

# G-Stomper Studio

## G-Stomper Rhythm

## G-Stomper VA-Beast

## G-Stomper Producer

## User Manual

App Version: 5.8.1  
 Date: 15/10/2019  
 Author: planet-h.com

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

### Contents

<b>13</b>	<b>Parameter Automation.....</b>	<b>2</b>
<b>13.1</b>	<b>Record Parameter Automations .....</b>	<b>2</b>
<b>13.2</b>	<b>Step Edit Automations.....</b>	<b>3</b>
13.2.1	Step Edit - Normal Mode .....	4
13.2.2	Step Edit - Auto-Init Steps Mode.....	5
13.2.3	Step Edit - Drum Machine (G-Stomper Studio, -Rhythm, -Producer) .....	6
13.2.4	Step Edit - VA-Beast Synthesizer (G-Stomper Studio, -VA-Beast, -Producer).....	6
13.2.5	Step Edit - FX, Master/SumFX, Mixer (G-Stomper Studio, -Rhythm, -VA-Beast) .....	7
<b>13.3</b>	<b>Automation Menus .....</b>	<b>8</b>
13.3.1	Drum Sampler Parameter Automation (G-Stomper Studio, -Rhythm, -Producer) .....	8
13.3.2	VA-Beast Parameters Automation (G-Stomper Studio, -VA-Beast, -Producer) .....	10
13.3.3	Mixer Automation.....	12
13.3.4	FX1-3 Automation .....	14
13.3.5	Insert FX Automation .....	15
13.3.6	EQ Automation.....	16
13.3.7	Master/SumFX Automation.....	18
13.3.8	Tempo Automation (G-Stomper Studio, -Producer) .....	21
<b>13.4</b>	<b>Function Reference.....</b>	<b>23</b>
13.4.1	Clear Parameter Automation.....	23
13.4.2	Initialize Parameter Automation .....	23
13.4.3	Auto-Complete Parameter Automation .....	23
13.4.4	Generate Parameter Automation .....	24
13.4.5	Randomize Parameter Automation .....	25
13.4.6	Create Volume Fade-In/Fade-Out.....	26
<b>13.5</b>	<b>Record Parameter Automations in Song Mode (G-Stomper Studio).....</b>	<b>27</b>

## 13 Parameter Automation

All G-Stomper apps provide full Motion Sequencing/Parameter Automation support. In other words, you can record Parameter movements (e.g. a fader movement) in real-time.

Alternatively you can create and edit Parameter Automations step-by-step using the Step Edit mode (see Chapter: Step Edit Automations)

### 13.1 Record Parameter Automations

Press Record and Play to start recording.



Now, while the sequencer is running and recording, move a fader in the way you want the movement.



The movement is recorded in real-time, you'll see your recorded Automation immediately. This means, once the Pattern has looped around and reaches the point/Step where the recording started, the Sequencer starts to playback the recorded Automation (even if Record is still enabled).

If you're not yet happy with the recording, just pick the fader at any playback position and move it again to overwrite either the complete or a part of the existing Automation.

Once you finished the recording, press Record again to disable Recording and return to normal Playback mode.



**Note:** There's no need to stop the Sequencer at any time. Everything can be done while the Sequencer is running.

13.2 Step Edit Automations



The Step Edit Mode is used to set/edit Parameter values explicitly at a particular step in the sequence. You can use the Step Edit Mode to edit already recorded parameter automations as well as to step-by-step create new automations.

A parameter automation can be a smooth curve as well as a simple change of a parameter, e.g. to play a sample backwards at a particular step while all other steps play it forward.

The Step Edit Mode comes with two main operation modes:



Step Edit - Normal Mode

(see Chapter: Step Edit - Normal Mode)



Step Edit - Auto-Init Steps Mode

(see Chapter: Step Edit - Auto-Init Steps Mode)

- Short Click** : Turn the Step Edit Mode ON/OFF
- Long Click** : Turn the Step Edit - Auto-Init Steps Mode ON/OFF

Note:

Since the Step Edit - Auto-Init Mode is a variation of the regular Step Edit Mode, it has only an effect, if Step Edit is turned ON

### 13.2.1 Step Edit - Normal Mode



By Default, an initial Pattern comes without any Automation Events.

In Step Edit - Normal Mode, if you create a single Automation event (set a Parameter value at a particular Step), then the Parameter gets set at this Step and it keeps its value until some later Step sets a new value. The Parameter actually keeps the value, because there's no other Event in the Sequence, which sets another value.

Depending on what you want to achieve, this behaviour might be essential, e.g. if you want to set Key Steps for the Auto-Complete Parameter Automation feature.  
(see Chapter: Auto-Complete Parameter Automation)

In other situations it might be better to initialize all Steps with the base value of a particular Parameter first, e.g. if you want to keep a Parameter value over the complete Pattern length and you only want to change it on a particular Step.

To set a value on all Steps, and then just change on one or more particular Steps (e.g. to play a sample backwards at some steps while all other steps play it forward), you have to initialize the Automation of the desired Parameter in advance. You can initialize all Steps for a Parameter ...

- ... using the the Initialize Parameter Automation function  
(see Chapter: Initialize Parameter Automation)
- ... or, if you don't want to care about the initialization, by using the Step Edit - Auto-Init Steps Mode  
In the Step Edit - Auto-Init Steps Mode, if you create the first Step Value for a particular Parameter, all Steps get automatically initialized with the base value of the edited Parameter.  
(see Chapter: Step Edit - Auto-Init Steps Mode)

#### Important Note:

If you want to set Key Steps to be used for the Auto-Complete Parameter Automation, the Auto-Init Steps Mode must be disabled. With the Auto-Init Steps Mode enabled, all Steps get automatically initialized, which means in fact, there are no more gaps to be auto completed.  
(see Chapter: Auto-Complete Parameter Automation)

### 13.2.2 Step Edit - Auto-Init Steps Mode



By Default, an initial Pattern comes without any Automation Events.

In Step Edit - Auto-Init Steps Mode, if you create a single Automation event (set a Parameter value at a particular Step), then the Automation Sequence of the Parameter gets automatically initialized before the Step values gets set.

