Off
MIDI Start/Stop/Continue	Send, Receive, Off

Note:
MIDI Clock and MIDI Start/Stop/Continue are channel-less operations which are sent and received over the Default IN/OUT Port(s). By default, the default OUT Port is set to "None". To be able to send MIDI Clock and/or MIDI Start/Stop/Continue, you must set up a default OUT Port first (see Chapter: Default IN/OUT Ports).

24.4.3   Default IN/OUT Ports

Some class-compliant MIDI Interfaces/Controllers provide multiple Virtual MIDI Ports (to address more than 16 MIDI Channels). These Virtual MIDI Ports can be addressed in use of the IN/OUT Port selectors. The number of available Virtual MIDI Ports depends on your MIDI hardware (check the Documentation of your MIDI Interface/Controller).

In this section you can set the default IN/OUT Ports.
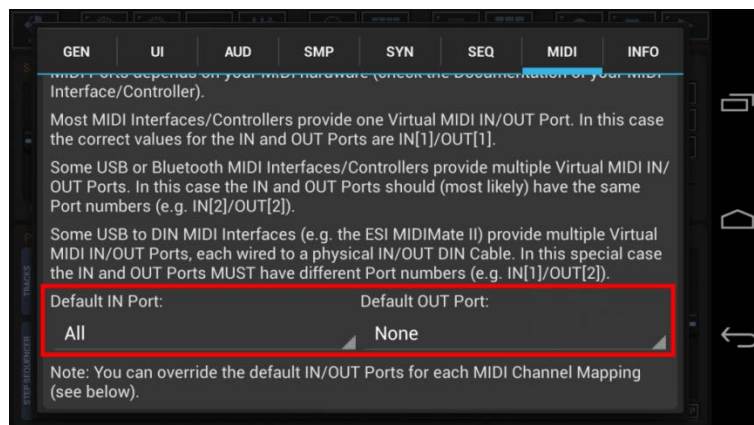
The default IN/OUT Ports are used in two situations:

1. **As default Ports for Track or Global MIDI Channel/Port Mappings.**
    You can override the default IN/OUT Port for each MIDI Channel Mapping
    (see Chapter: Global MIDI Mappings, Sampler MIDI Mappings, VA-Beast Synthesizer MIDI Mappings)

2. **To send/receive MIDI Clock and MIDI Start/Stop/Continue real-time messages.**
    By default, the default OUT Port is set to "None". To be able to send MIDI Clock and/or MIDI Start/Stop/Continue, you must set up a default OUT Port first.

What you have to choose as IN/OUT Ports strongly depends on your MIDI Hardware (Interface, Controller, Keyboard). These are the three most common cases:

MIDI Hardware with One Virtual MIDI Port:
Most MIDI Interfaces/Controllers provide one Virtual MIDI IN/OUT Port.
In this case the correct values for the IN and OUT Ports are IN[1]/OUT[1].

MIDI Hardware with multiple Virtual MIDI Ports:
Some USB or Bluetooth MIDI Interfaces/Controllers provide multiple Virtual MIDI IN/OUT Ports.
In this case the IN and OUT Ports should (most likely) have the same Port numbers (e.g. IN[2]/OUT[2]).

MIDI Hardware with multiple Virtual MIDI Ports mapped to physical DIN cables:
Some USB to DIN MIDI Interfaces (e.g. the ESI MIDIMate II) provide multiple Virtual MIDI IN/OUT Ports, each wired to a physical IN/OUT DIN Cable.
In this special case the IN and OUT Ports MUST have different Port numbers (e.g. IN[1]/OUT[2]).

Note:
A simple way to find out what IN Port your MIDI Hardware is using is to use the MIDI Channel/Ports learn feature (see Chapter: Setup MIDI Channels/Ports).

24.4.4 Latency compensated MIDI Transmission

When starting and synchronizing over MIDI, or when sequencing external MIDI instruments, the G-Stomper Audio output can be noticeable delayed compared to the external MIDI equipment. This Latency of <N>ms can be compensated directly within G-Stomper.
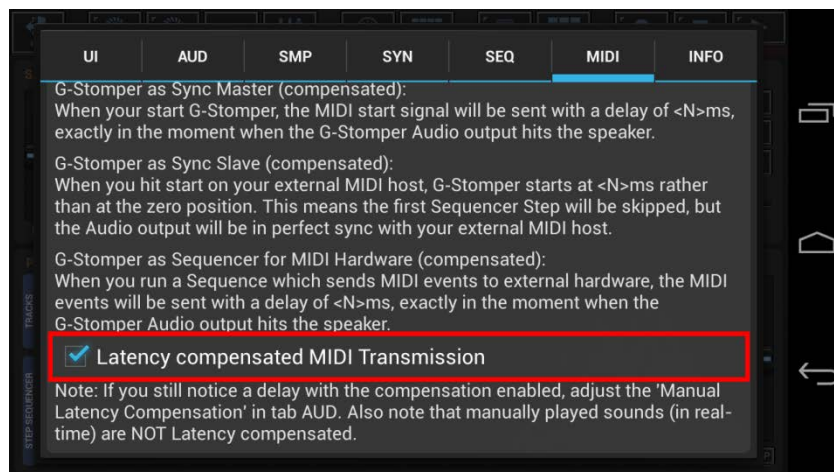
<N> = the complete Latency = Audio Latency + Manual Latency Compensation (see tab AUD)

G-Stomper as Sync Master (compensated):
When your start G-Stomper, the MIDI start signal will be sent with a delay of <N>ms, exactly in the moment when the G-Stomper Audio output hits the speaker.

G-Stomper as Sync Slave (compensated):
When you hit start on your external MIDI host, G-Stomper starts at <N>ms rather than at the zero position. This means the first Sequencer Step will be skipped, but the Audio output will be in perfect sync with your external MIDI host.

G-Stomper as Sequencer for MIDI Hardware (compensated):
When you run a Sequence which sends MIDI events to external hardware, the MIDI events will be sent with a delay of <N>ms, exactly in the moment when the G-Stomper Audio output hits the speaker.

Note: If you still notice a delay with the compensation enabled, adjust the 'Latency Compensation' in the AUD tab.
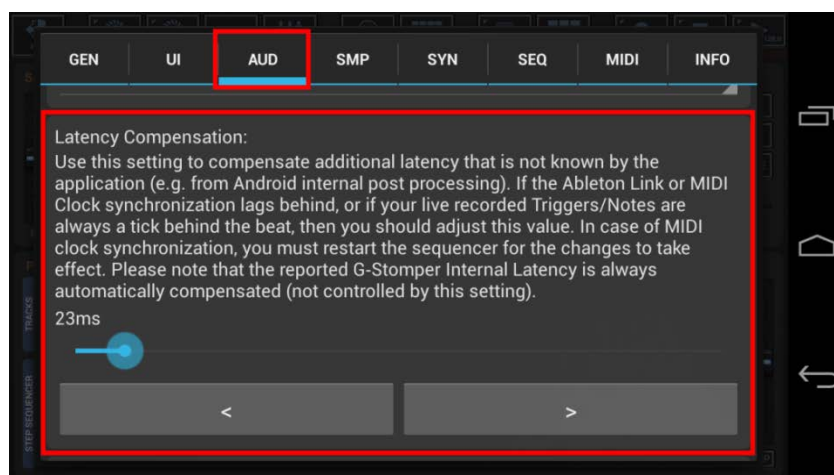
Note: Also note that manually played sounds (in real-time) are NOT Latency compensated.

- · **Compensated MIDI Transmissions**
  - Incoming Notes and Control Changes while Recording
  - Outgoing MIDI from a running Sequence

- · **NOT compensated MIDI Transmissions**
  - Manual played Notes (in real-time) from the G-Stomper on-screen Keyboard
  - Manual played notes (in real-time) from external MIDI Keyboard

24.4.5 Drum Sampler MIDI Velocity Handling

The Drum Sampler uses the regular Velocity in a range from 0..127 as well as a separate Accent Sequence to accentuate particular Steps. MIDI Note messages on the other hand only contain a Velocity value in a range from 0..127. In case of outgoing MIDI Notes, the Accentuation gets therefore transformed and merged with the regular Velocity.

Outgoing Velocity from the VA-Beast:
Outgoing MIDI NoteOn events from the Drum Samplers always include the complete Velocity, which is a combination of the regular Velocity and the transformed Accentuation.

Incoming Velocity to the VA-Beast:
If the "Process incoming MIDI Velocity - Drum Sampler" Setting is enabled (which is the default), incoming MIDI NoteOn events are transmitted including Velocity.

Disable the setting to ignore the incoming MIDI Velocity (and use max Velocity/127 instead).
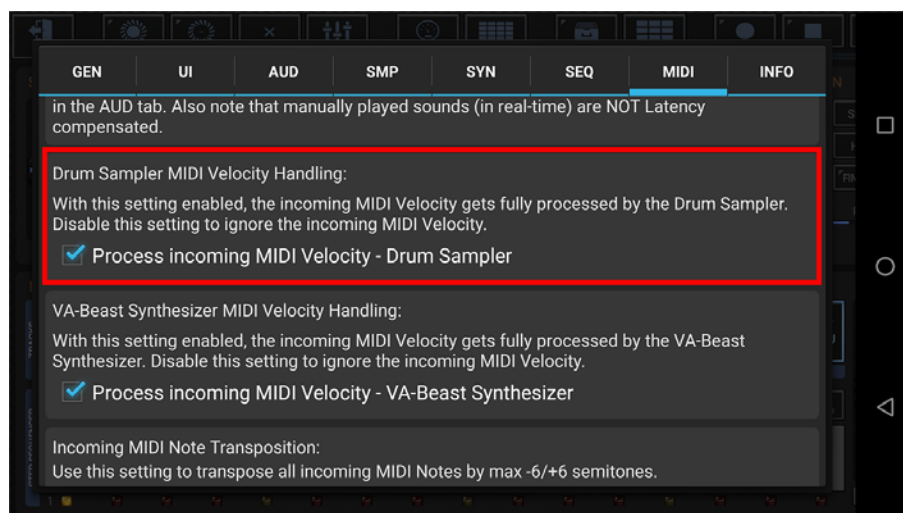
24.4.6   VA-Beast Synthesizer MIDI Velocity Handling

The VA-Beast Synthesizer uses the regular Velocity in a range from 0..127.

Outgoing Velocity from the VA-Beast:
Outgoing MIDI NoteOn events from the VA-Beast Synthesizer always include the regular Velocity.

Incoming Velocity to the VA-Beast:
If the "Process incoming MIDI Velocity - VA-Beast Synthesizer" Setting is enabled (which is the default), incoming MIDI NoteOn events are transmitted including Velocity.

Disable the setting to ignore the incoming MIDI Velocity (and use max Velocity/127 instead).
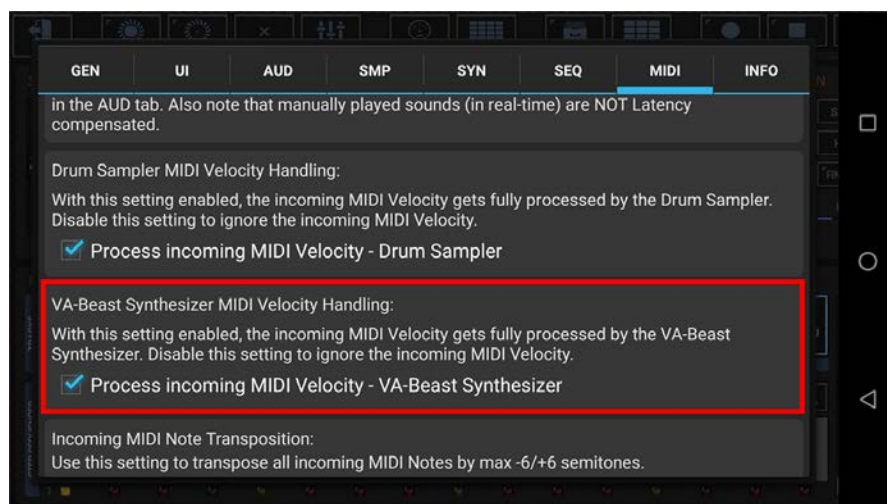
24.4.7   Incoming Midi Note Transposition

Use this setting to transpose all incoming MIDI Notes by max -6/+6 semitones.
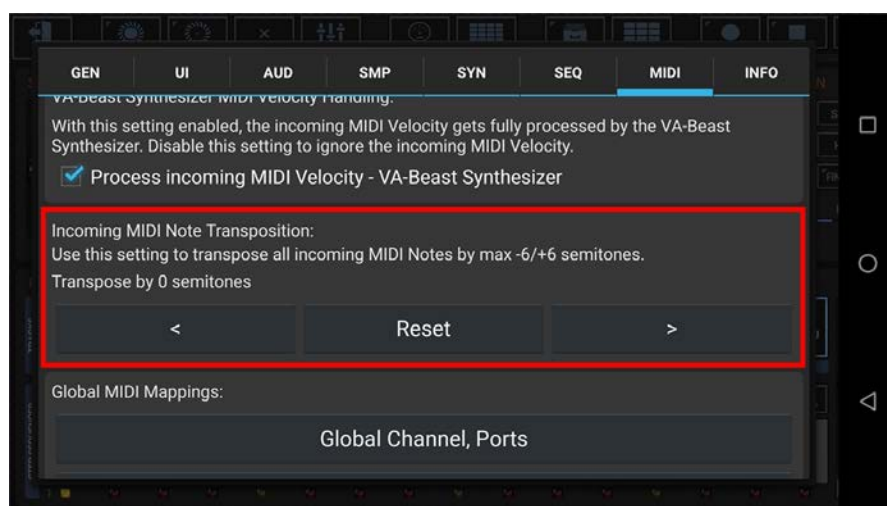
In most cases you won't need to change this setting since many MIDI Keyboards provide Note transposition by their own.

But if you use a MIDI Keyboard without this ability and you need to transpose incoming Notes, then you'll be covered by this setting.

24.4.8   Global MIDI Mappings

In this section you can set the global MIDI Channel/Ports as well as all global MIDI CC and Key Mappings. Key Mappings, which are exclusive in the Global MIDI Mappings, let you map Keyboard Notes to several internal functions (like Sample Playback or Solo/Mute on multiple Tracks).
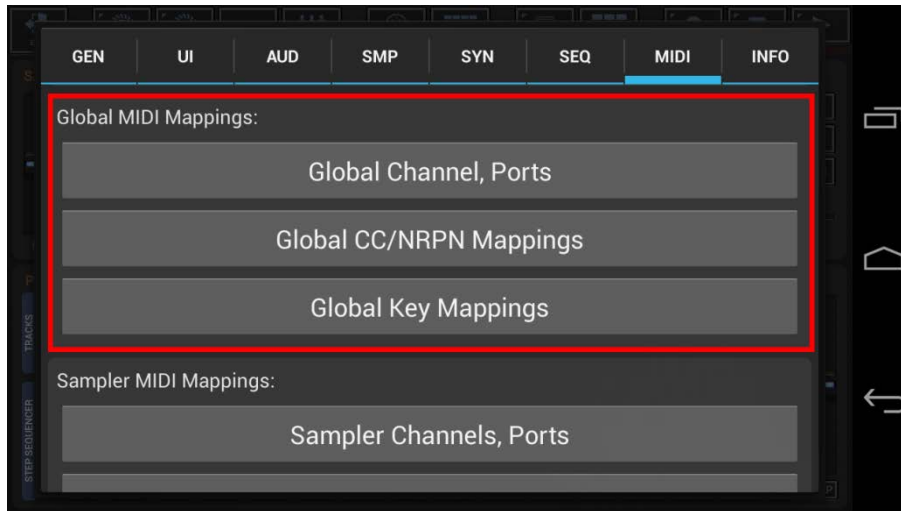
Rather than Sampler and VA-Beast MIDI Mappings, Global MIDI Mappings are not bound to a specific Track.
Global MIDI Mapping are either related to global Modules or to a specific Paramater on multiple Tracks (e.g. Solo/Mute).

- FX, SUM FX, Master (CC Mappings)

- G-Stomper Studio Pattern Set (CC + Key Mappings + Program Changes)

- G-Stomper Producer Scene Set (CC + Key Mappings + Program Changes)

- Timing & Measure (CC + NRPN Mappings)

- Main Sequencer (CC Mappings)

- Solo/Mute for each Sampler and/or VA-Beast Track (Key Mappings)

- R-Arp (CC + Key Mappings)

- Stutter (CC + Key Mappings)

- Non-tonal Sampler Playback for all Sampler Tracks (Key Mappings)

24.4.8.1 Fixed G-Stomper Studio Pattern Set Program Change Mapping

The 64 Pattern Slots in the G-Stomper Studio Pattern Set have a fixed Mapping to Program Change 0..63. Program Changes internally start from zero, which means sending a Program Change 0 will activate Slot 01.
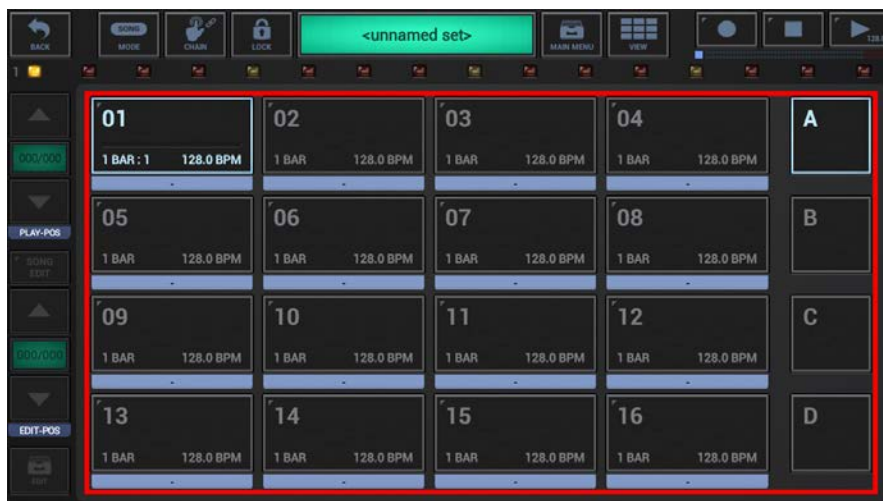
24.4.8.2 Fixed G-Stomper Producer Scene Set Program Change Mapping

The 64 Scene Slots in the G-Stomper Producer Scene Set have a fixed Mapping to Program Change 0..63. Program Changes internally start from zero, which means sending a Program Change 0 will activate Slot 01.
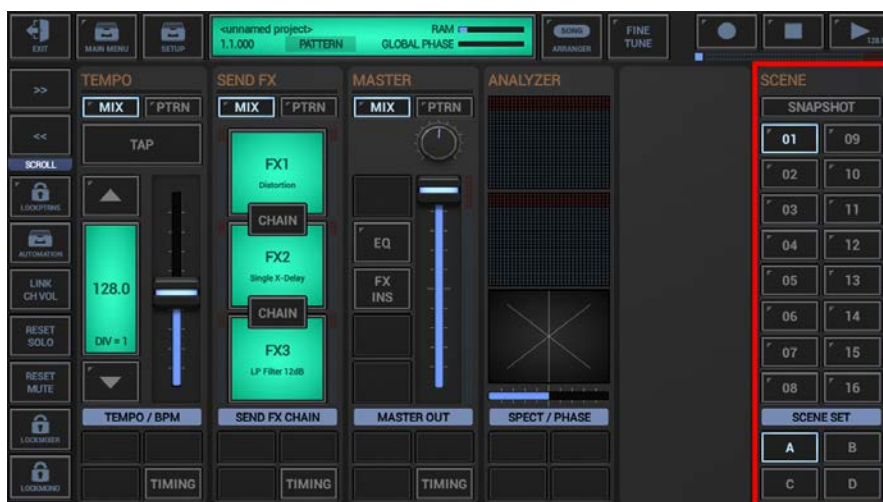
24.4.8.3 Fixed Timing & Measure Tempo/BPM

Since the Tempo/BMP requires extra high accuracy (30.0 up to 300.0 bpm). Therefore an NRPN is used as inbound Mapping for the Tempo/BPM Parameter.

The Tempo/BPM has a fixed Mapping to NRPN 138 (MSB 1, LSB 10).

Note: Tempo/BPM is received only, but NOT sent.

24.4.8.4 Non-tonal Sampler Playback for all Sampler Tracks

Key Mappings are unique in the Global MIDI Mappings and let you map Keyboard Notes to several internal functions (like Sample Playback or Solo/Mute on multiple Tracks).

By default, the Sampler/Drum Tracks are mapped in a non-tonal way; all tracks (T1-24) are mapped to the Global MIDI Channel, to the NoteNo 48-71:C3-B4. You're free to change the mapping either by manually selecting different notes/keys or in use of the MIDI learn feature.
(see Chapter: Edit MIDI CC/Key Mappings)

24.4.9   Sampler MIDI Mappings

In this section you can set the Sampler MIDI Channels/Ports and MIDI CC Mappings.

The Sampler/Drum Tracks can each be mapped to a separate MIDI channel.
(You can also map multiple Tracks to the same MIDI channel)

All Sampler MIDI Mappings are per Track (T[..]).
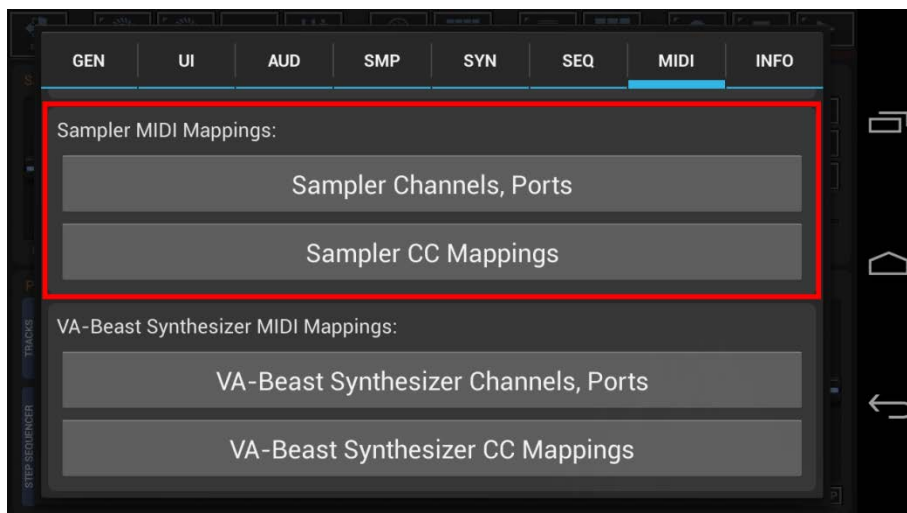
Note:
If you prefer a non-tonal mapping to trigger all Sampler Tracks within one single channel, you can use the Global MIDI channel instead (see Chapter: Global MIDI Channel - Drum Machine Mapping).

24.4.10   VA-Beast Synthesizer MIDI Mappings

In this section you can set the VA-Beast Synthesizer MIDI Channels/Ports and MIDI CC Mappings.

The VA-Beast Synthesizer Tracks can each be mapped to a separate MIDI channel.
(You can also map multiple Tracks to the same MIDI channel)

All VA-Beast Synthesizer MIDI Mappings are per Track (VT[..]).
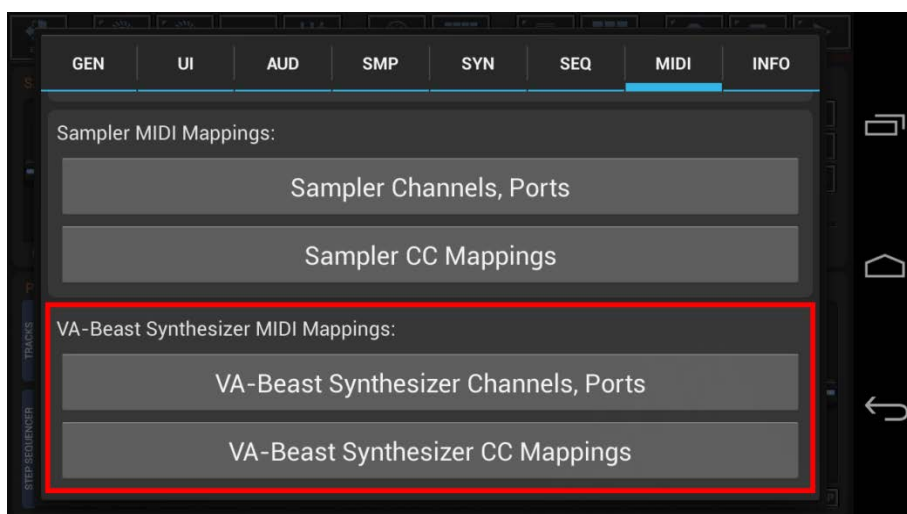
24.5   Setup MIDI Channels/Ports

The MIDI Channel/Ports settings are located in the different MIDI sections of the Setup dialog.

Depending on the used app, G-Stomper Studio, G-Stomper Producer, G-Stomper Rhythm, or G-Stomper VA-Beast (standalone), you can map MIDI Channels/Ports to various modules across the application.

- •   "Global", all modules of functions which are not bound to one specific track T[..] or VT[..]: Sequencer, Timing & Measure, FX, Master, Sum FX, R-Arp, Stutter, Pattern Set, etc., and the option to play all Sampler Tracks at once in one single channel (each on a specific Key/Note).

- •   The selected Sampler Track:
  In this case, MIDI events will always be fired to and received from the currently selected Track T[..].

- •   Each Sampler Track separately (e.g. T01, T02):
  In this case, MIDI events will be fired to and received from the mapped Tracks (regardless which Track is selected).

- •   The selected VA-Beast Track:
  In this case, MIDI events will always be fired to and received from the currently selected Track VT[..].

- •   Each VA-Beast Track separately (e.g. VT01, VT02):
  In this case, MIDI events will be fired to and received from the mapped Tracks (regardless which Track is selected).

24.5.1   Find the MIDI Channel/Ports

24.5.1.1 Global Channel, Ports

To show the existing Global Channel/Ports, press the "Global Channel, Ports" button in the Global Midi Mappings section.
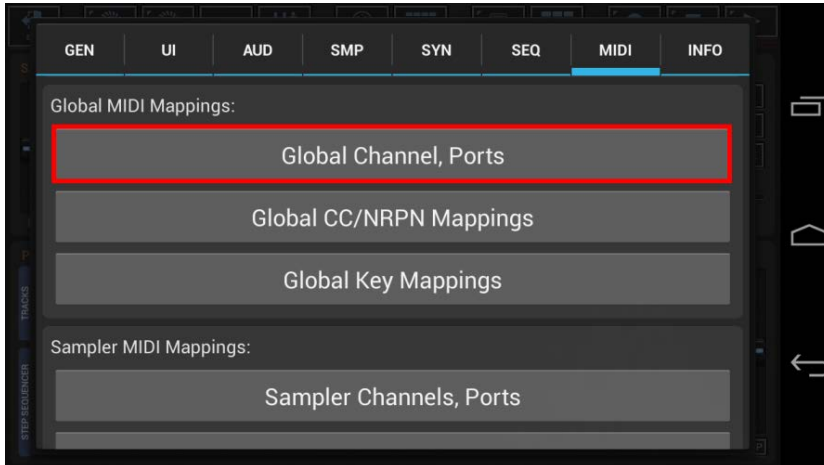
In the detail view you can either manually edit the Channel/Ports or learn it by MIDI.
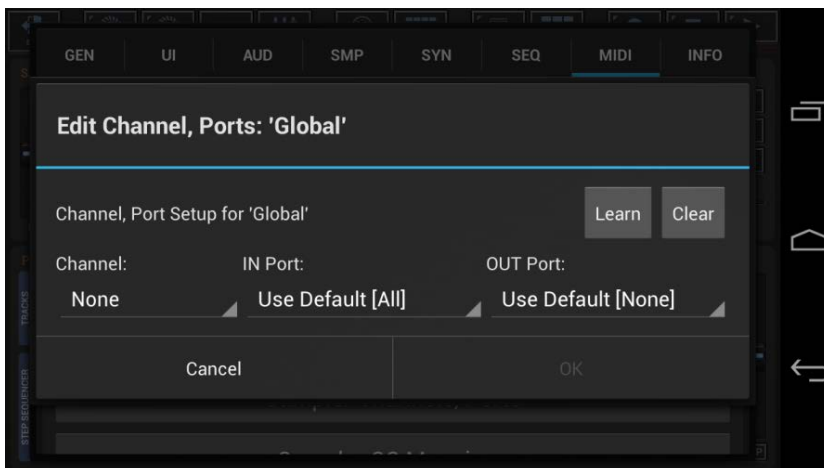
24.5.1.2 Sampler and VA-Beast Synthesizer Channels, Ports

To show the existing Channel/Ports of a particular Track, press the "… Channels, Ports" button in the appropriate section.
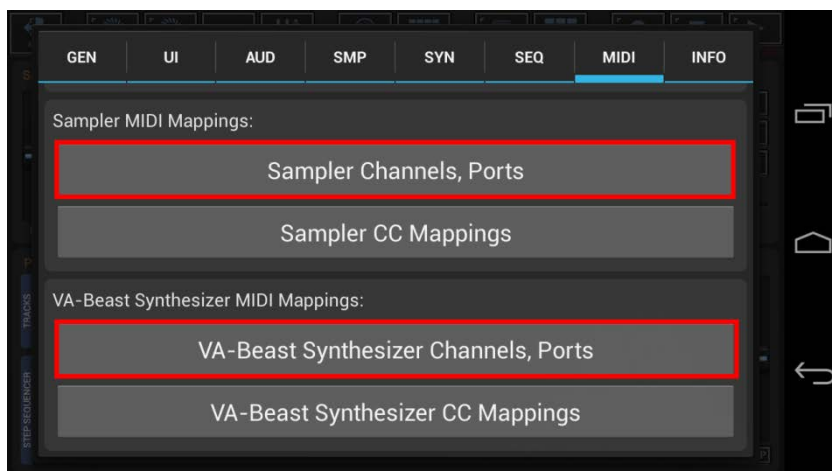
Then select the Track you want to show.
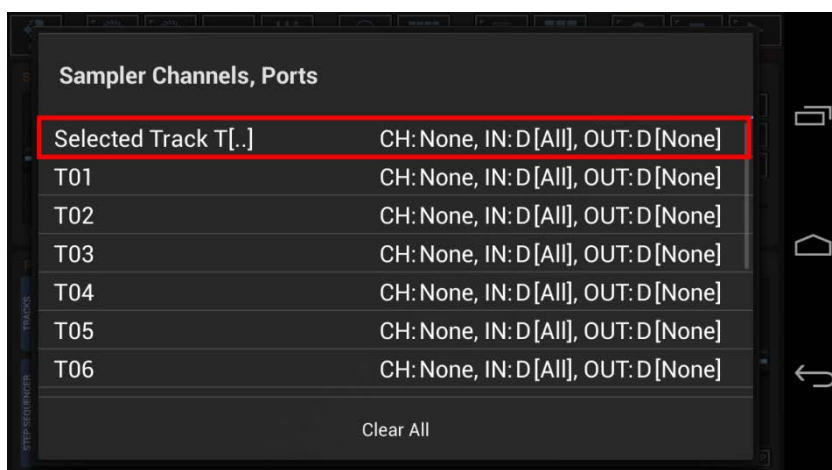
In the detail view you can either manually edit the Channel/Ports or learn it by MIDI.
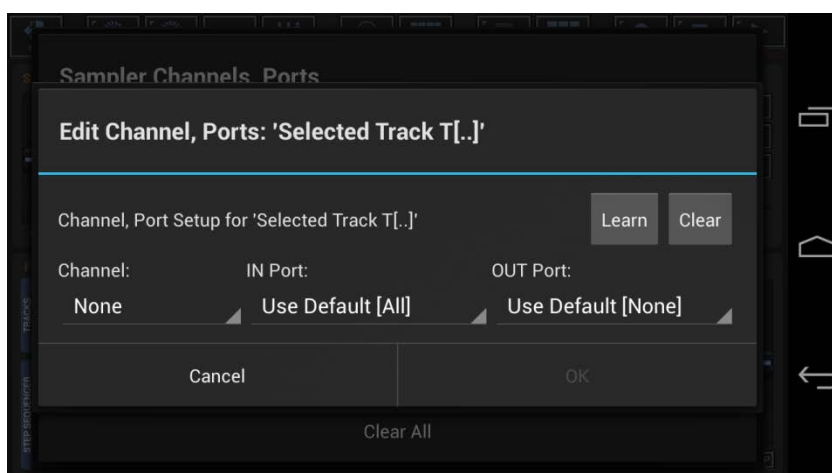
24.5.2 Manual Edit MIDI Channel/Ports

To edit a mapping manually, simply select the desired values from the drop down lists.
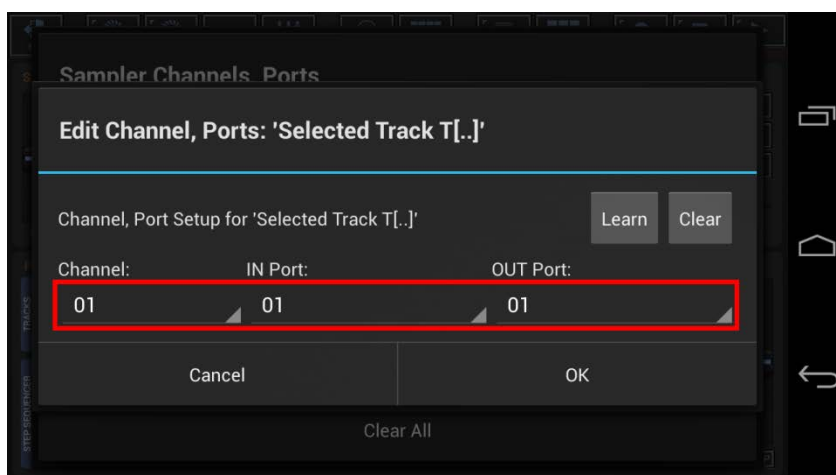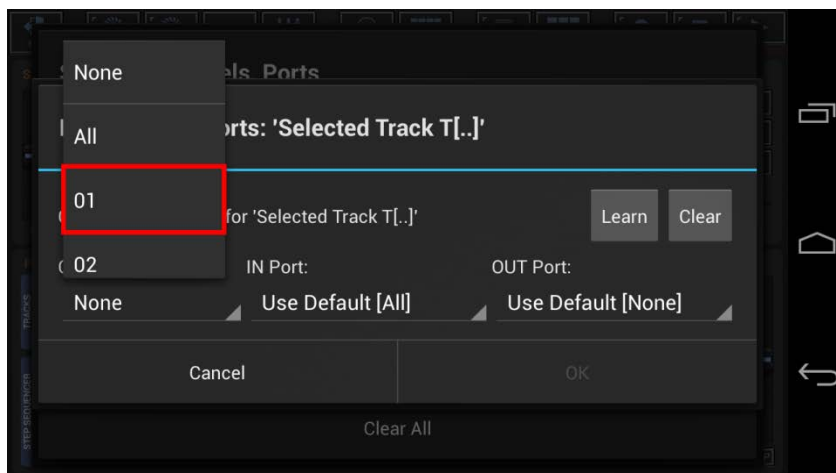
Finally confirm with OK to update the mapping.
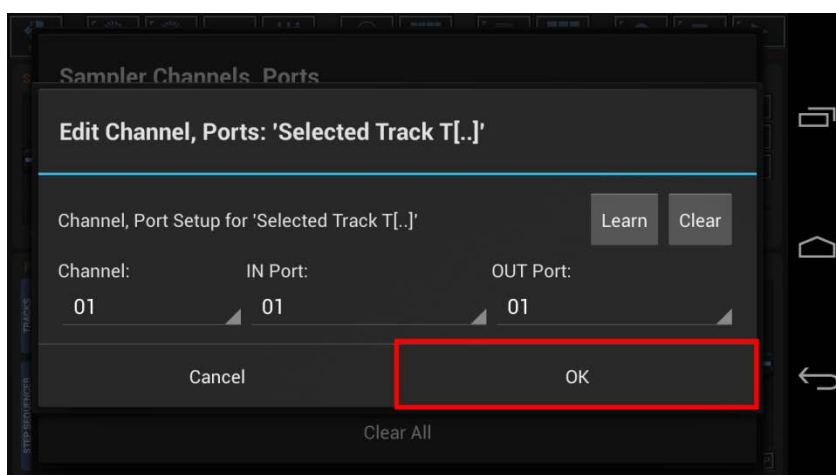
Note:
Be sure to check out the MIDI Learn function, which is the easiest way to edit MIDI Channels/Ports.
(see Chapter: Learn MIDI Channel/Ports)

24.5.3 Learn MIDI Channel/Ports

The probably easiest way to set up MIDI Channels/Ports is to learn them by MIDI. In other words you touch a MIDI CC or piano key on your controller and G-Stomper learns the Channel/Ports automatically.