#### Example:

1. Start with a fresh Pattern
2. Select Track T01
3. Set the Volume fader to 100
4. Short click the Step Edit Button to turn the Step Edit Mode ON
5. Then long click the Step Edit button to turn the Auto-Init Steps Mode ON as well
6. Select Step 09 using the Step Buttons
7. On Step 09, set the Volume fader to 0(zero).
8. Now short click the Step Edit Button to turn the Step Edit Mode OFF
9. Press Play and watch the Volume fader

As you notice, the Volume fader is mainly on 100 and only changes to 0(zero) at Step 09.

Technically, when you change the Fader value at Step 09 (Step Edit + Auto-Init Steps enabled), the Automation Sequence for the volume Fader gets automatically initialized with its original value 100 (all steps get set to 100) before the value 0(zero) gets set at Step 09.

#### Important Note:

If you want to set Key Steps to be used for the Auto-Complete Parameter Automation, the Auto-Init Steps Mode must be disabled. With the Auto-Init Steps Mode enabled, all Steps get automatically initialized, which means in fact, there are no more gaps to be auto completed.  
(see Chapter: Auto-Complete Parameter Automation)

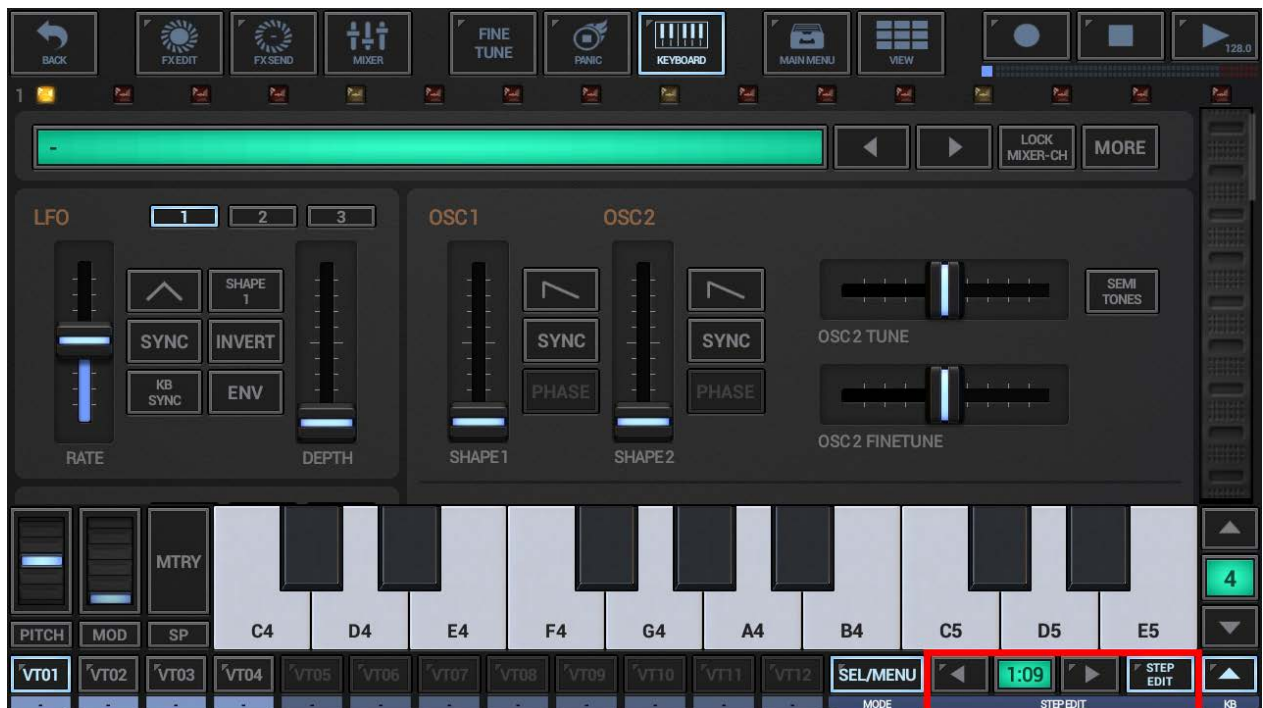
### 13.2.3 Step Edit - Drum Machine (G-Stomper Studio, -Rhythm, -Producer)



In Step Edit Mode on the Drum Machine, the Steps turn into a Step Selector. Click the Steps to select a particular Step to edit.



### 13.2.4 Step Edit - VA-Beast Synthesizer (G-Stomper Studio, -VA-Beast, -Producer)



On the VA-Beast Synthesizer, the Left/Right arrow buttons can be used to select the Step to be edited.

**Short Click** : 1 Step UP/DOWN

**Long Click** : 1 Bar UP/DOWN

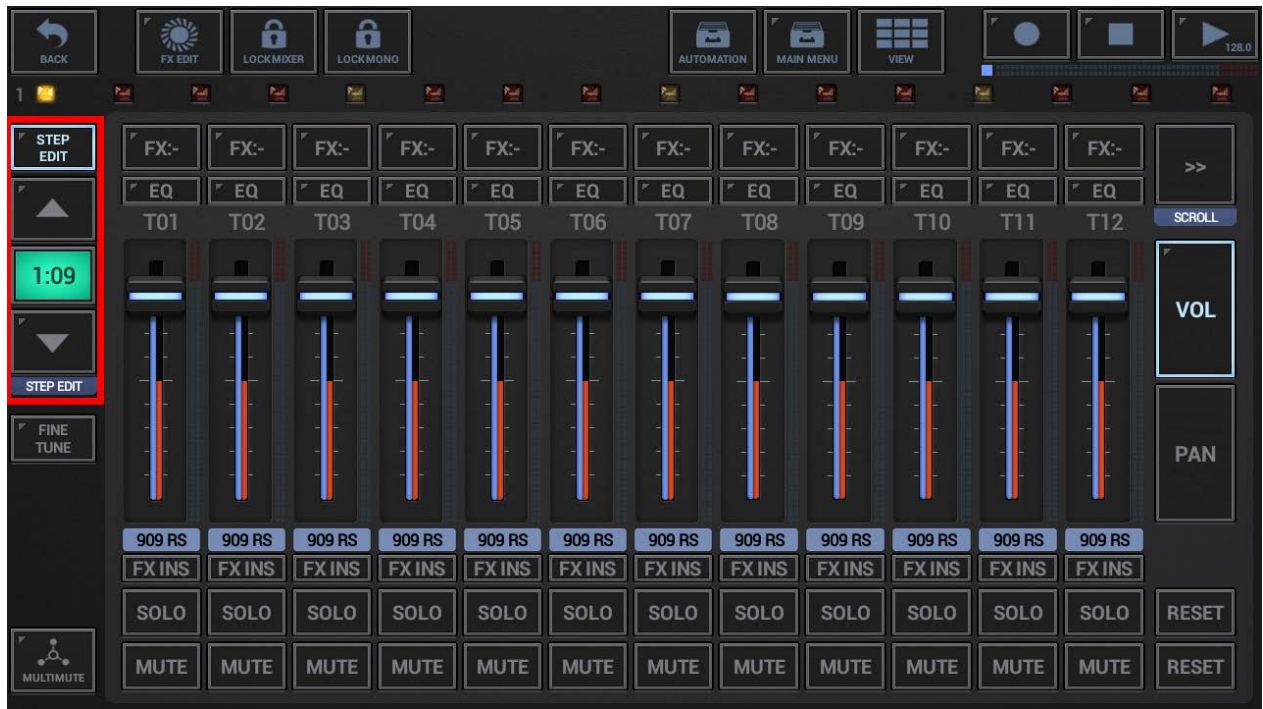
The text between the Arrow Buttons shows the currently edited Step position (Notation: <bar>:<step>). In the example this is 1:09, which means Bar1:Step09.



### 13.2.5 Step Edit - FX, Master/SumFX, Mixer (G-Stomper Studio, -Rhythm, -VA-Beast)

G-Stomper Studio, G-Stomper Rhythm and G-Stomper VA-Beast (standalone) provide additional Step Edit controls on the FX, Master, and Mixer view.

**Note:** These additional Step Edit controls are not available in G-Stomper Producer.



The Up/Down arrow buttons can be used to select the Step to be edited.

**Short Click** : 1 Step UP/DOWN

**Long Click** : 1 Bar UP/DOWN

The text between the Arrow Buttons shows the currently edited Step position (Notation: <bar>:<step>). In the example this is 1:09, which means Bar1:Step09.

### 13.3 Automation Menus

The G-Stomper apps come with Automation support for almost every Parameter all over the applications.

Depending on the module where an automated Parameter belongs to, the functions to handle the particular Automation (clear, initialize, generate, etc.) are located in dedicated Automation Menus.

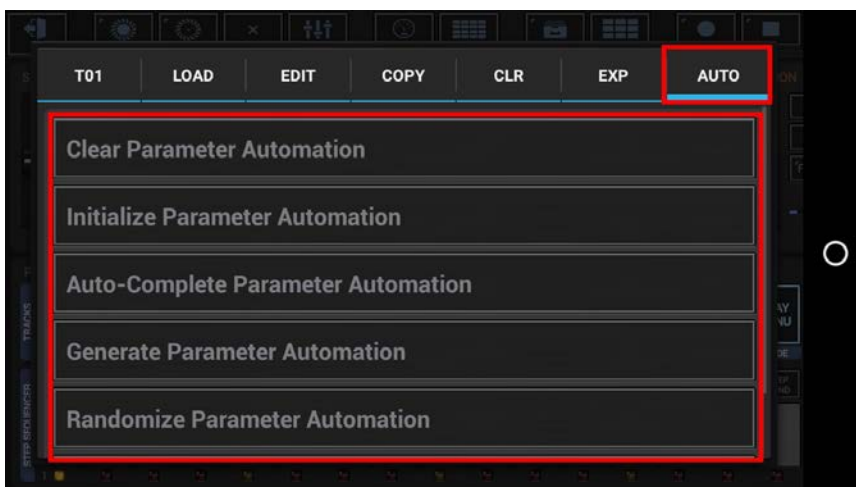
#### 13.3.1 Drum Sampler Parameter Automation (G-Stomper Studio, -Rhythm, -Producer)

Drum Sampler Parameter Automations are Track related and can be handled in the “Auto” tab of the Drum Sampler Track Menu (see also Chapter: Drum Sampler > Sampler Track Menu).

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

##### 13.3.1.1 G-Stomper Studio, G-Stomper Rhythm

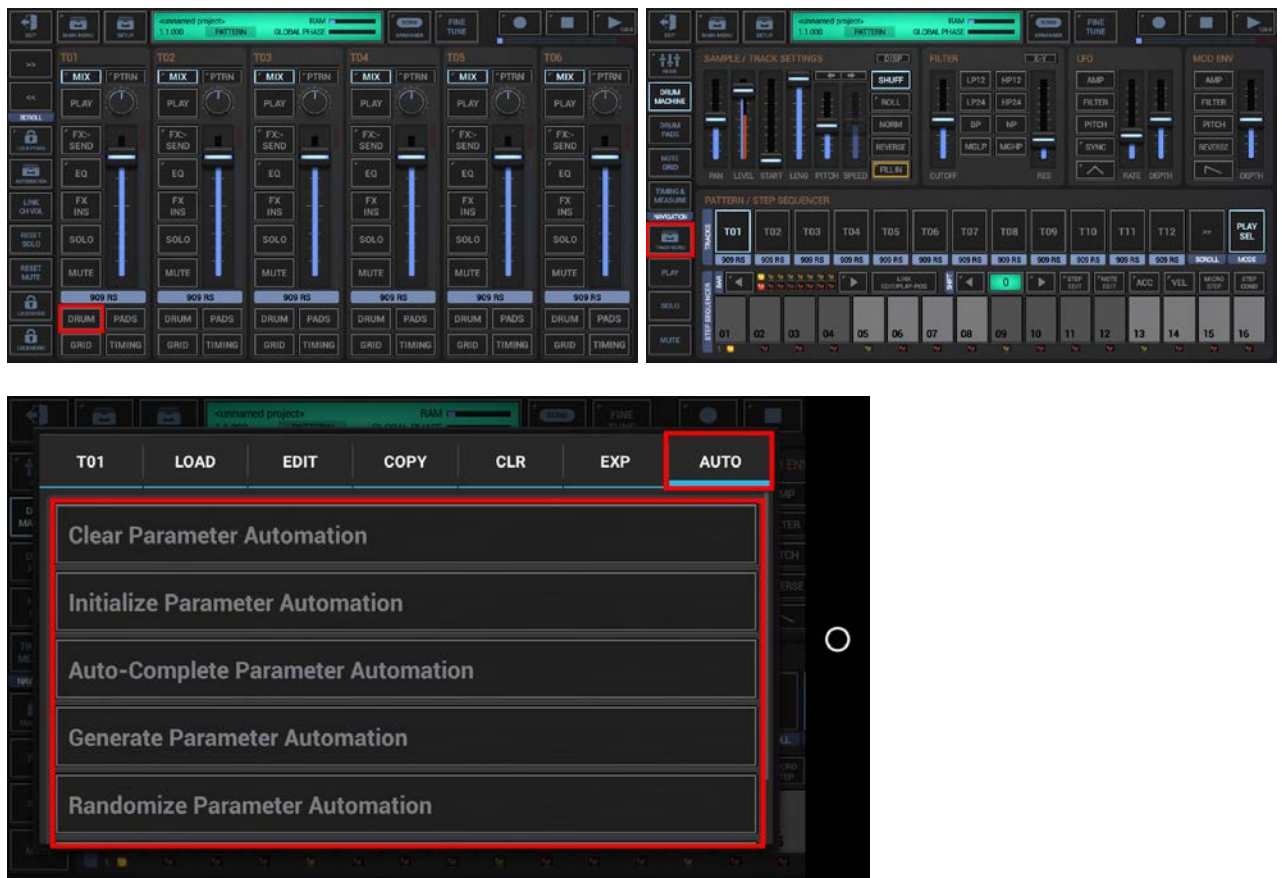
Make sure that the Track Pad mode is set to Play/Menu (which is the default).  
Long press a Track Pad to show up the Track Menu.