To learn a MIDI Channel/Ports, simply press the Learn button.
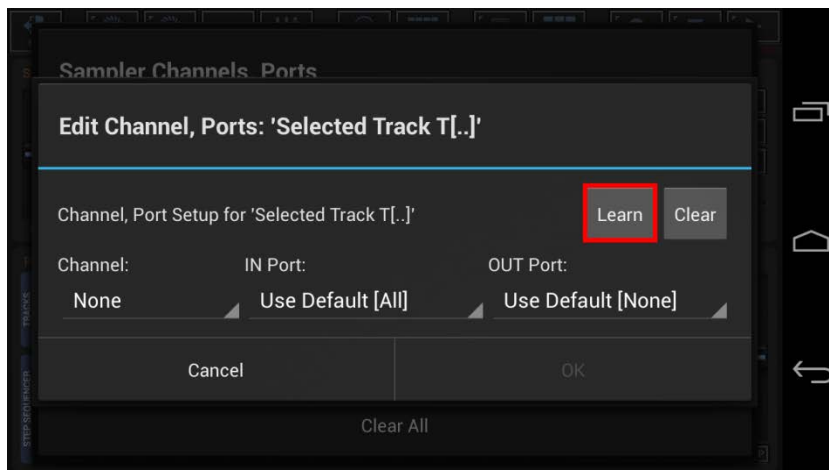
Then touch knob, button or a piano key on your MIDI controller.
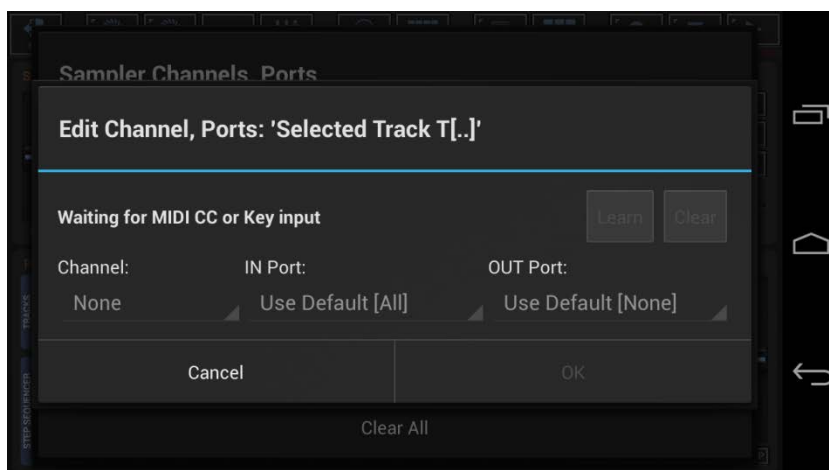
Finally confirm with OK to update the mapping.
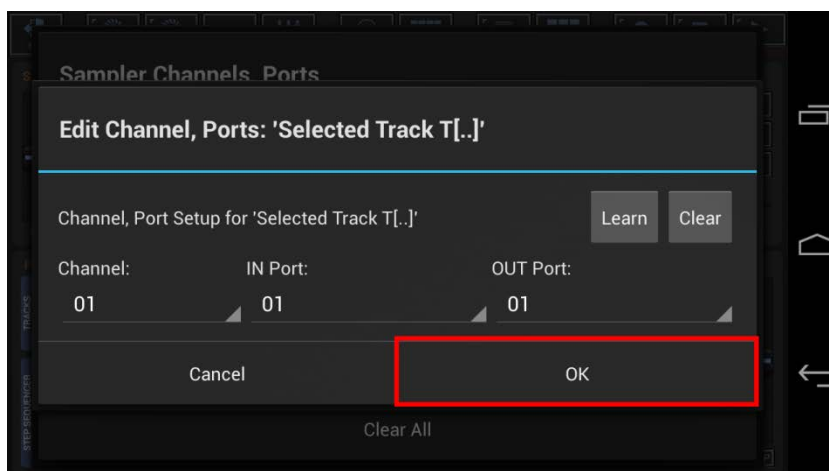
24.6 Setup MIDI CC/Key Mappings

The MIDI CC and Key mappings are located in the in the different MIDI sections of the Setup dialog.

Depending on the used app, G-Stomper Studio, G-Stomper Producer, G-Stomper Rhythm, or G-Stomper VA-Beast (standalone), we offer a wide range of default MIDI CC/NRPN and Key mappings. You can use them out of the box or you're of course free to customize them for your personal needs.

Note: The default mappings are listed in the Chapters: Global MIDI CC/NRPN Mapping Chart, Global MIDI Key Mapping Chart, Sampler MIDI CC Mapping Chart, VA-Beast MIDI Mapping Chart.

To show the existing mappings, press the CC or Key Mappings button in the appropriate section.
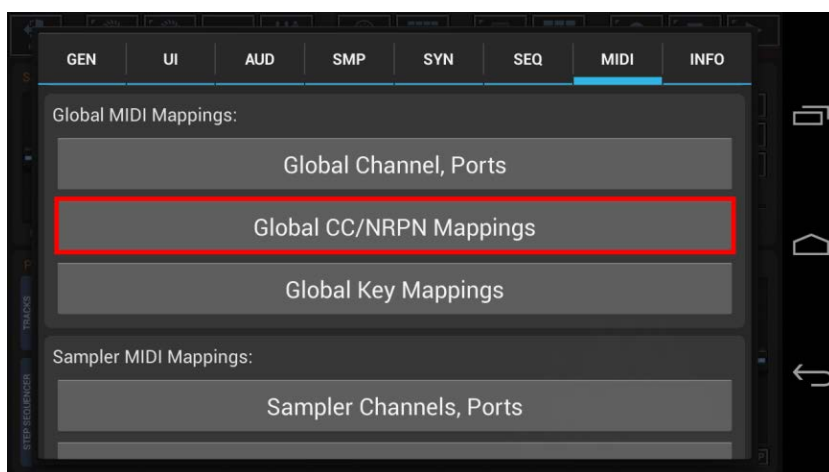
Then select the mapping which you want to change.
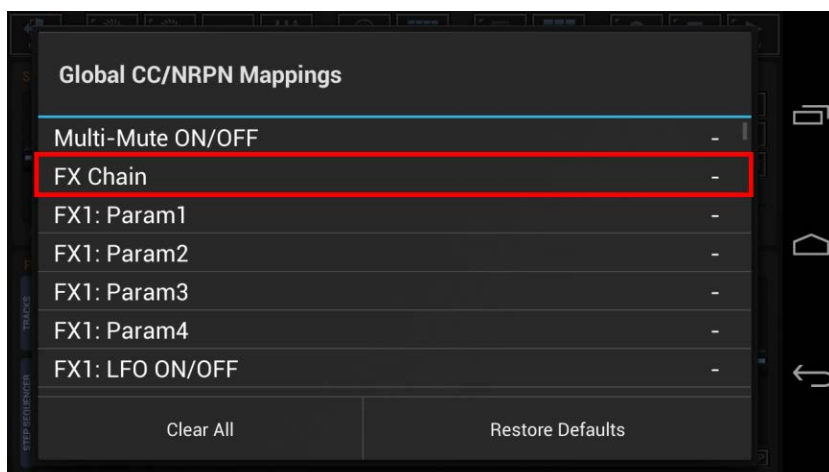
In the detail view you can either manually edit the mapping or learn it by MIDI.
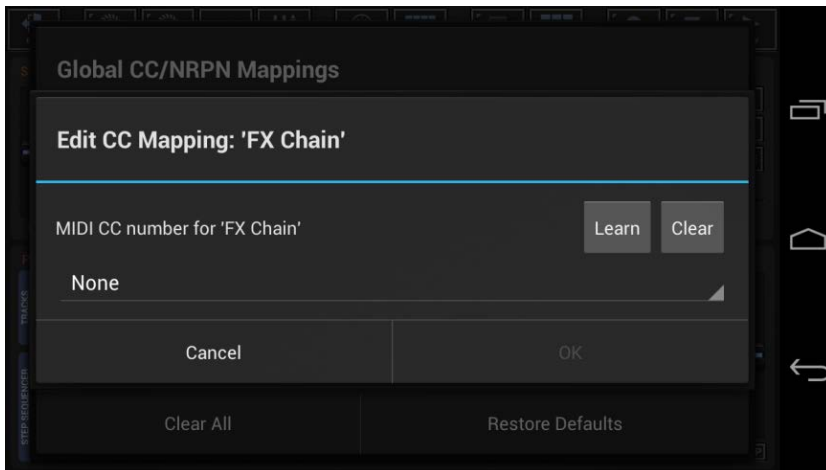
24.6.1 Manual Edit MIDI CC/Key Mapping

To edit a mapping manually, simply select one of the CC#[...] from the drop down list.
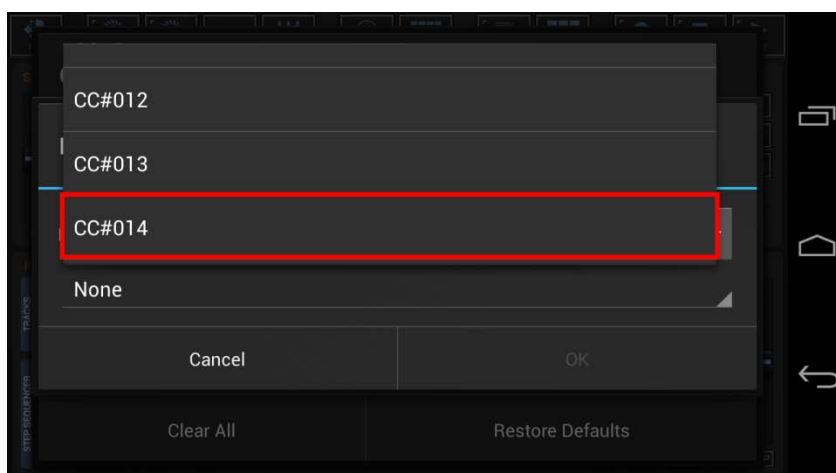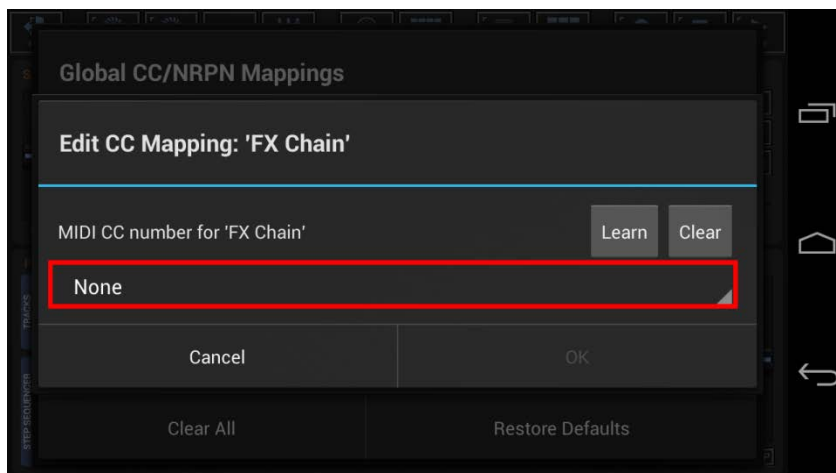
Finally confirm with OK to update the mapping.
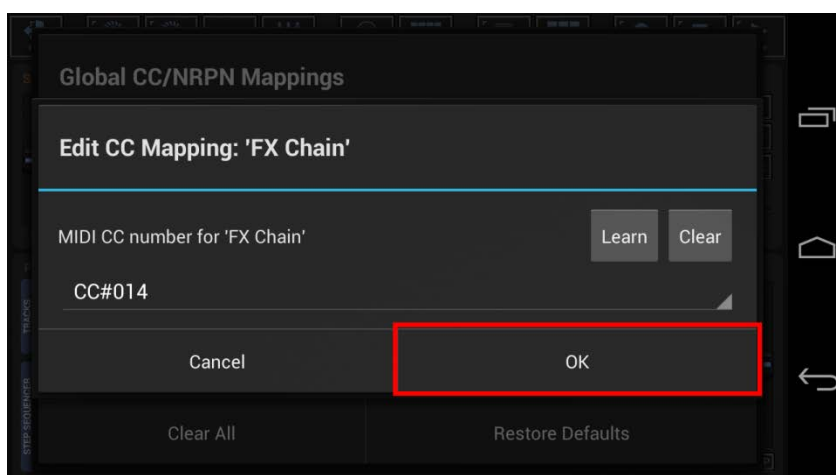
Note:
Be sure to check out the MIDI Learn function, which is the easiest way to edit your mappings.
(see Chapter: Learn MIDI CC/Key Mapping)

24.6.2 Learn MIDI CC/Key Mapping

The probably easiest way to create your own MIDI mappings is to learn them by MIDI. In other words you turn a MIDI CC on your controller and G-Stomper learns the CC number automatically.

To learn a MIDI Mapping, simply press the Learn button.
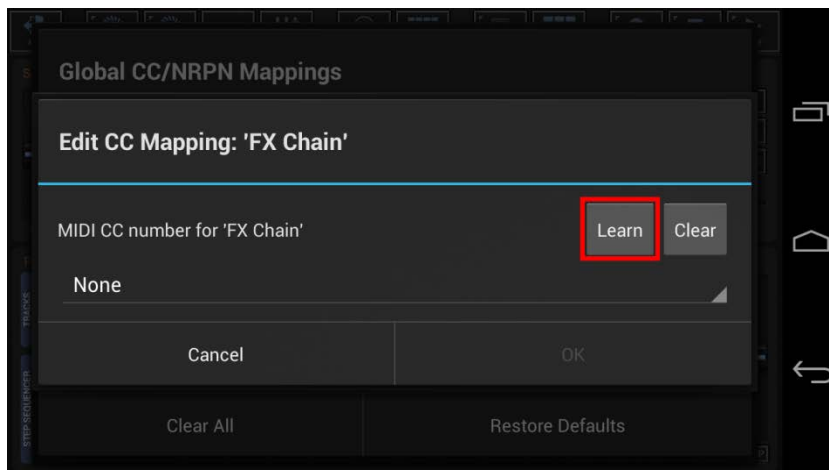
Then touch the desired knob or button on your MIDI controller.
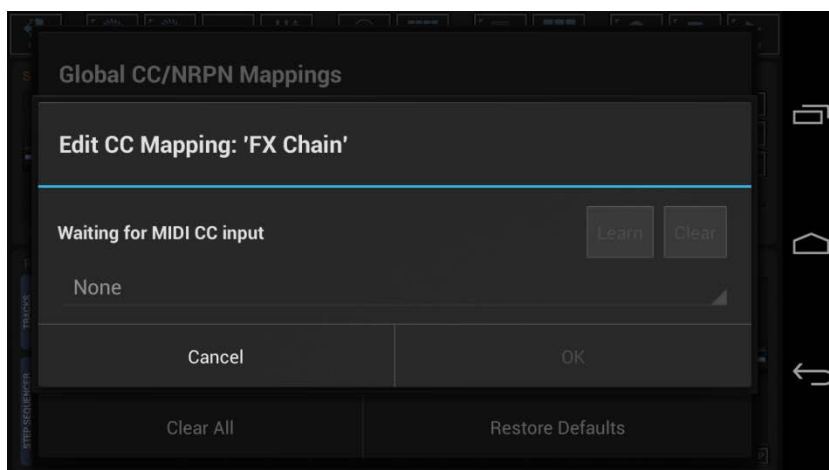
Finally confirm with OK to update the mapping.
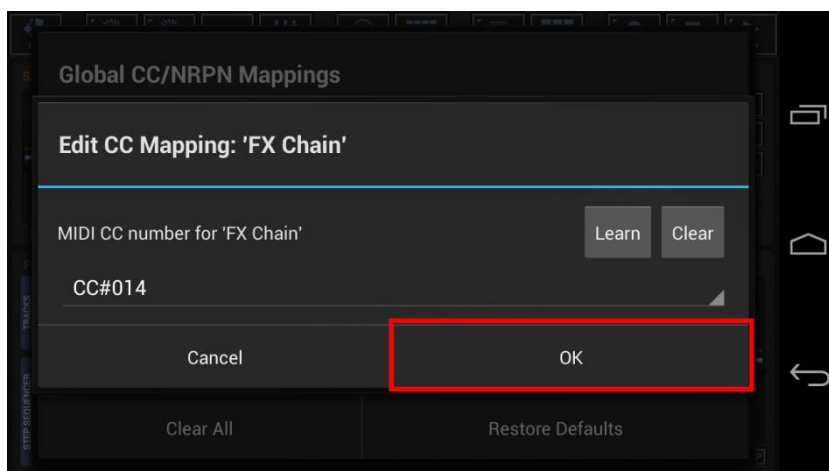
24.7 Pure MIDI Instrument Tracks

Every Track in G-Stomper can be used as pure MIDI Instrument Track, in other words to control an external MIDI Instrument rather than the internal Audio Source.

24.7.1 Set a Drum Sampler Track as "MIDI Instrument"

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

G-Stomper Studio, G-Stomper Rhythm:

Make sure that the Track Pad mode is set to Play/Menu (which is the default).
Long click a Track Pad to open to the Track Menu.

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.

Enable the option „MIDI Instrument (Internal Sound OFF)" to control an external MIDI Instrument with this Track, rather than the internal Audio Source.
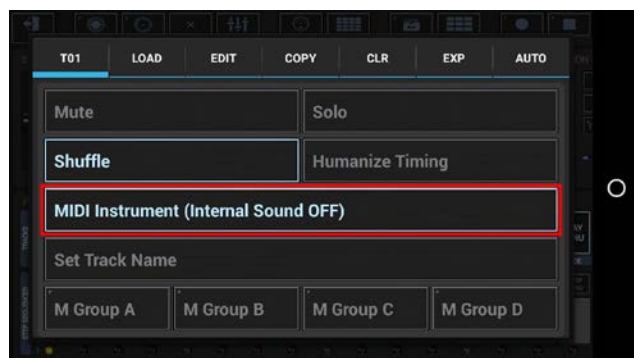
Using a Track as [MIDI Instrument] means, the internal Sound will be disabled and only MIDI events will be fired from the Track. Be sure to configure the MIDI Channels, IN/OUT Ports in the MIDI settings before you enable this option.

24.7.2 Set a VA-Beast Synthesizer Track as "MIDI Instrument"

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

G-Stomper Studio, G-Stomper VA-Beast (standalone):

Make sure that the Track Pad mode is set to Sel/Menu (which is the default).
Long click a Track Pad to open to the Track Menu.

G-Stomper Producer:

Press the "Synth" button in one of the Mixer Channels to show up the VA-Beast Synthesizer, and then open the Track Menu in the sidebar.

Enable the option „MIDI Instrument (Internal Sound OFF)" to control an external MIDI Instrument with this Track, rather than the internal Audio Source.
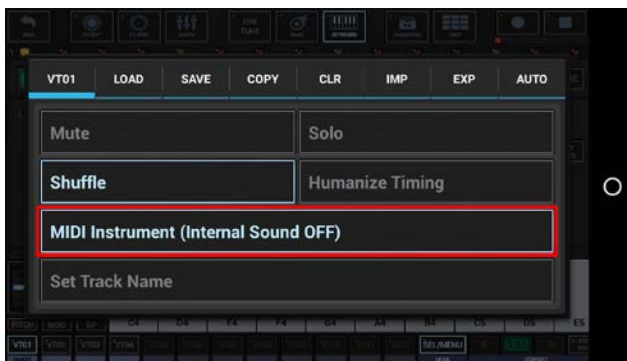
Using a Track as [MIDI Instrument] means, the internal Sound will be disabled and only MIDI events will be fired from the Track. Be sure to configure the MIDI Channels, IN/OUT Ports in the MIDI settings before you enable this option.

24.8   MIDI CC & Key Mapping Charts

The following Chapters show the default MIDI CC and Key mapping in G-Stomper Studio. You are of course free to customize the mappings to your own needs.