### 13.3.1.2 G-Stomper Producer

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



### 13.3.2 VA-Beast Parameters Automation (G-Stomper Studio, -VA-Beast, -Producer)

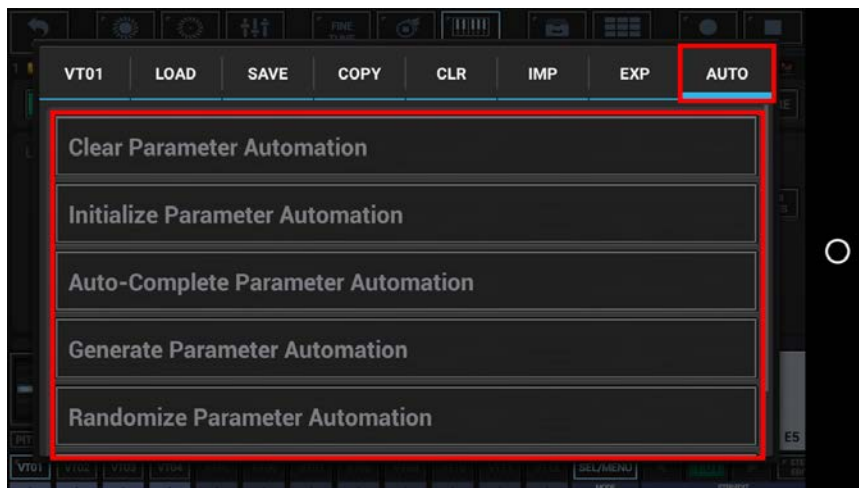
VA-Beast Parameter Automations are Track related and can be handled in the “Auto” tab of the VA-Beast Track Menu (see also Chapter: VA-Beast Synthesizer > VA-Beast Track Menu).

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

#### 13.3.2.1 G-Stomper Studio, G-Stomper VA-Beast

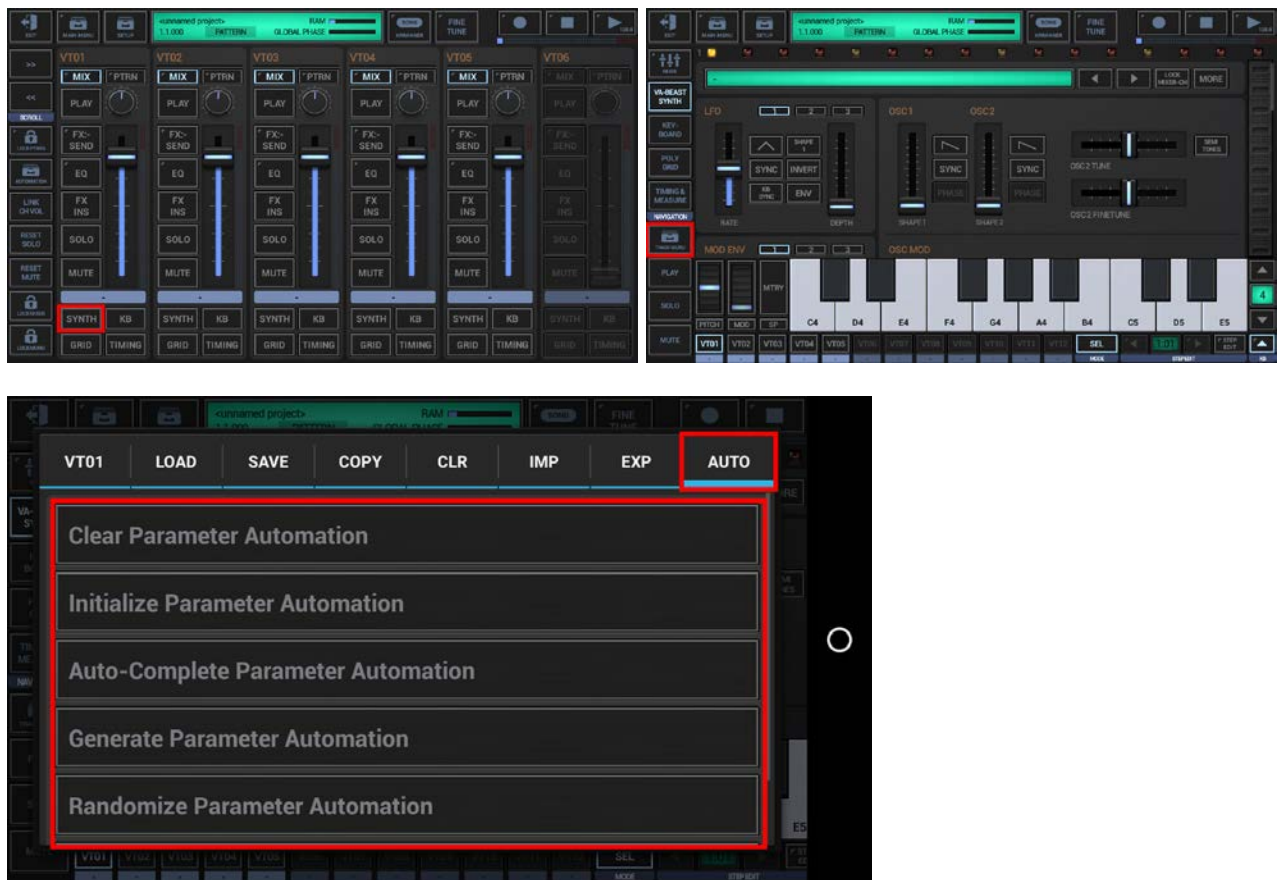
Make sure that the Track Pad mode is set to Sel/Menu (which is the default).