24.8.1   Global MIDI CC/NRPN Mapping Chart

Programmable Multi-Mute (G-Stomper Studio, -Rhythm, -VA-Beast):	Default Mapping
Multi-Mute ON/OFF	-

Common FX Parameters:	Default Mapping
FX Chain	-

FX1 Parameters:	Default Mapping
FX1 - Param1	-
FX1 - Param2	-
FX1 - Param3	-
FX1 - Param4	-
FX1 - LFO ON/OFF	-
FX1 - LFO Waveform	-
FX1 - LFO Invert ON/OFF	-
FX1 - Envelope Follower ON/OFF	-
FX1 - Sync ON/OFF	-
FX1 - Type	-
FX1 - Bypass ON/OFF	-

FX2 Parameters:	**Default Mapping**
FX2 - Param1	-
FX2 - Param2	-
FX2 - Param3	-
FX2 - Param4	-
FX2 - LFO ON/OFF	-
FX2 - LFO Waveform	-
FX2 - LFO Invert ON/OFF	-
FX2 - Envelope Follower ON/OFF	-
FX2 - Sync ON/OFF	-
FX2 - Type	-
FX2 - Bypass ON/OFF	-

FX3 Parameters:	**Default Mapping**
FX3 - Param1	-
FX3 - Param2	-
FX3 - Param3	-
FX3 - Param4	-
FX3 - LFO ON/OFF	-
FX3 - LFO Waveform	-
FX3 - LFO Invert ON/OFF	-
FX3 - Envelope Follower ON/OFF	-
FX3 - Sync ON/OFF	-
FX3 - Type	-
FX3 - Bypass ON/OFF	-

SUM FX1 Parameters:	**Default Mapping**
SUM FX1 - Param1	-
SUM FX1 - Param2	-
SUM FX1 - Param3	-
SUM FX1 - Param4	-
SUM FX1 - LFO ON/OFF	-
SUM FX1 - LFO Waveform	-
SUM FX1 - LFO Invert ON/OFF	-
SUM FX1 - Envelope Follower ON/OFF	-
SUM FX1 - Sync ON/OFF	-
SUM FX1 - Type	-
SUM FX1 - Bypass ON/OFF	-

SUM FX2 Parameters:	**Default Mapping**
SUM FX2 - Param1	-
SUM FX2 - Param2	-
SUM FX2 - Param3	-
SUM FX2 - Param4	-
SUM FX2 - LFO ON/OFF	-
SUM FX2 - LFO Waveform	-
SUM FX2 - LFO Invert ON/OFF	-
SUM FX2 - Envelope Follower ON/OFF	-
SUM FX2 - Sync ON/OFF	-
SUM FX2 - Type	-
SUM FX2 - Bypass ON/OFF	-

Master Parameters:	**Default Mapping**
Lock Master ON/OFF *	-
Lock Mono ON/OFF	-
Lock Mixer ON/OFF	-
Master: Volume	-
Master: Panorama	-
Master: Bypass *	-
Master: Pre/Post SUM FX *	-

* G-Stomper Studio, - Rhythm, -VA-Beast

Master Parametric EQ Parameters:	**Default Mapping**
Master: Low EQ - ON/OFF	-
Master: Low EQ - Shelf/Peak	-
Master: Low EQ - Frequency	-
Master: Low EQ - Q	-
Master: Low EQ - Gain	-
Master: Mid EQ - ON/OFF	-
Master: Mid EQ - Frequency	-
Master: Mid EQ - Q	-
Master: Mid EQ - Gain	-
Master: High EQ - ON/OFF	-
Master: High EQ - Shelf/Peak	-
Master: High EQ - Frequency	-
Master: High EQ - Q	-
Master: High EQ - Gain	-
Master: EQ - Bypass ON/OFF	-
Master: EQ - Out	-

Patter Set Parameters (G-Stomper Studio):	**Default Mapping**
Pattern Set: Chain ON/OFF	-
Pattern Set: Lock ON/OFF	-
Pattern Set: Song Mode ON/OFF	-
Pattern Set: Song Position UP	-
Pattern Set: Song Position Down	-
Pattern Set: Pattern Slots A-01..D-16 (Fixed Mapping!)	Prog.Change 0..63
Pattern Set: Pattern Slots A-01..D-16	-

Scene Set Parameters (G-Stomper Producer):	**Default Mapping**
All Track Pattern Sets: Chain ON/OFF	-
All Track Pattern Sets: Lock ON/OFF	-
Scene Set: Scene Slots A-01..D-16 (Fixed Mapping!)	Prog.Change 0..63
Scene Set: Scene Slots A-01..D-16	-

Timing & Measure Parameters:	**Default Mapping**
Timing & Measure: Tempo/BPM (Fixed Mapping, MIDI IN only!)	NRPN 138 (MSB 1, LSB 10)
Timing & Measure: Tap Tempo	-
Timing & Measure: Swing/Shuffle *	-
Timing & Measure: Steps Per Bar *	-
Timing & Measure: Length in Bars *	-

* G-Stomper Studio, -Rhythm, - VA-Beast

Sequencer Parameters:	Default Mapping
Sequencer: Loop ON/OFF *	-
Sequencer: R-Arp Rate **	-
Sequencer: R-Arp ON/OFF **	-
Sequencer: Stutter Rate **	-
Sequencer: Stutter ON/OFF **	-
Sequencer: Play	-
Sequencer: Stop	-
Sequencer: Record	-

* G-Stomper Studio, -Rhythm, - VA-Beast
** G-Stomper Studio, - Rhythm

T[..]: Volume (G-Stomper Studio, -Rhythm, -Producer)	Default Mapping
T01: Volume	-
T02: Volume	-
T03: Volume	-
T04: Volume	-
T05: Volume	-
T06: Volume	-
T07: Volume	-
T08: Volume	-
T09: Volume	-
T10: Volume	-
T11: Volume	-
T12: Volume	-
T13: Volume	-
T14: Volume	-
T15: Volume	-
T16: Volume	-
T17: Volume	-
T18: Volume	-
T19: Volume	-
T20: Volume	-
T21: Volume	-
T22: Volume	-
T23: Volume	-
T24: Volume	-

VT[..]: Volume (G-Stomper Studio, -VA-Beast, -Producer)	Default Mapping
VT01: Volume	-
VT02: Volume	-
VT03: Volume	-
VT04: Volume	-
VT05: Volume	-
VT06: Volume	-
VT07: Volume	-
VT08: Volume	-
VT09: Volume	-
VT10: Volume	-
VT11: Volume	-
VT12: Volume	-

T[..]: Panorama (G-Stomper Studio, -Rhythm, -Producer)	Default Mapping
T01: Panorama	-
T02: Panorama	-
T03: Panorama	-
T04: Panorama	-
T05: Panorama	-
T06: Panorama	-
T07: Panorama	-
T08: Panorama	-
T09: Panorama	-
T10: Panorama	-
T11: Panorama	-
T12: Panorama	-
T13: Panorama	-
T14: Panorama	-
T15: Panorama	-
T16: Panorama	-
T17: Panorama	-
T18: Panorama	-
T19: Panorama	-
T20: Panorama	-
T21: Panorama	-
T22: Panorama	-
T23: Panorama	-
T24: Panorama	-

VT[..]: Panorama (G-Stomper Studio, -VA-Beast, -Producer)	Default Mapping
VT01: Panorama	-
VT02: Panorama	-
VT03: Panorama	-
VT04: Panorama	-
VT05: Panorama	-
VT06: Panorama	-
VT07: Panorama	-
VT08: Panorama	-
VT09: Panorama	-
VT10: Panorama	-
VT11: Panorama	-
VT12: Panorama	-

24.8.2 Global MIDI Key Mapping Chart

T[..]: Play Sample (G-Stomper Studio, -Rhythm, -Producer)	Default Mapping
T01: Play Sample	C3 (048)
T02: Play Sample	C#3 (049)
T03: Play Sample	D3 (050)
T04: Play Sample	D#3 (051)
T05: Play Sample	E3 (052)
T06: Play Sample	F3 (053)
T07: Play Sample	F#3 (054)
T08: Play Sample	G3 (055)
T09: Play Sample	G#3 (056)
T10: Play Sample	A3 (057)
T11: Play Sample	A#3 (058)
T12: Play Sample	B3 (059)
T13: Play Sample	C4 (060)
T14: Play Sample	C#4 (061)
T15: Play Sample	D4 (062)
T16: Play Sample	D#4 (063)
T17: Play Sample	E4 (064)
T18: Play Sample	F4 (065)
T19: Play Sample	F#4 (066)
T20: Play Sample	G4 (067)
T21: Play Sample	G#4 (068)
T22: Play Sample	A4 (069)
T23: Play Sample	A#4 (070)
T24: Play Sample	B4 (071)

T[..]: Rhythm Arp ON/OFF (G-Stomper Studio, -Rhythm, -Producer)	Default Mapping
T01: R-Arp ON/OFF	-
T02: R-Arp ON/OFF	-
T03: R-Arp ON/OFF	-
T04: R-Arp ON/OFF	-
T05: R-Arp ON/OFF	-
T06: R-Arp ON/OFF	-
T07: R-Arp ON/OFF	-
T08: R-Arp ON/OFF	-
T09: R-Arp ON/OFF	-
T10: R-Arp ON/OFF	-
T11: R-Arp ON/OFF	-
T12: R-Arp ON/OFF	-
T13: R-Arp ON/OFF	-
T14: R-Arp ON/OFF	-
T15: R-Arp ON/OFF	-
T16: R-Arp ON/OFF	-
T17: R-Arp ON/OFF	-
T18: R-Arp ON/OFF	-
T19: R-Arp ON/OFF	-
T20: R-Arp ON/OFF	-
T21: R-Arp ON/OFF	-
T22: R-Arp ON/OFF	-
T23: R-Arp ON/OFF	-
T24: R-Arp ON/OFF	-

T[..]: Solo ON/OFF (G-Stomper Studio, -Rhythm, -Producer)	Default Mapping
T01: Solo ON/OFF	-
T02: Solo ON/OFF	-
T03: Solo ON/OFF	-
T04: Solo ON/OFF	-
T05: Solo ON/OFF	-
T06: Solo ON/OFF	-
T07: Solo ON/OFF	-
T08: Solo ON/OFF	-
T09: Solo ON/OFF	-
T10: Solo ON/OFF	-
T11: Solo ON/OFF	-
T12: Solo ON/OFF	-
T13: Solo ON/OFF	-
T14: Solo ON/OFF	-
T15: Solo ON/OFF	-
T16: Solo ON/OFF	-
T17: Solo ON/OFF	-
T18: Solo ON/OFF	-
T19: Solo ON/OFF	-
T20: Solo ON/OFF	-
T21: Solo ON/OFF	-
T22: Solo ON/OFF	-
T23: Solo ON/OFF	-
T24: Solo ON/OFF	-

VT[..]: Solo ON/OFF (G-Stomper Studio, -VA-Beast, -Producer)	Default Mapping
VT01: Solo ON/OFF	-
VT02: Solo ON/OFF	-
VT03: Solo ON/OFF	-
VT04: Solo ON/OFF	-
VT05: Solo ON/OFF	-
VT06: Solo ON/OFF	-
VT07: Solo ON/OFF	-
VT08: Solo ON/OFF	-
VT09: Solo ON/OFF	-
VT10: Solo ON/OFF	-
VT11: Solo ON/OFF	-
VT12: Solo ON/OFF	-
Reset Solo (all OFF)	-

T[..]: Mute ON/OFF (G-Stomper Studio, -Rhythm, -Producer)	Default Mapping
T01: Mute ON/OFF	C5 (072)
T02: Mute ON/OFF	C#5 (073)
T03: Mute ON/OFF	D5 (074)
T04: Mute ON/OFF	D#5 (075)
T05: Mute ON/OFF	E5 (076)
T06: Mute ON/OFF	F5 (077)
T07: Mute ON/OFF	F#5 (078)
T08: Mute ON/OFF	G5 (079)
T09: Mute ON/OFF	G#5 (080)
T10: Mute ON/OFF	A5 (081)
T11: Mute ON/OFF	A#5 (082)
T12: Mute ON/OFF	B5 (083)
T13: Mute ON/OFF	C6 (084)
T14: Mute ON/OFF	C#6 (085)
T15: Mute ON/OFF	D6 (086)
T16: Mute ON/OFF	D#6 (087)
T17: Mute ON/OFF	E6 (088)
T18: Mute ON/OFF	F6 (089)
T19: Mute ON/OFF	F#6 (090)
T20: Mute ON/OFF	G6 (091)
T21: Mute ON/OFF	G#6 (092)
T22: Mute ON/OFF	A6 (093)
T23: Mute ON/OFF	A#6 (094)
T24: Mute ON/OFF	B6 (095)

VT[..]: Mute ON/OFF (G-Stomper Studio, -VA-Beast, -Producer)	Default Mapping
VT01: Mute ON/OFF	C7 (096)
VT02: Mute ON/OFF	C#7 (097)
VT03: Mute ON/OFF	D7 (098)
VT04: Mute ON/OFF	D#7 (099)
VT05: Mute ON/OFF	E7 (100)
VT06: Mute ON/OFF	F7 (101)
VT07: Mute ON/OFF	F#7 (102)
VT08: Mute ON/OFF	G7 (103)
VT09: Mute ON/OFF	G#7 (104)
VT10: Mute ON/OFF	A7 (105)
VT11: Mute ON/OFF	A#7 (106)
VT12: Mute ON/OFF	B7 (107)
Reset Mute (all OFF)	C8 (108)

Patter Set Parameters: (G-Stomper Studio)	**Default Mapping**
Pattern Set: Pattern Slots A-01	-
Pattern Set: Pattern Slots A-02	-
Pattern Set: Pattern Slots A-03	-
Pattern Set: Pattern Slots A-04	-
Pattern Set: Pattern Slots A-05	-
Pattern Set: Pattern Slots A-06	-
Pattern Set: Pattern Slots A-07	-
Pattern Set: Pattern Slots A-08	-
Pattern Set: Pattern Slots A-09	-
Pattern Set: Pattern Slots A-10	-
Pattern Set: Pattern Slots A-11	-
Pattern Set: Pattern Slots A-12	-
Pattern Set: Pattern Slots A-13	-
Pattern Set: Pattern Slots A-14	-
Pattern Set: Pattern Slots A-15	-
Pattern Set: Pattern Slots A-16	-
Pattern Set: Pattern Slots B-01	-
Pattern Set: Pattern Slots B-02	-
Pattern Set: Pattern Slots B-03	-
Pattern Set: Pattern Slots B-04	-
Pattern Set: Pattern Slots B-05	-
Pattern Set: Pattern Slots B-06	-
Pattern Set: Pattern Slots B-07	-
Pattern Set: Pattern Slots B-08	-
Pattern Set: Pattern Slots B-09	-

Pattern Set: Pattern Slots B-10	-
Pattern Set: Pattern Slots B-11	-
Pattern Set: Pattern Slots B-12	-
Pattern Set: Pattern Slots B-13	-
Pattern Set: Pattern Slots B-14	-
Pattern Set: Pattern Slots B-15	-
Pattern Set: Pattern Slots B-16	-
Pattern Set: Pattern Slots C-01	-
Pattern Set: Pattern Slots C-02	-
Pattern Set: Pattern Slots C-03	-
Pattern Set: Pattern Slots C-04	-
Pattern Set: Pattern Slots C-05	-
Pattern Set: Pattern Slots C-06	-
Pattern Set: Pattern Slots C-07	-
Pattern Set: Pattern Slots C-08	-
Pattern Set: Pattern Slots C-09	-
Pattern Set: Pattern Slots C-10	-
Pattern Set: Pattern Slots C-11	-
Pattern Set: Pattern Slots C-12	-
Pattern Set: Pattern Slots C-13	-
Pattern Set: Pattern Slots C-14	-
Pattern Set: Pattern Slots C-15	-
Pattern Set: Pattern Slots C-16	-
Pattern Set: Pattern Slots D-01	-
Pattern Set: Pattern Slots D-02	-
Pattern Set: Pattern Slots D-03	-

Pattern Set: Pattern Slots D-04	-
Pattern Set: Pattern Slots D-05	-
Pattern Set: Pattern Slots D-06	-
Pattern Set: Pattern Slots D-07	-
Pattern Set: Pattern Slots D-08	-
Pattern Set: Pattern Slots D-09	-
Pattern Set: Pattern Slots D-10	-
Pattern Set: Pattern Slots D-11	-
Pattern Set: Pattern Slots D-12	-
Pattern Set: Pattern Slots D-13	-
Pattern Set: Pattern Slots D-14	-
Pattern Set: Pattern Slots D-15	-
Pattern Set: Pattern Slots D-16	-

Scene Set Parameters: (G-Stomper Producer)	Default Mapping
Pattern Set: Scene Slots A-01	-
Scene Set: Scene Slots A-02	-
Scene Set: Scene Slots A-03	-
Scene Set: Scene Slots A-04	-
Scene Set: Scene Slots A-05	-
Scene Set: Scene Slots A-06	-
Scene Set: Scene Slots A-07	-
Scene Set: Scene Slots A-08	-
Scene Set: Scene Slots A-09	-
Scene Set: Scene Slots A-10	-
Scene Set: Scene Slots A-11	-
Scene Set: Scene Slots A-12	-
Scene Set: Scene Slots A-13	-
Scene Set: Scene Slots A-14	-
Scene Set: Scene Slots A-15	-
Scene Set: Scene Slots A-16	-
Scene Set: Scene Slots B-01	-
Scene Set: Scene Slots B-02	-
Scene Set: Scene Slots B-03	-
Scene Set: Scene Slots B-04	-
Scene Set: Scene Slots B-05	-
Scene Set: Scene Slots B-06	-
Scene Set: Scene Slots B-07	-
Scene Set: Scene Slots B-08	-
Scene Set: Scene Slots B-09	-

Scene Set: Scene Slots B-10	-
Scene Set: Scene Slots B-11	-
Scene Set: Scene Slots B-12	-
Scene Set: Scene Slots B-13	-
Scene Set: Scene Slots B-14	-
Scene Set: Scene Slots B-15	-
Scene Set: Scene Slots B-16	-
Scene Set: Scene Slots C-01	-
Scene Set: Scene Slots C-02	-
Scene Set: Scene Slots C-03	-
Scene Set: Scene Slots C-04	-
Scene Set: Scene Slots C-05	-
Scene Set: Scene Slots C-06	-
Scene Set: Scene Slots C-07	-
Scene Set: Scene Slots C-08	-
Scene Set: Scene Slots C-09	-
Scene Set: Scene Slots C-10	-
Scene Set: Scene Slots C-11	-
Scene Set: Scene Slots C-12	-
Scene Set: Scene Slots C-13	-
Scene Set: Scene Slots C-14	-
Scene Set: Scene Slots C-15	-
Scene Set: Scene Slots C-16	-
Scene Set: Scene Slots D-01	-
Scene Set: Scene Slots D-02	-
Scene Set: Scene Slots D-03	-