Long press a Track Pad to show up the Track Menu.



### 13.3.2.2 G-Stomper Producer

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



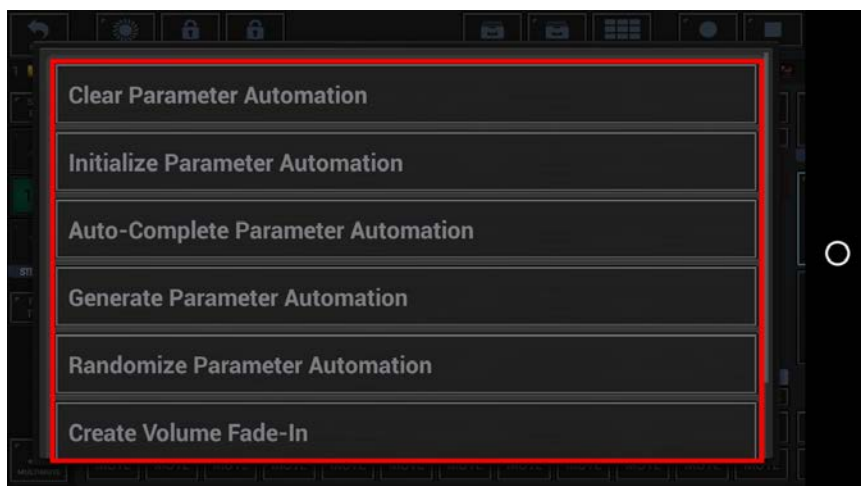
### 13.3.3 Mixer Automation

Depending on the used App, the Mixer Automation Menu location might be different.

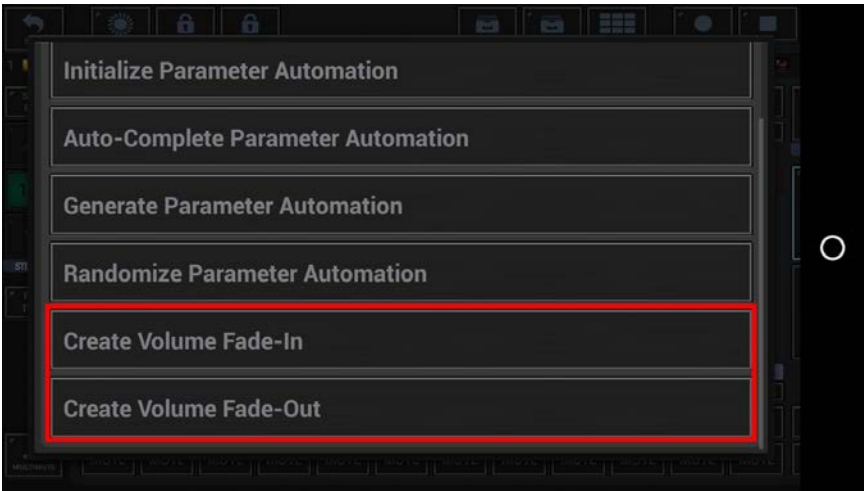
**G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast:**



**G-Stomper Producer:**



**Note:** The Mixer Automation Menu provides two additional functions to create Volume Fade-Ins and Fade-Outs easily (see Chapter: Create Volume Fade-In/Fade-Out).



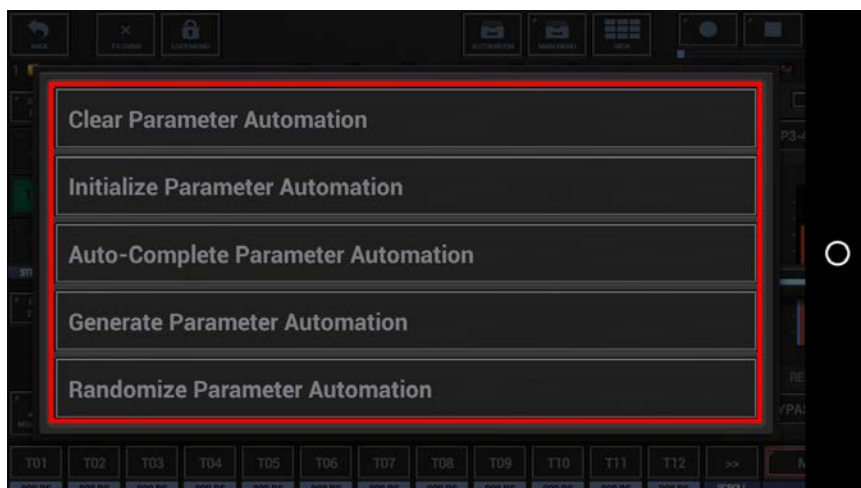
### 13.3.4 FX1-3 Automation

Depending on the used App, the FX Automation Menu location might be different.

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



**G-Stomper Producer:**





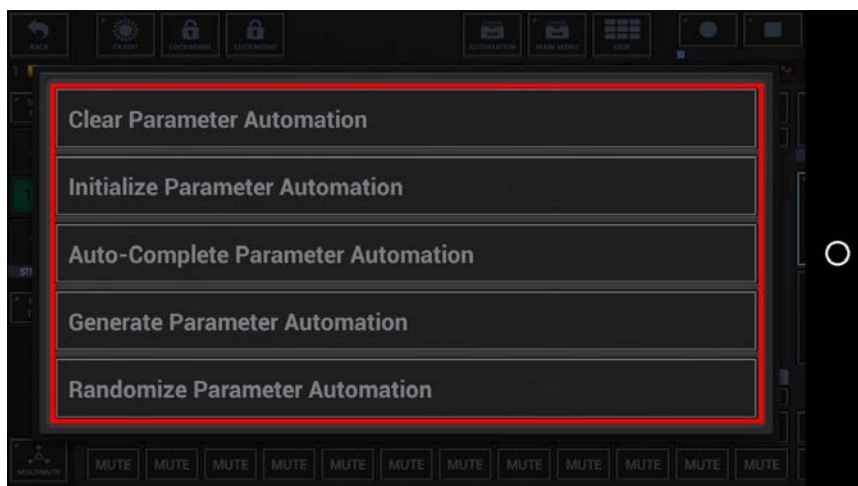
### 13.3.5 Insert FX Automation

Depending on the used App, the Insert FX Automation Menu location might be different.

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



**G-Stomper Producer:**



### 13.3.6 EQ Automation

Depending on the used App, the EQ locations might be different

**Channel EQ in G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast:**



**Master EQ in G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast:**

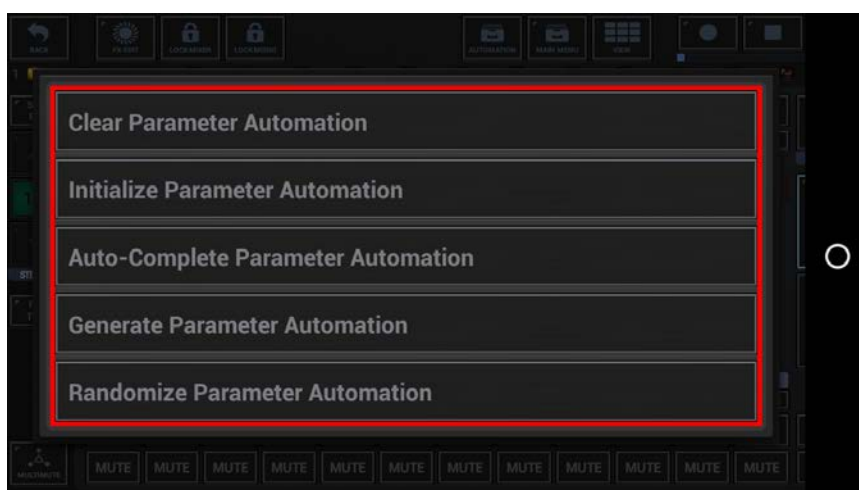


**Channel EQ in G-Stomper Producer:**



**Master EQ in G-Stomper Producer:**

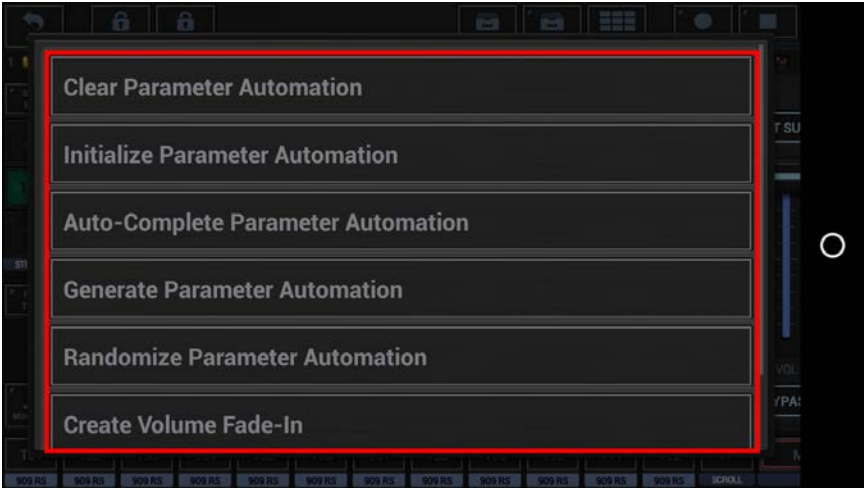
The EQ Automation Menu is located in the EQ popup.



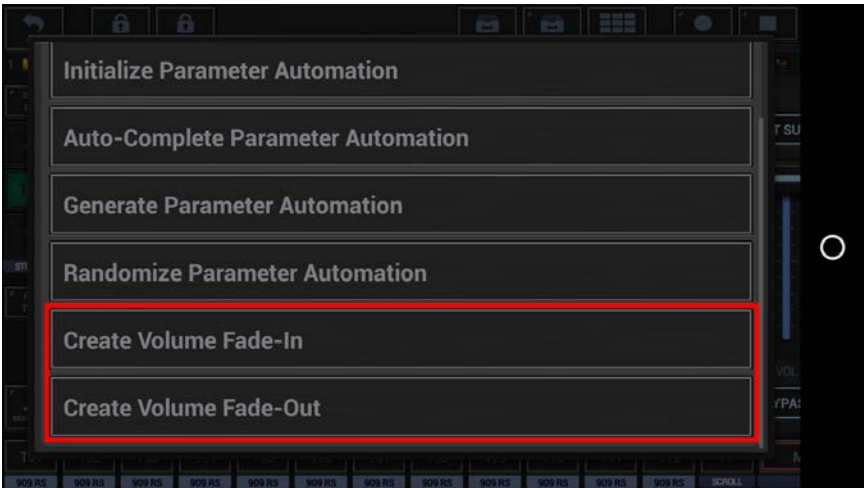
**13.3.7 Master/SumFX Automation**

Depending on the used App, the location of the Master section, the Sum FX, and their Automation Menus might be different

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



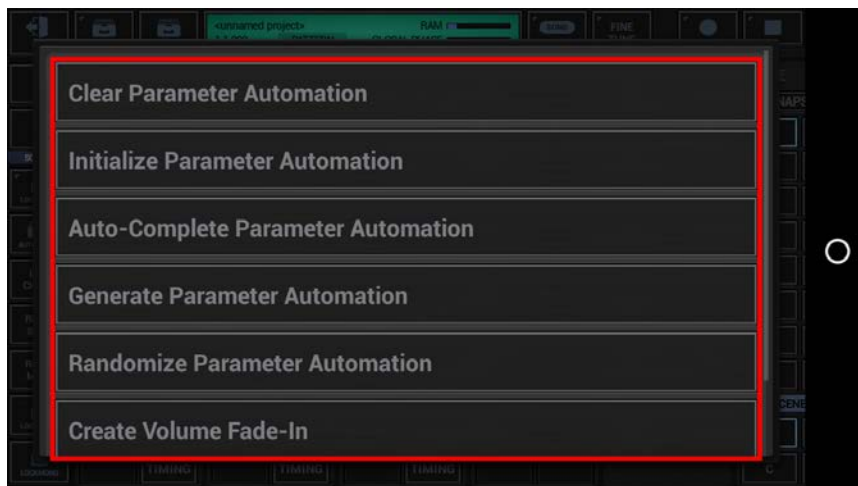
**Note:** The Master/SumFX Automation Menu provides two additional functions to create Volume Fade-Ins and Fade-Outs easily (see Chapter: Create Volume Fade-In/Fade-Out).