Scene Set: Scene Slots D-04	-
Scene Set: Scene Slots D-05	-
Scene Set: Scene Slots D-06	-
Scene Set: Scene Slots D-07	-
Scene Set: Scene Slots D-08	-
Scene Set: Scene Slots D-09	-
Scene Set: Scene Slots D-10	-
Scene Set: Scene Slots D-11	-
Scene Set: Scene Slots D-12	-
Scene Set: Scene Slots D-13	-
Scene Set: Scene Slots D-14	-
Scene Set: Scene Slots D-15	-
Pattern Set: Pattern Slots D-16	-

Sequencer Parameters:	**Default Mapping**
Sequencer: Stutter ON/OFF **	-
Sequencer: Play	-
Sequencer: Stop	-
Sequencer: Record	-

** G-Stomper Studio, -Rhythm

24.8.3 Sampler MIDI CC Mapping Chart (G-Stomper Studio, -Rhythm, -Producer)

Sample/Track Parameters:	Default Mapping
Sample - Level	CC#071
Sample - Panorama	-
Sample - Accent Amount	CC#037
Sample - Start	CC#073
Sample - Length	CC#036
Sample - Pitch	CC#079
Sample - Speed	-
Sample - Pitch/Speed Independent	-
Sample - Roll	CC#072
Sample - Roll-Internal Accent ON/OFF	CC#075
Sample - Normalize ON/OFF	CC#056
Sample - Reverse ON/OFF	CC#107
Sample - Fill-in Mode	CC#054
Sample - Fill-in Hold ON/OFF	CC#055

Filter Parameters:	Default Mapping
Filter - Type (LP12/HP12/LP24/HP24/BP/NP/MoogLP/MoogHP)	CC#074
Filter - Cutoff Frequency	CC#042
Filter - Resonance (also Bandwidth for BP/NP)	CC#044

Mod Env Parameters:	Default Mapping
Mod Env - Target	CC#028
Mod Env - Depth	CC#029
Mod Env - Reverse ON/OFF	CC#108
Mod Env - Type (Lin/Exp)	CC#109

LFO Parameters:	Default Mapping
LFO - Rate	CC#019
LFO - Waveform	CC#020
LFO - Target	CC#021
LFO - Depth	CC#022
LFO - Sync ON/OFF	CC#081
LFO - Keyboard Sync ON/OFF	CC#082
LFO - Invert ON/OFF	-

General Track Parameters:	Default Mapping
Shuffle ON/OFF	CC#010
Channel: FX Send	CC#118
Channel: FX Input	CC#119
Channel: Solo ON/OFF	CC#011
Channel: Mute ON/OFF	CC#012
Channel: Volume	CC#113
Channel: Panorama	CC#114

Channel Parametric EQ Parameters:	**Default Mapping**
Channel: Low EQ - ON/OFF	-
Channel: Low EQ - Shelf/Peak	-
Channel: Low EQ - Frequency	-
Channel: Low EQ - Q	-
Channel: Low EQ - Gain	-
Channel: Mid EQ - ON/OFF	-
Channel: Mid EQ - Frequency	-
Channel: Mid EQ - Q	-
Channel: Mid EQ - Gain	-
Channel: High EQ - ON/OFF	-
Channel: High EQ - Shelf/Peak	-
Channel: High EQ - Frequency	-
Channel: High EQ - Q	-
Channel: High EQ - Gain	-
Channel: EQ - Bypass ON/OFF	-
Channel: EQ - Out	-

Channel Insert FX1 Parameters:	**Default Mapping**
Channel: INS FX1 - Param1	-
Channel: INS FX1 - Param2	-
Channel: INS FX1 - Param3	-
Channel: INS FX1 - Param4	-
Channel: INS FX1 - LFO ON/OFF	-
Channel: INS FX1 - LFO Waveform	-
Channel: INS FX1 - LFO Invert ON/OFF	-
Channel: INS FX1 - Envelope Follower ON/OFF	-
Channel: INS FX1 - Sync ON/OFF	-
Channel: INS FX1 - Type	-
Channel: INS FX1 - Bypass ON/OFF	-

Channel Insert FX2 Parameters:	**Default Mapping**
Channel: INS FX2 - Param1	-
Channel: INS FX2 - Param2	-
Channel: INS FX2 - Param3	-
Channel: INS FX2 - Param4	-
Channel: INS FX2 - LFO ON/OFF	-
Channel: INS FX2 - LFO Waveform	-
Channel: INS FX2 - LFO Invert ON/OFF	-
Channel: INS FX2 - Envelope Follower ON/OFF	-
Channel: INS FX2 - Sync ON/OFF	-
Channel: INS FX2 - Type	-
Channel: INS FX2 - Bypass ON/OFF	-

Track Pattern Set Parameters (G-Stomper Producer):	Default Mapping
Track Pattern Set: Pattern Slots A-01..D-16 (Fixed Mapping!)	Prog.Change 0..63
Track Pattern Set: Pattern Slots A-01..D-16	-

24.8.4   VA-Beast MIDI CC Mapping Chart (G-Stomper Studio, -VA-Beast, -Producer)

General Parameters:	Default Mapping
Modulation Wheel (on-screen Keyboard)	CC#001
Sustain Pedal (on-screen Keyboard)	CC#064

LFO1 Parameters:	Default Mapping
LFO1 - Rate	CC#019
LFO1 - Waveform	CC#020
LFO1 - Target	CC#021
LFO1 - Depth	CC#022
LFO1 - Sync ON/OFF	CC#081
LFO1 - Keyboard Sync/Env	CC#082
LFO1 - Invert ON/OFF	CC#084

LFO2 Parameters:	Default Mapping
LFO2 - Rate	CC#023
LFO2 - Waveform	CC#085
LFO2 - Target	CC#024
LFO2 - Depth	CC#025
LFO2 - Sync ON/OFF	CC#086
LFO2 - Keyboard Sync/Env	CC#087
LFO2 - Invert ON/OFF	CC#089

LFO3 Parameters:	**Default Mapping**
LFO3 - Rate	CC#045
LFO3 - Waveform	CC#048
LFO3 - Target	CC#049
LFO3 - Depth	CC#051
LFO3 - Sync ON/OFF	CC#053
LFO3 - Keyboard Sync/Env	CC#057
LFO3 - Invert ON/OFF	CC#058

Mod Env1 Parameters:	**Default Mapping**
Mod Env1 - Attack	CC#026
Mod Env1 - Attack Type (Lin/Exp/Offset)	CC#104
Mod Env1 - Decay	CC#027
Mod Env1 - Target	CC#028
Mod Env1 - Depth	CC#029
Mod Env1 - Invert ON/OFF	CC#108
Mod Env1 - Mode (AD/AD Repeat/AHD)	CC#109

Mod Env2 Parameters:	**Default Mapping**
Mod Env2 - Attack	CC#060
Mod Env2 - Attack Type (Lin/Exp/Offset)	CC#061
Mod Env2 - Decay	CC#077
Mod Env2 - Target	CC#066
Mod Env2 - Depth	CC#067
Mod Env2 - Invert ON/OFF	CC#068
Mod Env2 - Mode (AD/AD Repeat/AHD)	CC#069

Mod Env3 Parameters:	**Default Mapping**
Mod Env3 - Attack	CC#090
Mod Env3 - Attack Type (Lin/Exp/Offset)	CC#091
Mod Env3 - Decay	CC#092
Mod Env3 - Target	CC#093
Mod Env3 - Depth	CC#094
Mod Env3 - Invert ON/OFF	CC#095
Mod Env3 - Mode (AD/AD Repeat/AHD)	CC#117

OSC1 Parameters:	**Default Mapping**
OSC1 - Waveform	CC#030
OSC1 - Sync/FM ON/OFF	CC#035
OSC1 - Shape	CC#079
OSC1 - FM Type (Phase/Log+/Log+-/Lin+/Lin+-)	CC#115

OSC2 Parameters	**Default Mapping**
OSC2 - Waveform	CC#031
OSC2 - Sync/FM ON/OFF	CC#103
OSC2 - Shape	CC#102
OSC2 - FM Type (Phase/Log+/Log+-/Lin+/Lin+-)	CC#116
OSC2 - Tune (also Noise Freq, Tune1)	CC#078
OSC2 - FineTune (also NoiseFilter Type, Tune2)	CC#033
OSC2 - Tune Mode (Semi Tones/Partial No/KB Off Fixed)	CC#034

OSC Mod/Mix Parameters:	Default Mapping
OSC Mod - OSC Mix 1/2	CC#008
OSC Mod - Depth	CC#070
OSC Mod - Type (FM/DFM/RM/DIST/FILT/DRM)	CC#105
OSC Mod - Noise ON/OFF	CC#106
OSC Mod - Octave Shift	CC#017

Filter 1 Parameters:	Default Mapping
Filter 1 - Cutoff Frequency	CC#074
Filter 1 - Resonance (also Bandwidth for BP/NP)	CC#042
Filter 1 - Type (LP12/HP12/LP24/HP24/BP/NP/MoogLP/MoogHP)	CC#044
Filter 1 - Keyboard Tracking ON/OFF	CC#046
Filter 1 Env - Attack	CC#059
Filter 1 Env - Attack Type (Lin/Exp/Offset)	CC#063
Filter 1 Env - Decay	CC#039
Filter 1 Env - Sustain	CC#040
Filter 1 Env - Release	CC#041
Filter 1 Env - Depth	CC#043
Filter 1 Env - Invert ON/OFF	CC#062

Filter 2 Parameters:	Default Mapping
Filter 2 - Cutoff Frequency	-
Filter 2 - Resonance (also Bandwidth for BP/NP)	-
Filter 2 - Type (LP12/HP12/LP24/HP24/BP/NP/MoogLP/MoogHP)	-
Filter 2 - Keyboard Tracking ON/OFF	-
Filter 2 - Routing Serial/Parallel	-

Filter 2 Env - Attack	-
Filter 2 Env - Attack Type (Lin/Exp/Offset)	-
Filter 2 Env - Decay	-
Filter 2 Env - Sustain	-
Filter 2 Env - Release	-
Filter 2 Env - Depth	-
Filter 2 Env - Invert ON/OFF	-

Voice Mode Parameters:	**Default Mapping**
Vibrato - ON/OFF	CC#056
Vibrato - Rate	CC#054
Vibrato - Depth	CC#055
Unison - Detune	CC#083
Unison - Spread	CC#080
Unison - Number of Voices	CC#088
Mono ON/OFF (Glide/Legato section)	CC#015
Glide - Mode (OFF/ON/Auto Legato)	CC#065
Glide - Rate	CC#005
Chord Memory	CC#112
Arpeggio - ON/OFF	CC#047
Arpeggio - Rate	CC#050
Arpeggio - Sync ON/OFF	CC#052
Arpeggio - Mode (Up/Down/UpDown/Random)	CC#110
Arpeggio - Octaves (1/2/3/4)	CC#111

Amp/Output Parameters:	Default Mapping
Amp Env - Attack	CC#073
Amp Env - Attack Type (Lin/Exp)	CC#107
Amp Env - Decay	CC#036
Amp Env - Sustain	CC#037
Amp Env - Release	CC#072
Amp Env - Level	CC#071

General Track Parameters:	Default Mapping
Shuffle ON/OFF	CC#010
Channel: FX Send	CC#118
Channel: FX Input	CC#119
Channel: Solo ON/OFF	CC#011
Channel: Mute ON/OFF	CC#012
Channel: Volume	CC#113
Channel: Panorama	CC#114

Channel Parametric EQ Parameters:	**Default Mapping**
Channel: Low EQ - ON/OFF	-
Channel: Low EQ - Shelf/Peak	-
Channel: Low EQ - Frequency	-
Channel: Low EQ - Q	-
Channel: Low EQ - Gain	-
Channel: Mid EQ - ON/OFF	-
Channel: Mid EQ - Frequency	-
Channel: Mid EQ - Q	-
Channel: Mid EQ - Gain	-
Channel: High EQ - ON/OFF	-
Channel: High EQ - Shelf/Peak	-
Channel: High EQ - Frequency	-
Channel: High EQ - Q	-
Channel: High EQ - Gain	-
Channel: EQ - Bypass ON/OFF	-
Channel: EQ - Out	-

Channel Insert FX1 Parameters:	Default Mapping
Channel: INS FX1 - Param1	-
Channel: INS FX1 - Param2	-
Channel: INS FX1 - Param3	-
Channel: INS FX1 - Param4	-
Channel: INS FX1 - LFO ON/OFF	-
Channel: INS FX1 - LFO Waveform	-
Channel: INS FX1 - LFO Invert ON/OFF	-
Channel: INS FX1 - Envelope Follower ON/OFF	-
Channel: INS FX1 - Sync ON/OFF	-
Channel: INS FX1 - Type	-
Channel: INS FX1 - Bypass ON/OFF	-

Channel Insert FX2 Parameters:	Default Mapping
Channel: INS FX2 - Param1	-
Channel: INS FX2 - Param2	-
Channel: INS FX2 - Param3	-
Channel: INS FX2 - Param4	-
Channel: INS FX2 - LFO ON/OFF	-
Channel: INS FX2 - LFO Waveform	-
Channel: INS FX2 - LFO Invert ON/OFF	-
Channel: INS FX2 - Envelope Follower ON/OFF	-
Channel: INS FX2 - Sync ON/OFF	-
Channel: INS FX2 - Type	-
Channel: INS FX2 - Bypass ON/OFF	-

Track Pattern Set Parameters (G-Stomper Producer):	Default Mapping
Track Pattern Set: Pattern Slots A-01..D-16 (Fixed Mapping!)	Prog.Change 0..63
Track Pattern Set: Pattern Slots A-01..D-16	-

24.9   MIDI Import

MIDI Import describes the process of importing a MIDI file/sequence as a G-Stomper Studio Pattern Set including Song Arrangement (G-Stomper Studio), as a G-Stomper Producer Project including Song Arrangement (G-Stomper Producer), or as a single Pattern (G-Stomper Rhythm and G-Stomper VA-Beast standalone).

- The Song structure in G-Stomper Studio will be reflected by multiple Patterns in a Pattern Set including the Song Arrangement.

- The Song structure in G-Stomper Producer will be reflected by multiple Track Patterns in the affected Track Pattern Sets and the Song Arrangement in the Graphical Multi-Track Song Arranger.

G-Stomper imports MIDI files according to your selected import mapping.

The following data can/will be imported from the given MIDI files.

- **Tempo**
  The BPM at the beginning of the track.

- **Time Signature**
  G-Stomper tries to adopt the Time Signature that is given by the MIDI file. There might be cases where it's not possible to read the Time Signature from the MIDI file, e.g. if there is no Time Signature stored in the MIDI file, or if the given Time Signature is not supported by G-Stomper. In such a case, 4/4 is used as default.

- **MIDI Percussion Tracks / Percussion Triggers**
  A MIDI Percussion Track (usually MIDI channel 10) can either be imported to the drum machine (all drum tracks at once) or to a VA-Beast Synthesizer track. Both, the drum machine and the VA-Beast Synthesizer provide a GM Drum Kit, which is used by default in case of a MIDI Percussion Track.

- **MIDI Instrument Tracks / NoteOn/NoteOff**
  A MIDI Instrument Track (any other MIDI channel than 10) can either be imported to a single VA-Beast Synthesizer track or to a single drum sampler track. However, as the drum samplers are monophonic, it's recommended to import MIDI instrument tracks to polyphonic VA-Beast tracks.

Note:
G-Stomper imports Tempo, Time Signature, Percussion Triggers, and NoteOn/NoteOff events.
Not supported are tempo or time signature changes during the playback as well as automation curves in form of CC, RPN or NRPN events.

24.9.1   Import MIDI Sequence (.mid/.midi)

Show up the Main Menu.

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

G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast (standalone):

To import a MIDI file, select the IMP tab, and then choose "MIDI Sequence (.mid/.midi)".
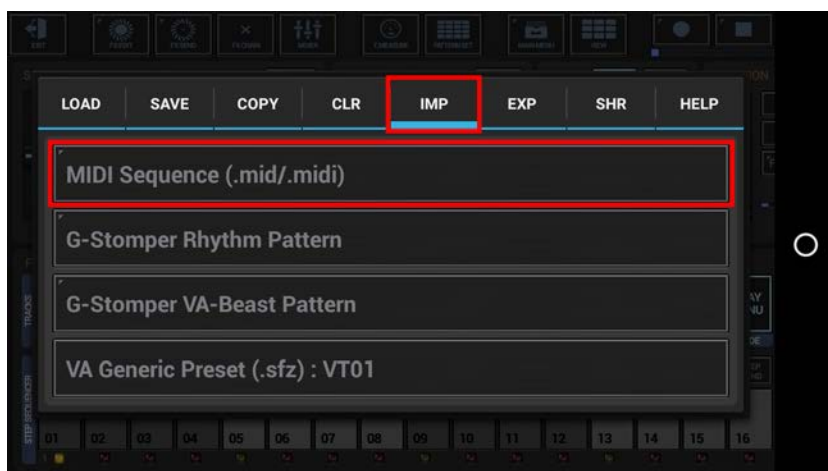
G-Stomper Producer:

To import a MIDI file, select the IMP tab, and then choose "MIDI Sequence (.mid/.midi) as new Project".
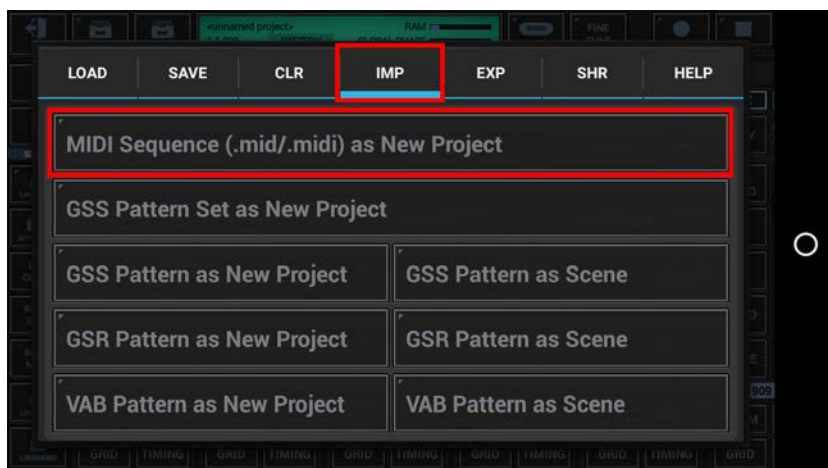
Configure the MIDI Import:

Select the MIDI file you want to import and confirm with OK.
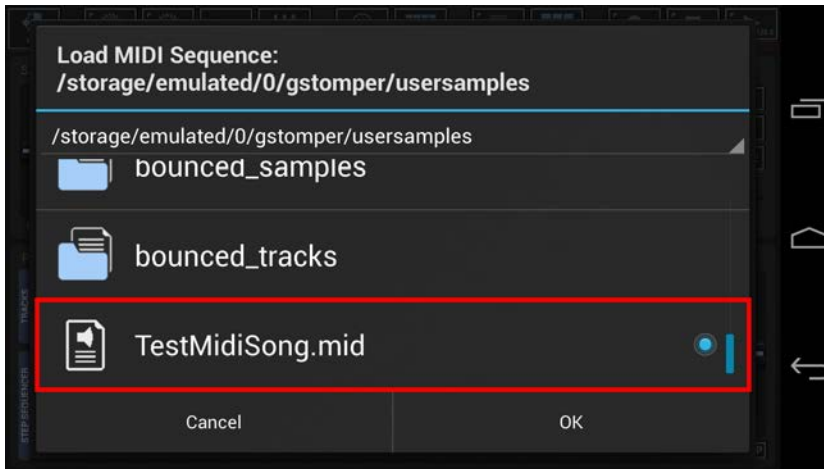
After a quick scan of the MIDI file, you'll get a list of available MIDI tracks including the track names, MIDI channels, number of notes in each track, and the import mapping to the G-Stomper tracks.