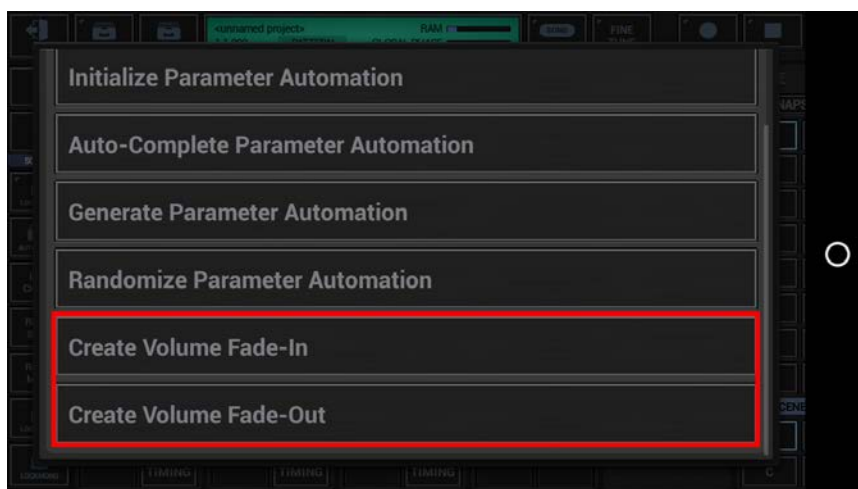


### 13.3.7.2 Master Volume/Panorama in G-Stomper Producer

In G-Stomper Producer, Automations of the Master Volume and Panorama are handled in the Mixer Automation Menu.

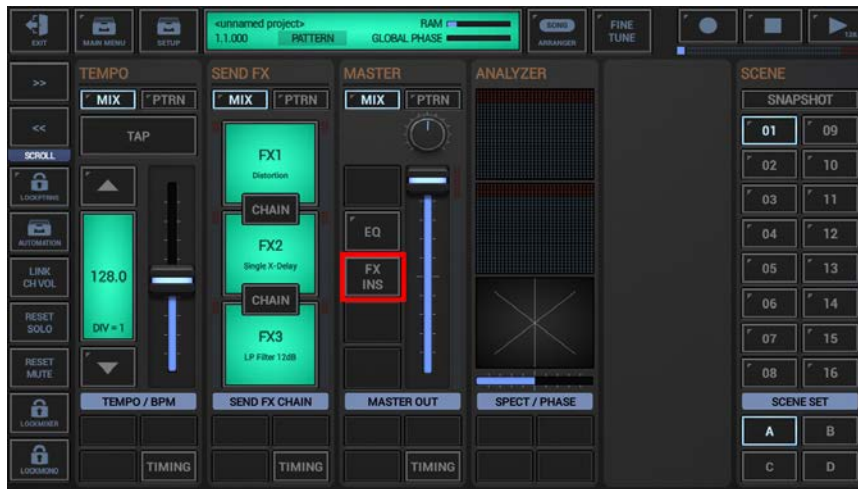


**Note:** The Mixer Automation Menu two additional functions to create Volume Fade-Ins and Fade-Outs easily (see Chapter: Create Volume Fade-In/Fade-Out).

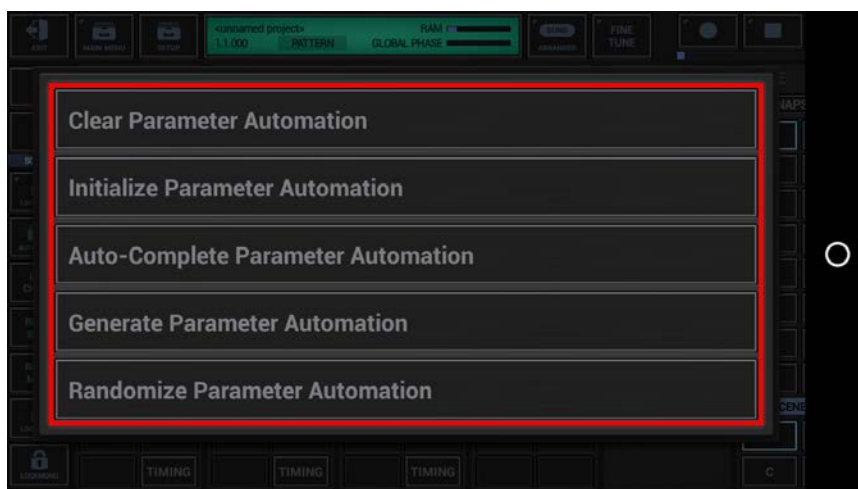


### 13.3.7.3 Master Insert FX in G-Stomper Producer

In G-Stomper Producer, Automations of the Master Insert FX (also known as SumFX in G-Stomper Studio) are handled in the Insert FX Automation Menu (see also Chapter: Insert FX Automation)



The Insert FX Automation Menu is located in the Insert FX popup.





**13.3.8 Tempo Automation (G-Stomper Studio, -Producer)**

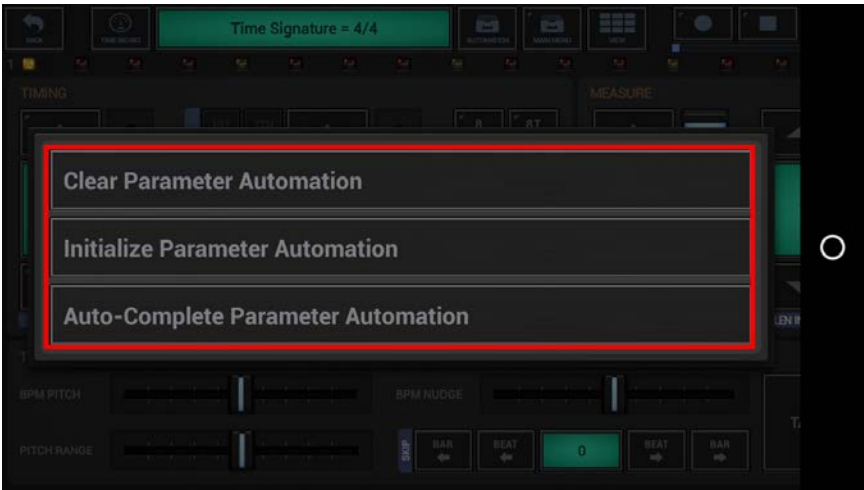
Depending on the used App, the Tempo Automation Menu location might be different.