By default, no MIDI tracks have an import mapping assigned. You can either map each MIDI track manually, or you can just use the "Auto-Map" button on top. The Auto-Mapper automatically assigns the most suitable import mapping for you, based on the available G-Stomper tracks.
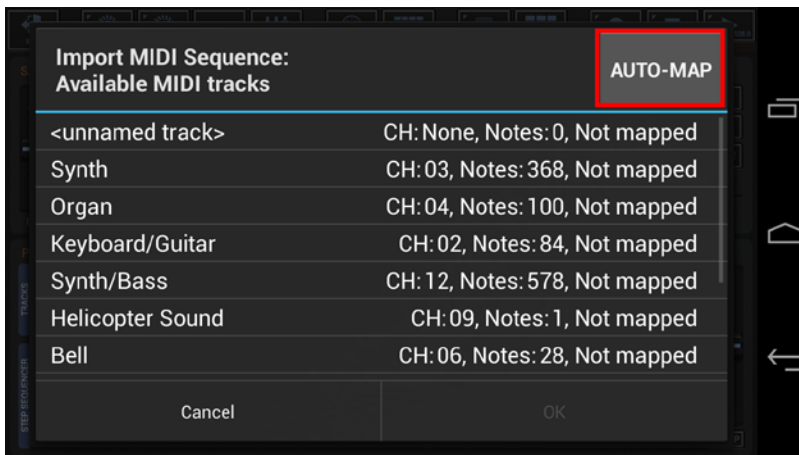
MIDI Instrument tracks will be auto-mapped one by one to the available VA-Beast Synthesizer tracks.
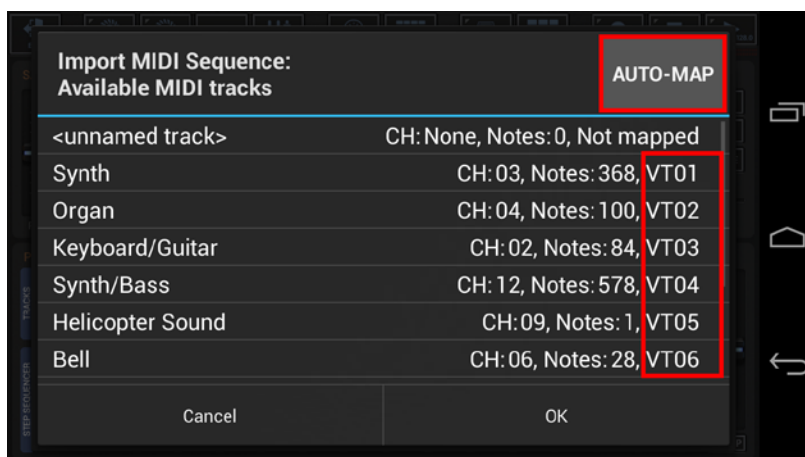
The first MIDI Percussion track (CH: 10) will be auto-mapped to the drum machine (T01-T24 : GM Percussion). A GM Percussion Mapping will automatically use the "GM Drum Kit - Mixed" Sound Set.
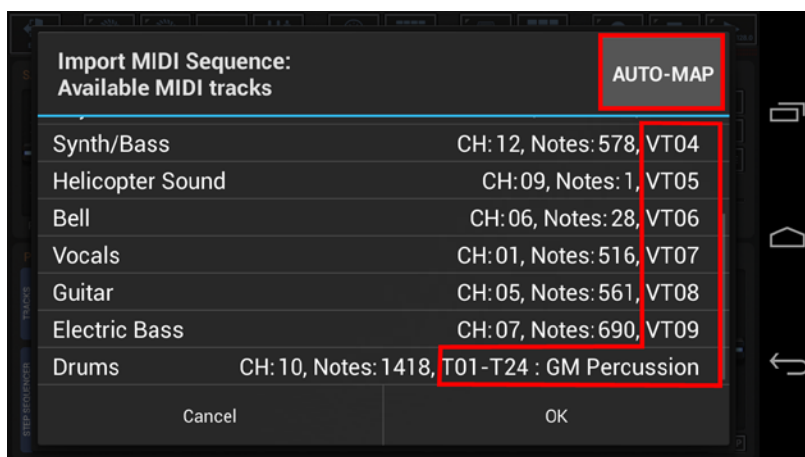
In most cases, the Auto-Mapper will come up with a suitable result, but there might be situations where you want to manually change certain mappings.

To change a mapping, just tap the list item, in this example the MIDI Percussion track "Drums".
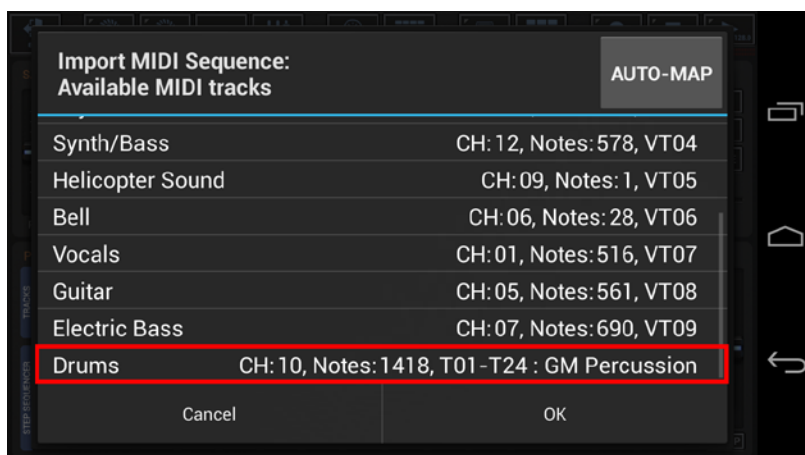
Now you can choose a mapping destination from the available G-Stomper tracks.
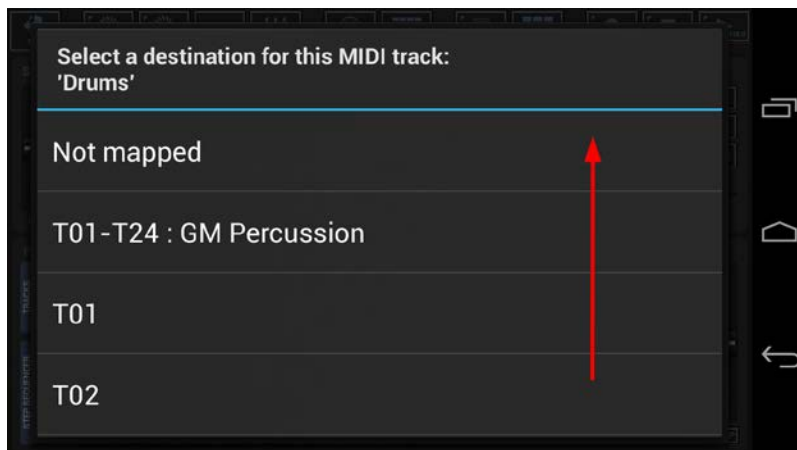
In this example, select the VA-Beast track VT10 as mapping destination.
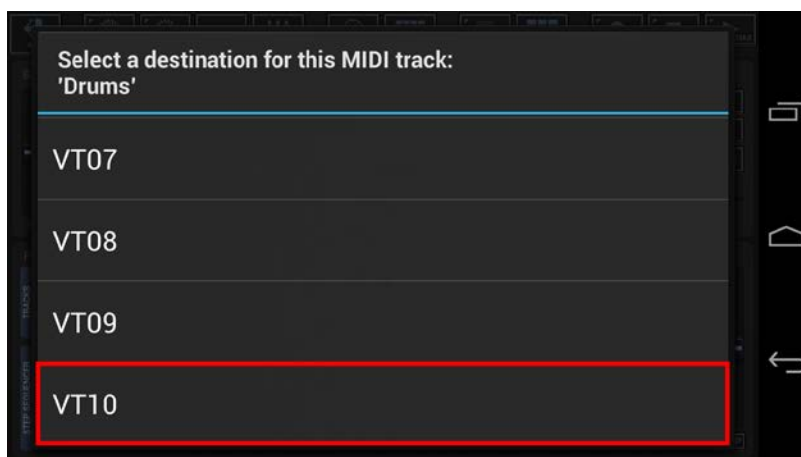
Note: How many drum sampler tracks (Txx) and VA-Beast tracks (VTxx) the selection list provides depends on the number of tracks you have activated in the G-Stomper setup dialog.

If you map a MIDI Percussion track (CH: 10) to a VA-Beast Synth track (VT10 in this example), G-Stomper recognizes the MIDI track as percussion and asks you if you want to use the "GM Drum Kit" VA-Beast preset. Confirm with "Yes" to use the GM Drum Kit.
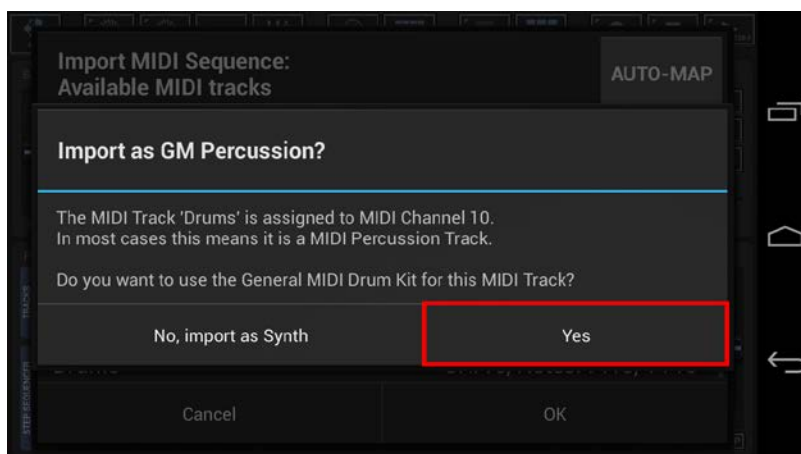
Your selection will now be reflected in the list of available MIDI tracks.
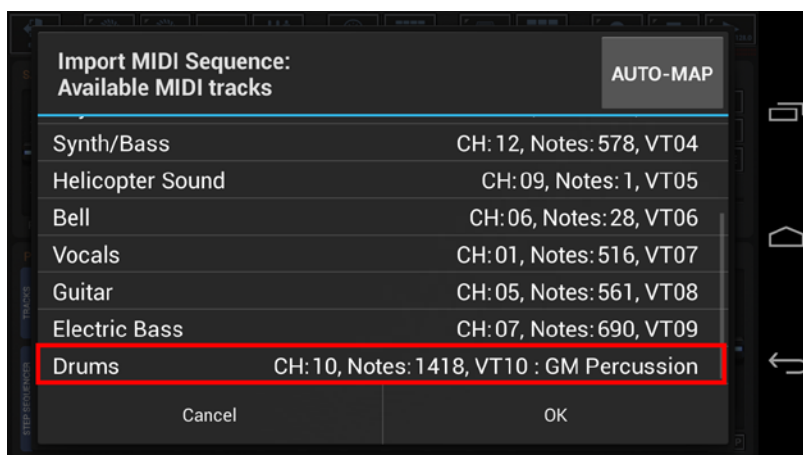
Note: In most cases "T01 - T24 : GM Percussion" (as automatically mapped) would be the better choice. But Importing a MIDI percussion track into a VA-Beast Synth track can make sense if the MIDI file contains more than one percussion track.

When you have finished the import mappings, confirm with OK.
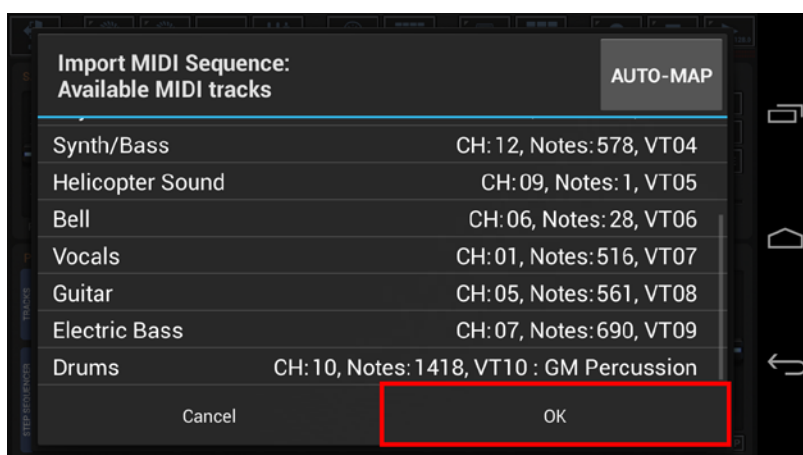
Quantization:

By default, the quantization is turned on, which means all imported notes and triggers will be forced to fit into regular steps. During the import process, G-Stomper adjusts the Step Timing, Steps per Bar and Length in Bars of each Pattern to achieve the best possible result for the given MIDI Sequence.

Depending on the given MIDI sequence it can make sense to turn the Quantization off. If you do so, the imported notes and triggers will be placed at their actual position in use of micro steps (32 micro steps have the same duration as to one regular step).
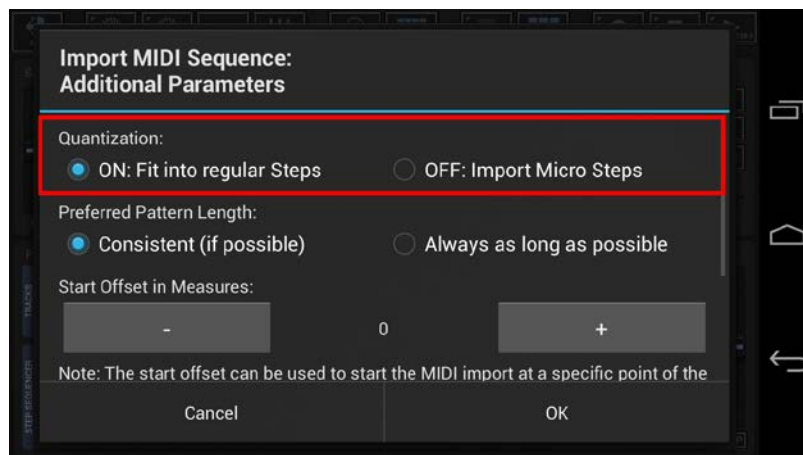
Note: Whether you should use quantization or not strongly depends on the MIDI Sequence you import. Importing an inaccurately recorded MIDI sequence without quantization means that all inaccuracies are imported as well. In such a case, it is recommended to turn the quantization on. On the other hand, if you import a MIDI sequence that has a lot of timing dynamics (such as complex drum rolls or similar), then the quantization might destroy those dynamics. In such a case, it is recommended to turn the quantization off.

Preferred Pattern Length (G-Stomper Studio and G-Stomper Producer only):

In most cases, the default setting "Consistent (if possible)" is the best choice. "Consistent" means that the imported Patterns will all have the same duration (if possible; there can be exceptions). However, there might be situations where you want to have each individual pattern as long as possible. If that is the case, select "Always as long as possible".
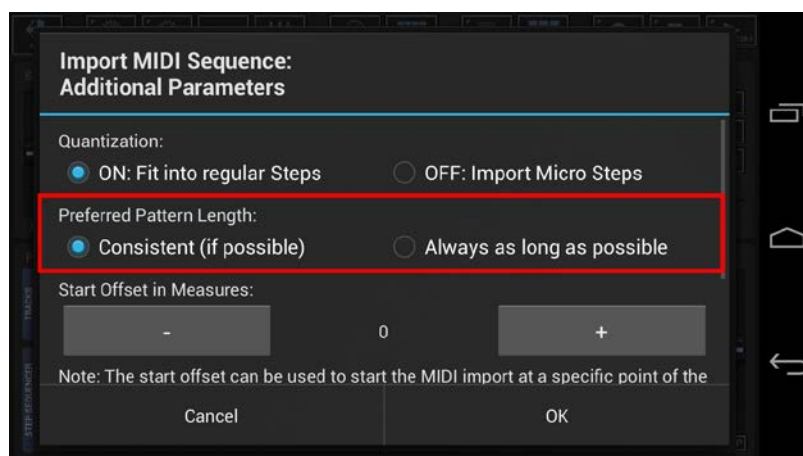
Start Offset in Measures:
The start offset can be used to start the MIDI import at a specific point of the timeline. A value below zero is typically used if the imported patterns were musically shifted on first try (e.g. if a melody starts in the middle of one pattern and ends in the middle of the next pattern). A value above zero makes typically sense if you want to skip a part at the beginning of the MIDI file. The value is in musical measures, which depend on the Time Signature of the imported MIDI file. In 4/4 Time one measure is 4 quarter notes, in 3/4 Time it is 3 quarter notes, in 9/8 Time it is 9 eighth notes, and so on.
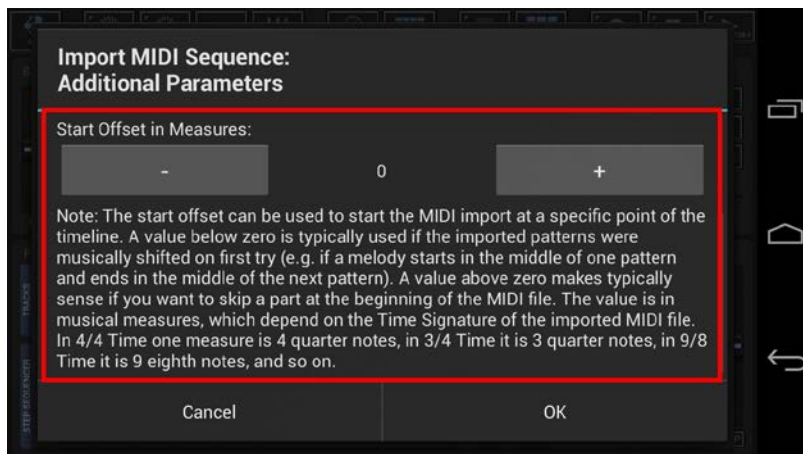
Finally, confirm with OK to start the import process.
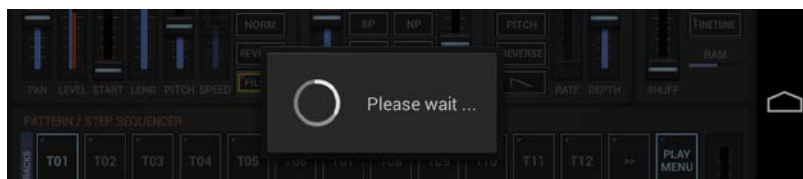
Note: If you get a polyphony warning at the end of the import process, then the imported MIDI sequence required a higher polyphony than the VA-Beast synthesizer currently provides. This means that the MIDI sequence was successfully imported, but some notes had to be dropped due to the lack of available synthesizer voices. In such a case, it is recommended to increase the polyphony (Main Screen / SETUP / SYN / VA-Beast Synthesizer Voices), at least to the value reported after "Required Voices for the Import".
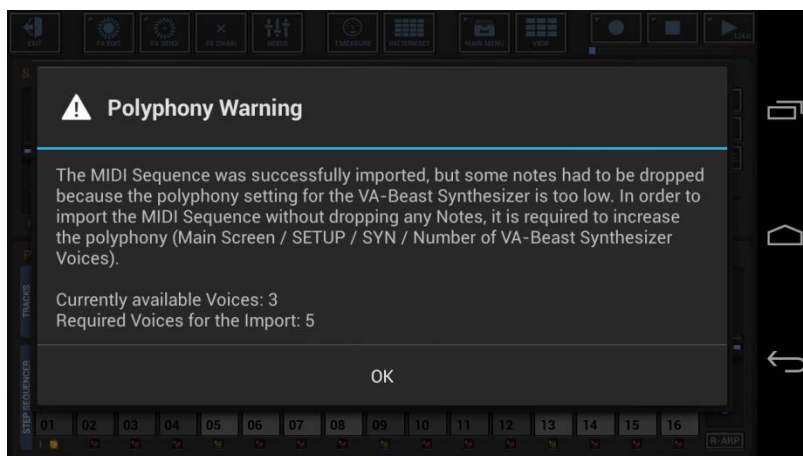
24.10 MIDI Export

MIDI Export describes the process of exporting a G-Stomper Sequence data as a MIDI (type-1) .mid file.

- G-Stomper Studio can export 1-32 loop cycles of one single or multiple Patterns as MIDI.

- G-Stomper Producer can export 1-32 loop cycles of one single or multiple Scenes as MIDI.

- G-Stomper Rhythm and G-Stomper VA-Beast can both export 1-32 loop cycles of one single Pattern.

G-Stomper exports MIDI files according to your selected export mapping.

The following data can/will be included in the exported .mid files.

- **1 Meta Track (always included)**
  Time Signature
  Pattern Name + exporting app version
  Pattern Tempo + BPM automation (if any)

- **1 MIDI Percussion Track for all Drum Sampler Tracks together (optional)**
  All Triggers of all Drum Sampler Tracks
  The Triggers in this MIDI Track are non-tonal, in other words every Drum Track has a fixed MIDI Note assigned. You can choose between General MIDI Percussion (fixed) or Global Key Mappings (as defined in the MIDI settings).

- **N separate MIDI Tracks for each Drum Sampler Track (optional)**
  Tonal export for each Drum Track incl. Automations.

- **N separate MIDI Tracks for each VA-Beast Track (optional)**
  Tonal export for each VA-Beast Track incl. Automation.

Generally only Tracks with audible content are included in a MIDI Export. In other words, muted Tracks and Tracks without a main Sequence will be excluded.

If you export all Drum Sampler Tracks as one MIDI Percussion Track, this MIDI Track will be set to MIDI Channel 10. All other exported MIDI Tracks are set to MIDI Channel 1.

Automations are exported as well, but only if the automated parameter is mapped to a MIDI CC in the MIDI Setup.

Also included are conditional Steps (Drum Sampler only) as well as humanized timing (if applied).

24.10.1 Export Pattern/Scene as MIDI

Show up the Main Menu.

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

G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast (standalone):

To export a single Pattern, select the EXP tab, and then choose "Pattern as MIDI".
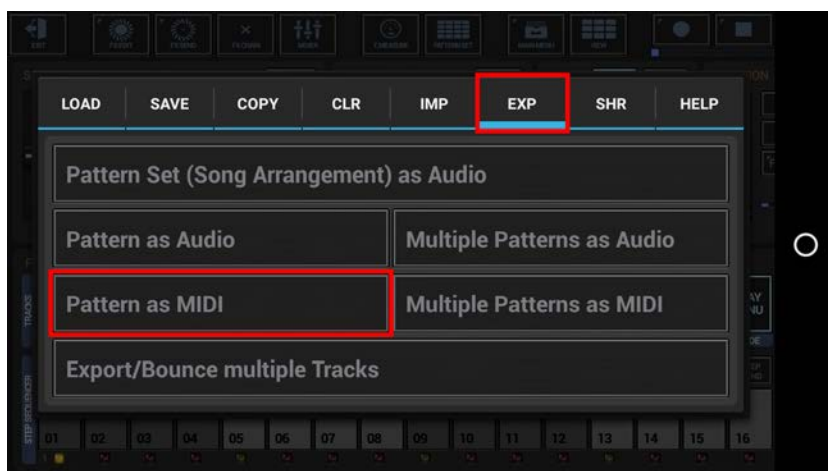
G-Stomper Producer:

To export a single Scene, select the EXP tab, and then choose "Scene as MIDI".
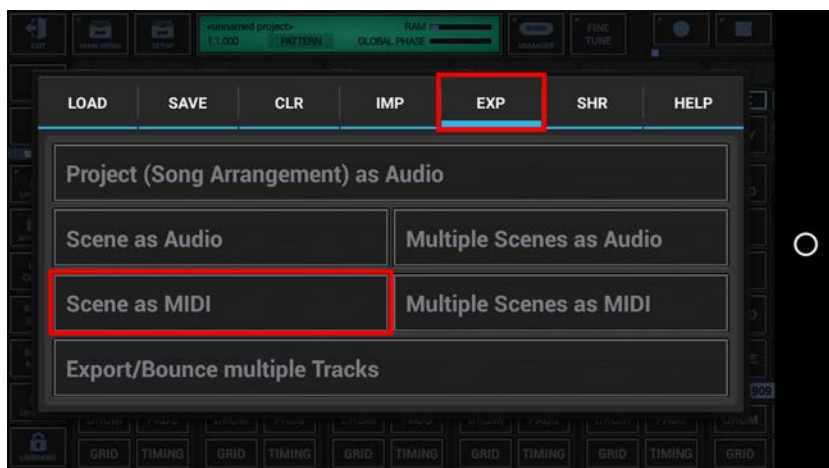
Configure the MIDI Export:

Note: We specifically show the G-Stomper Studio function "Export Pattern as MIDI" in this chapter. "Export Scene as MIDI" in G-Stomper Producer works exactly the same with some minor exceptions, which are explained on the spot.

"Show Tracks" shows up detailed controls to select/deselect particular Tracks.
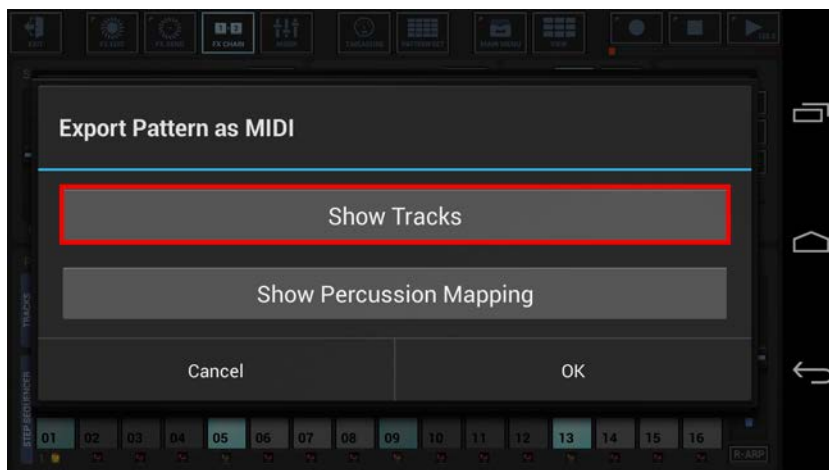
Select the Tracks you want to export, or deselect the Tracks to be excluded from the process. By default, all audible Tracks are selected.

To avoid unnessecary load on the cpu and also to avoid empty (silent) export files, silent Tracks (Tracks without audible output, e.g. muted Tracks or Tracks without a sequence) are automatically excluded.

Tracks which are used as side chain signal for effects (see Chapter: Effects > FX side Chaining) are mandatory selected.
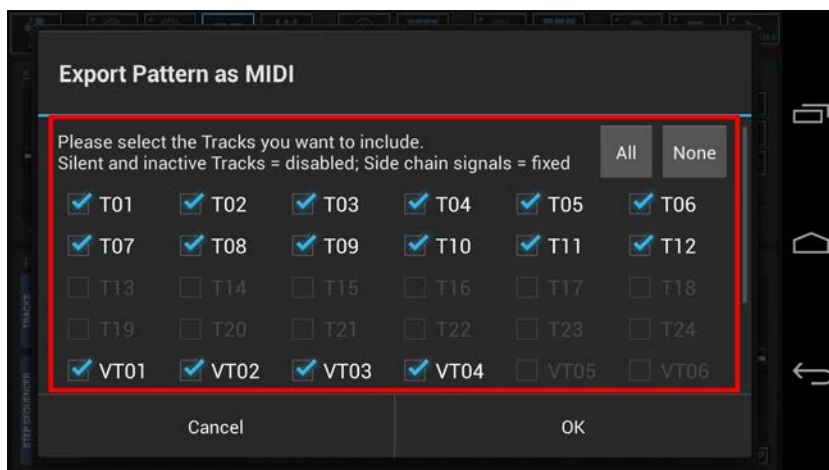
Note:
The number of available Tracks depends on the Drum Sampler- and Synthesizer settings in the setup dialog (SMP / Number of Drum Sampler Tracks, SYN / Number of Synthesizer Tracks).

"Show Percussion Mapping" shows up the controls to select your preferred way to export the Drum Sampler Tracks.
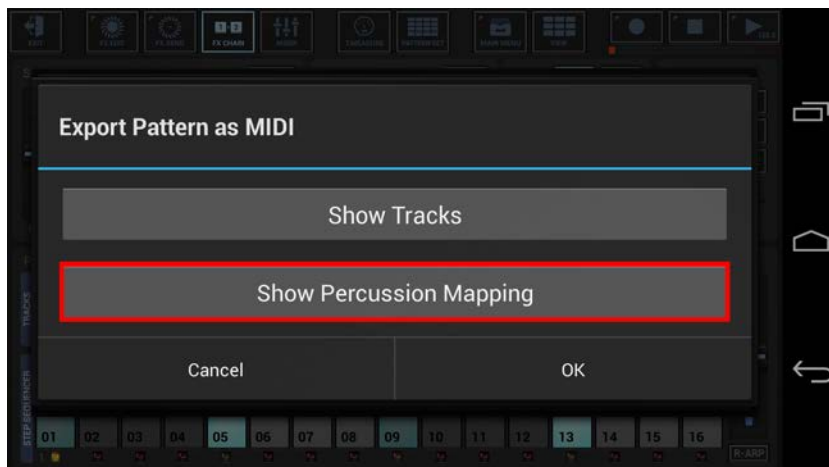
By default, the Drum Sampler Tracks are exported as one single MIDI Percussion Track (Channel:10, Midi Percussion Mapping)
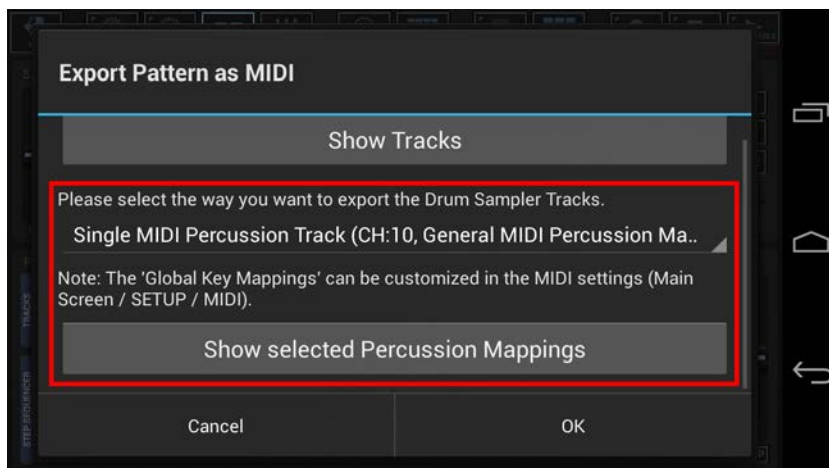
Select a Percussion Mapping for the Drum Sampler Tracks, or just keep the default.
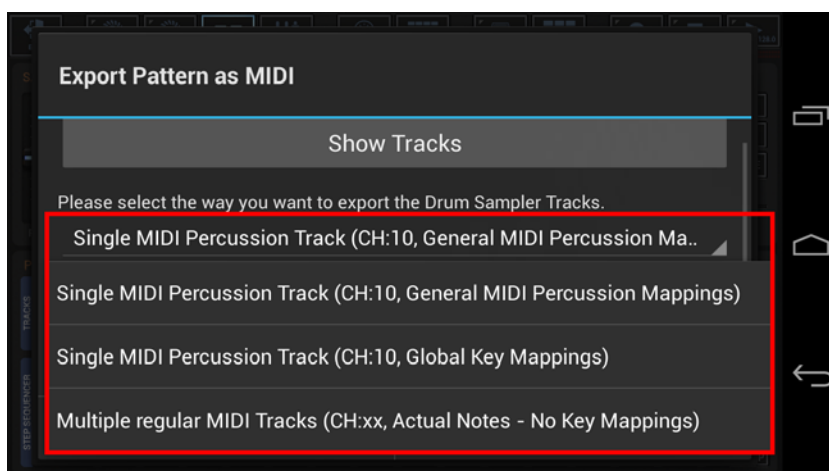
You can verify the the selected Percussion mapping by pressing "Show selected Percussion Mapping".
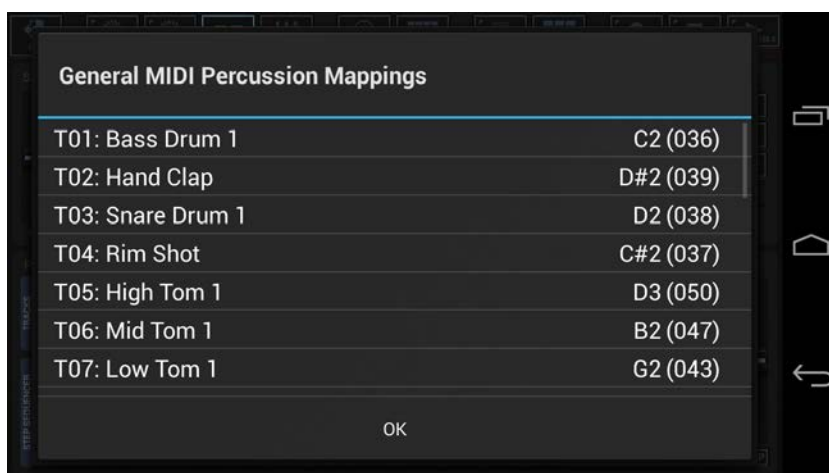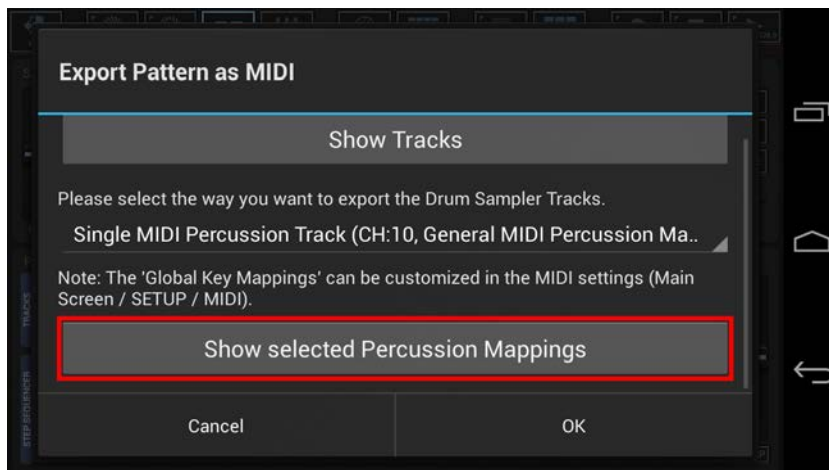
G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast (standalone):

Select the number of loop cycles (1..32) to be exported.

Multiple loop cycles means to export a Pattern multiple times in a row. By default, 1 loop cycle is exported.

G-Stomper Producer:

Select the number of Global Quantum loop cycles (1..32) to be exported.

Multiple loop cycles in G-Stomper Producer means to export multiple Quantum Loop Cycles of a Scene in a row. By default, 1 Global Quatum loop cycle is exported.
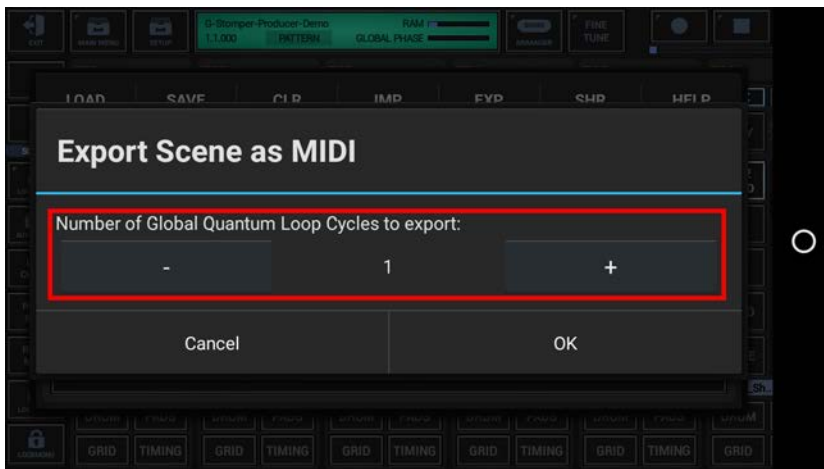
Choose a name for the exported file.
(By default, the exported file is named like the exporting Pattern, with a Tempo/BPM suffix applied)
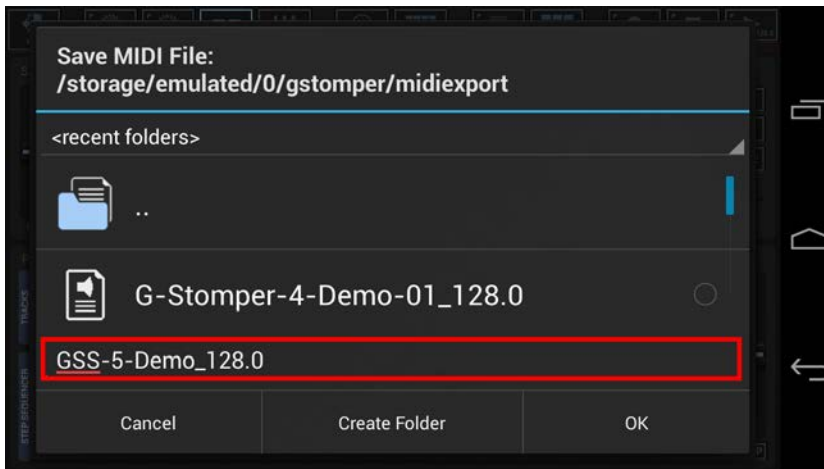
Finally, confirm with OK to start the export process.
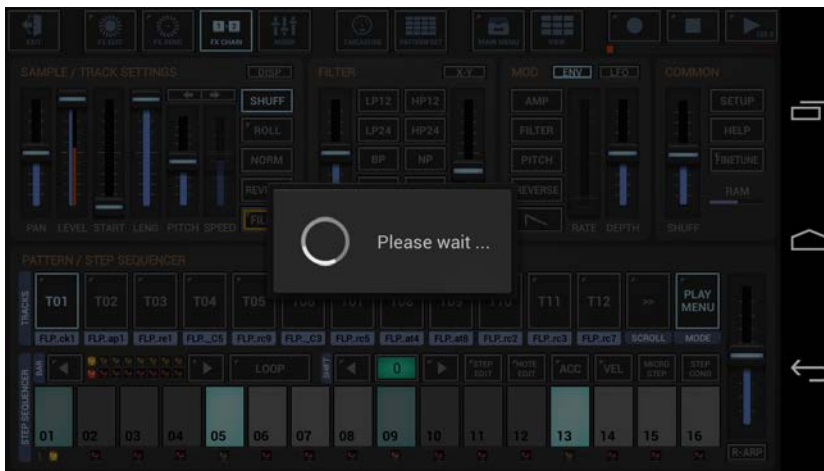
Once exported, you can load the MIDI file into the MIDI sequencer of your choice.
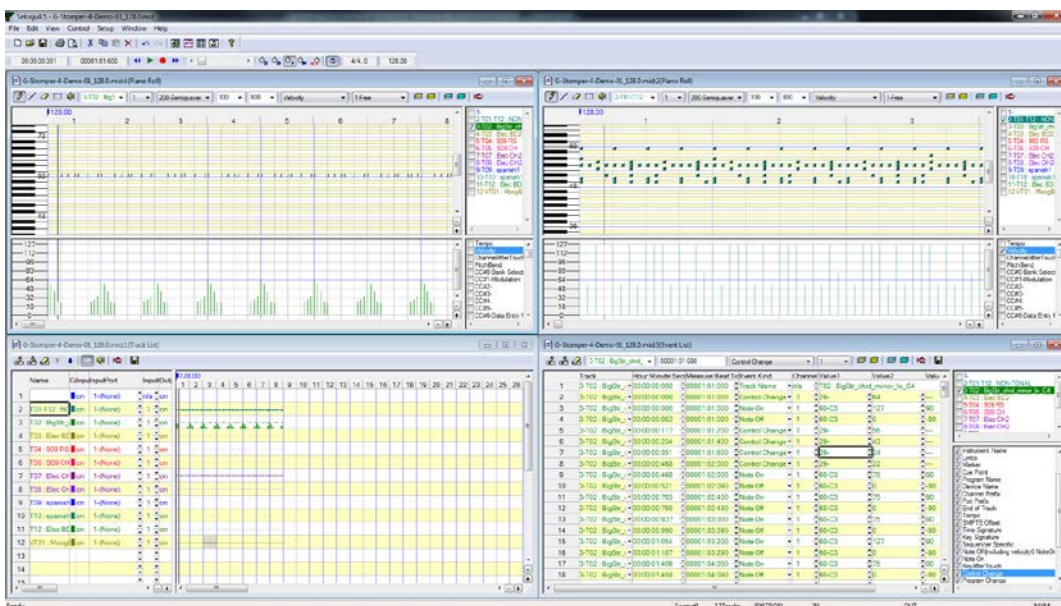
24.10.2 Export multiple Patterns/Scenes as MIDI

This feature is exclusive in G-Stomper Studio and G-Stomper Producer.

- In G-Stomper Studio, you can export multiple Patterns from the Pattern Set as separate MIDI files in a single operation.

- In G-Stomper Producer, you can export multiple Scenes from the Project's Scene Set as separate MIDI files in a single operation.

Show up the Main Menu.

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

G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast (standalone):

To export a multiple Patterns, select the EXP tab, and then choose "Multiple Patterns as MIDI".
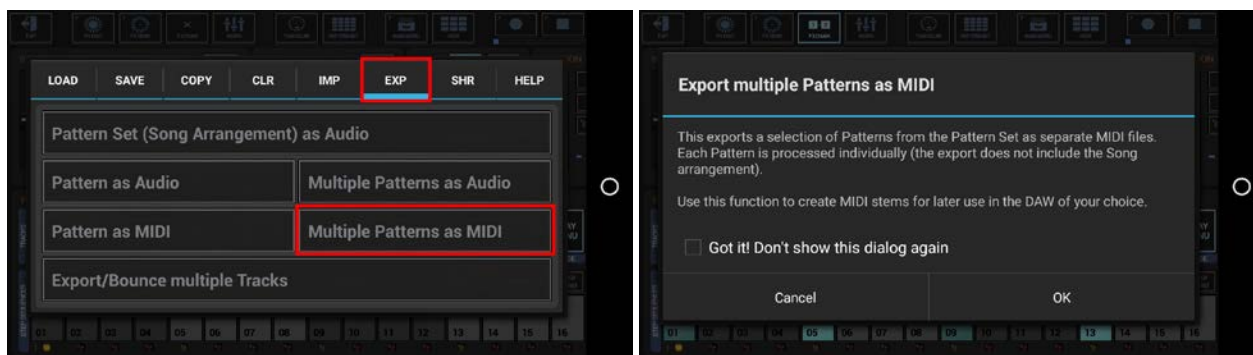

The second dialog is just for your information. Simply press OK or, if you don't want to show it up the next time, activate the "Got it!..." checkbox.
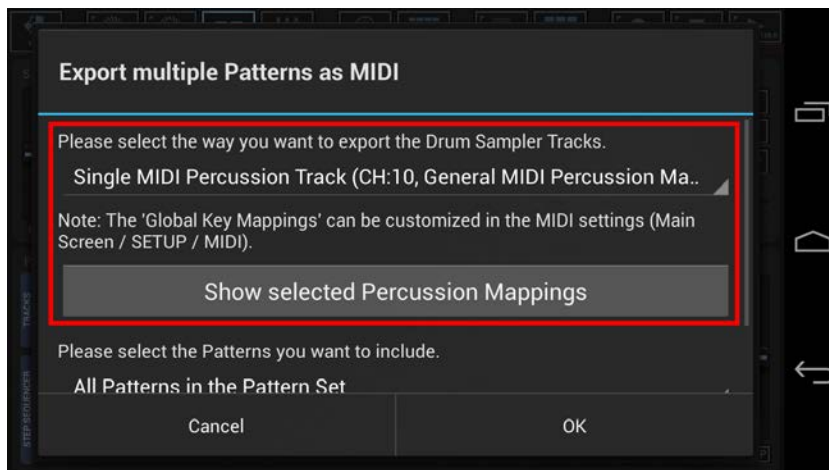
G-Stomper Producer:

To export a multiple Scenes, select the EXP tab, and then choose "Multiple Scenes as MIDI".
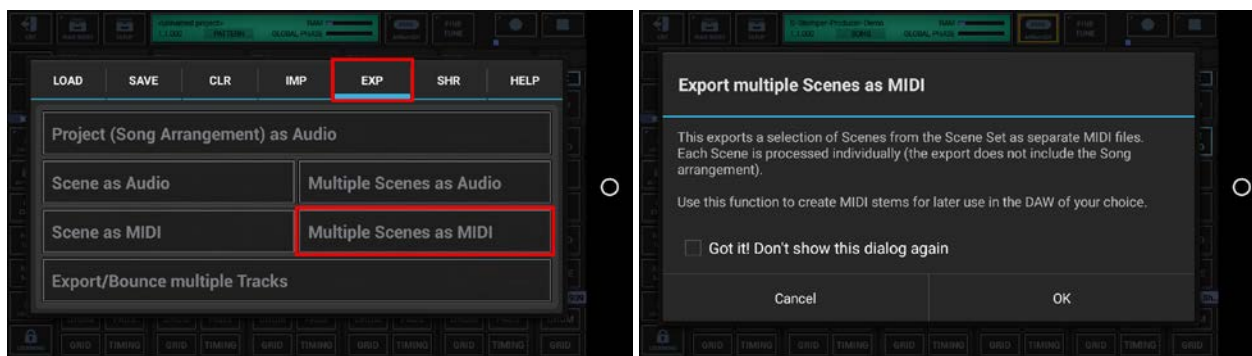
The second dialog is just for your information. Simply press OK or, if you don't want to show it up the next time, activate the "Got it!..." checkbox.

Configure the MIDI Export:

Note: We specifically show the G-Stomper Studio function "Export Multiple Patterns as MIDI" in this chapter. "Export Multiple Scenes as MIDI" in G-Stomper Producer works exactly the same with some minor exceptions, which are explained on the spot.

"Show Percussion Mapping" shows up the controls to select your preferred way to export the Drum Sampler Tracks.
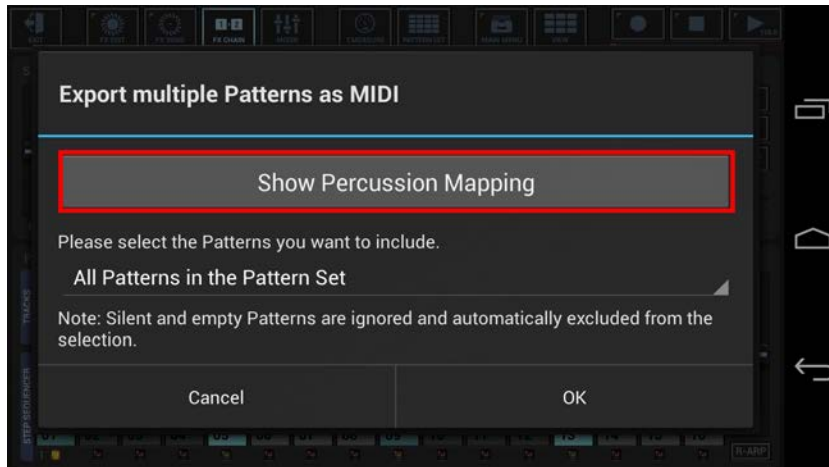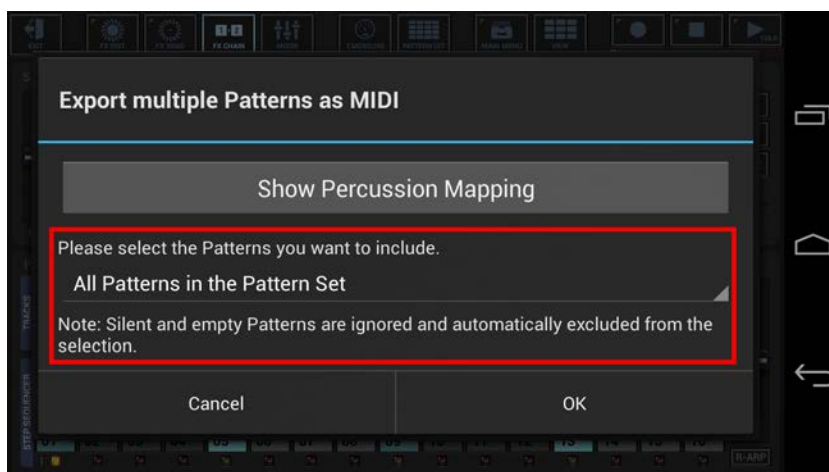

By default, the Drum Sampler Tracks are exported as one single MIDI Percussion Track (Channel:10, Midi Percussion Mapping)

Select a Percussion Mapping for the Drum Sampler Tracks, or just keep the default.
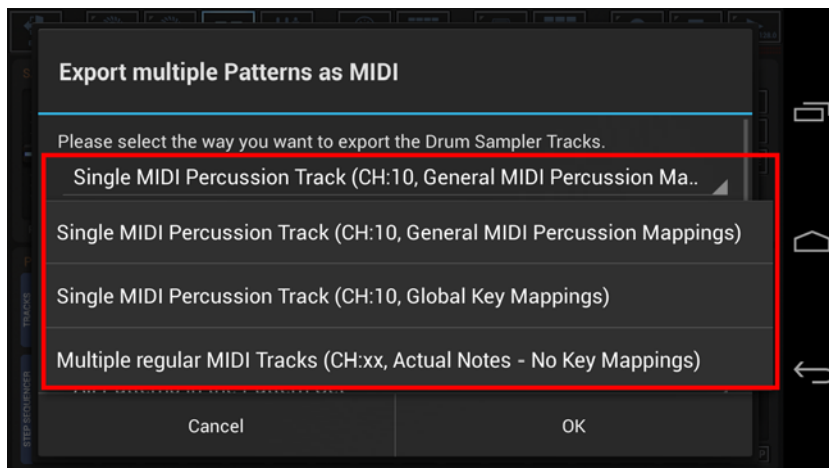
Select the Patterns (or Scenes in G-Stomper Producer) you want to include.

For this example, we leave the selection at „All Patterns in the Pattern set" (which is the default).

You can also choose ..
All Patterns in the Pattern Set
A selection of Patterns in the Pattern Set
All Patterns in a selection of Pattern Banks (A, B, C, D) in the Pattern Set
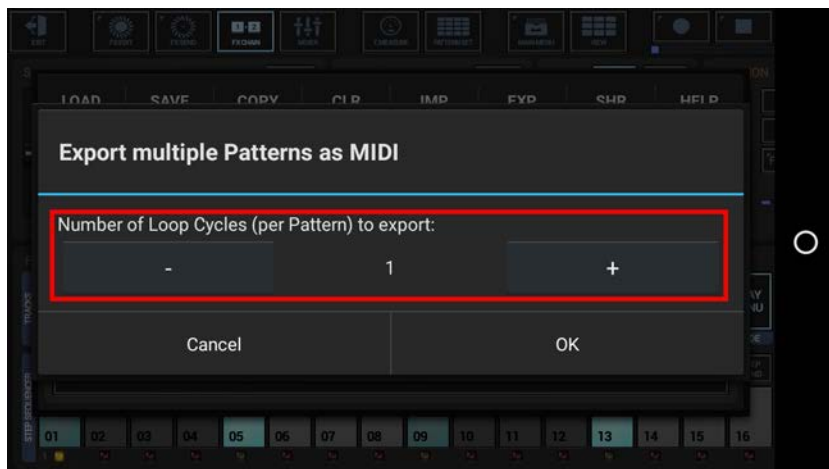
Note:
Silent and empty Patterns are ignored and automatically excluded from the selection.

**G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast (standalone):**
Select the number of loop cycles (1..32) to be exported per Pattern.
Multiple loop cycles means to export a Pattern multiple times in a row. By default, 1 loop cycle is exported.


G-Stomper Producer:
Select the number of Global Quantum loop cycles (1..32) to be exported per Scene.
Multiple loop cycles in G-Stomper Producer means to export multiple Quantum Loop Cycles of a Scene in a row. By default, 1 Global Quatum loop cycle is exported.
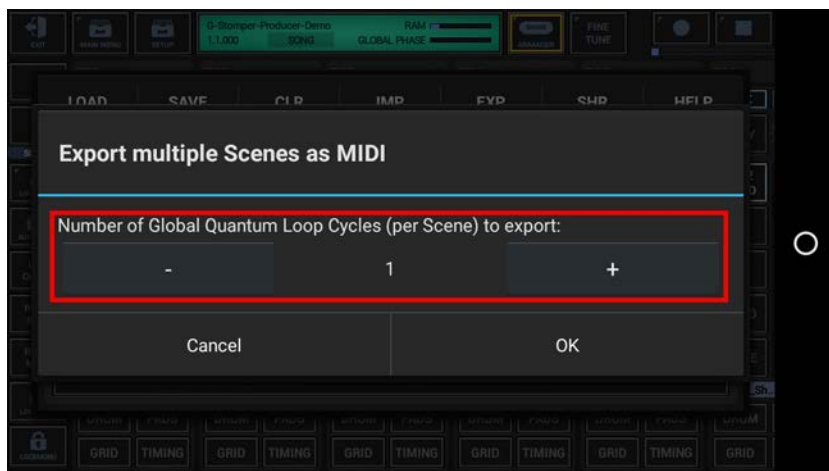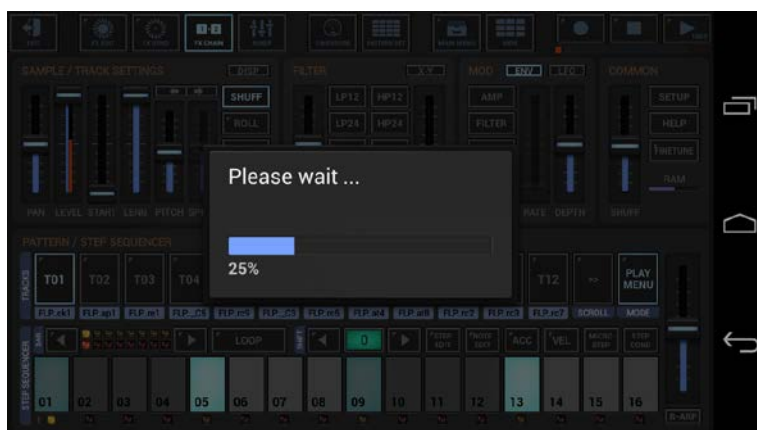
Choose a base name for the exported files.
(By default, the export files are named like the surrounding Pattern Set, with a Pattern Slot and Tempo/BPM suffix applied)
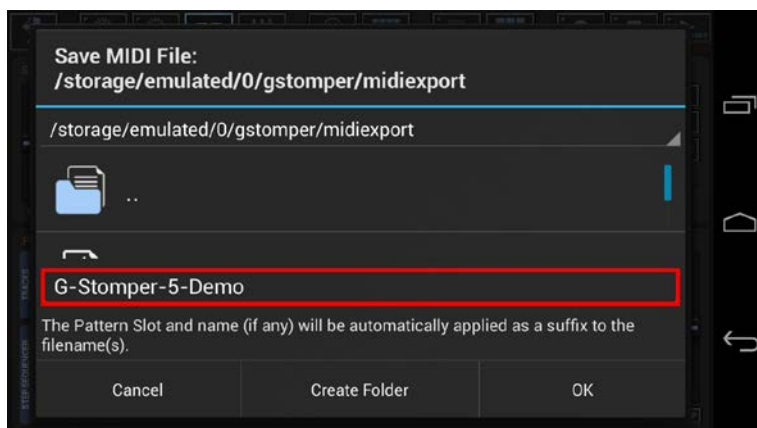
Finally, confirm with OK to start the export process.

Once exported, you can load the MIDI files into the MIDI sequencer of your choice.