**13.3.8.1 G-Stomper Studio**

In G-Stomper Studio, Tempo Automations are handled in the dedicated Tempo Automation Menu in the Timing & Measure section.



The Tempo Automation Menu in the Timing & Measure section (exclusive available in G-Stomper Studio) is limited to Clear, Initialize and Auto-Complete.

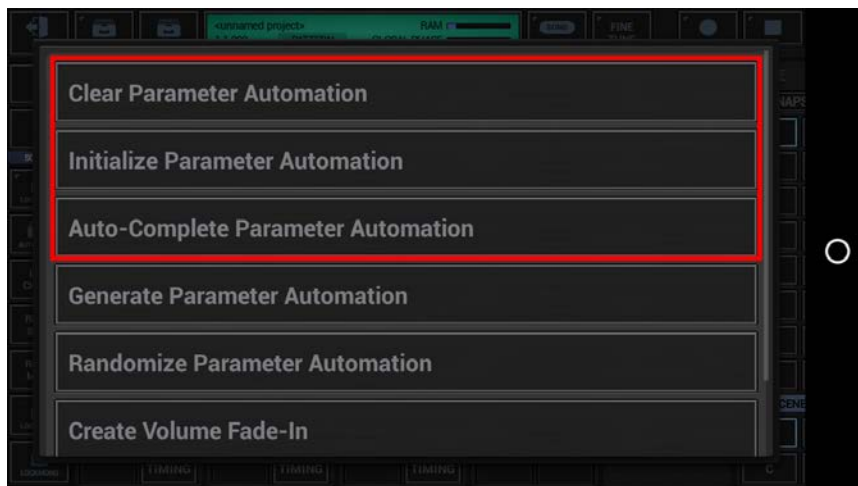


### 13.3.8.2 G-Stomper Producer

In G-Stomper Producer, Tempo Automations are handled in the Mixer Automation Menu.



Tempo/BPM Automation functions are limited to Clear, Initialize and Auto-Complete. Therefore Tempo/BPM won't show up in the parameter list when using other functions in the Mixer Automation Menu like "Generate Parameter Automation" for example.



## 13.4 Function Reference

### 13.4.1 Clear Parameter Automation

Clear Parameter Automation is used to delete all existing Automation events from the Sequence (of one or more Parameters).

### 13.4.2 Initialize Parameter Automation

Initialize Parameter Automation is used to set the current Parameter value to every single Step of the Sequence (of one or more Parameters).

### 13.4.3 Auto-Complete Parameter Automation

Auto-Complete Parameter Automation is used to create smooth Parameter movements just by setting the key Steps (for one or multiple Parameters).

To use it, you just have to define at least 2 Automation Steps (in use of the Step Edit mode) for the desired parameter. Then call Auto-Complete Parameter Automation and enjoy the magic. The number of key Steps is not limited. The Auto-Complete just fills all the gaps between the key Steps with a smooth movement.

(see also Chapter: Step Edit Automations)

Keep in Mind, that you must always set at least 2 key Steps, even if one of them gets the same value as the already (statically) set Parameter value.

**Note:** Auto-Complete Parameter Automation is only supported for Faders, not for Buttons

#### **Important Note:**

If you want to set Key Steps to be used for the Auto-Complete Parameter Automation, the Auto-Init Steps Mode must be disabled. With the Auto-Init Steps Mode enabled, all Steps get automatically initialized, which means in fact, there are no more gaps to be auto completed.

(see Chapters: Step Edit - Normal Mode, Step Edit - Auto-Init Steps Mode)

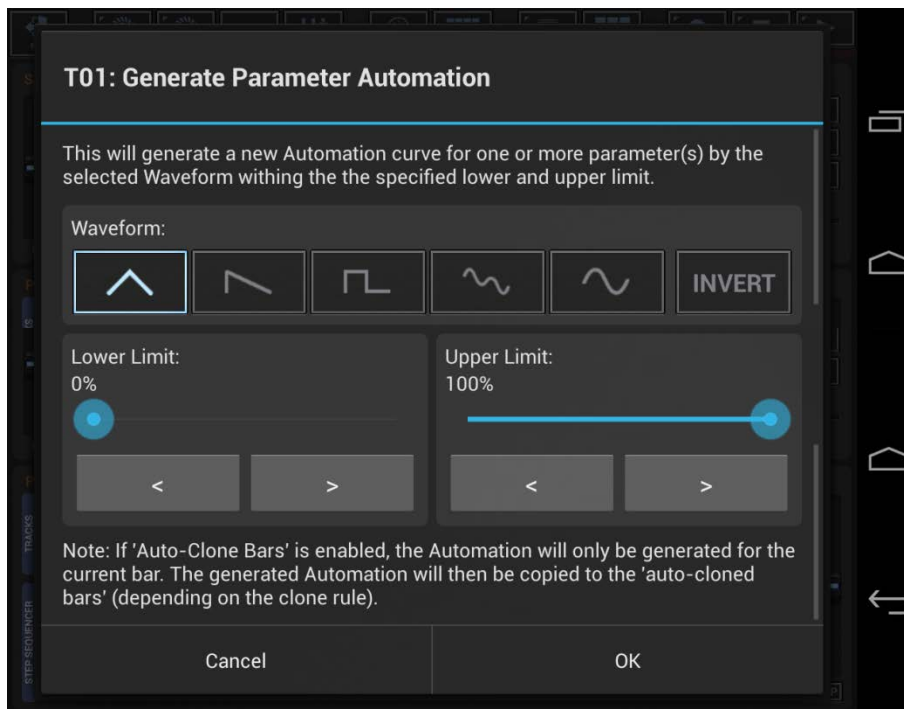
### 13.4.4 Generate Parameter Automation

Generate Parameter Automation is used to create Automation curves based on the following waveforms (for one or more Parameters):

- **Triangle**
- **Sawtooth**
- **Pulse** (Square wave, fixed at 50% pulse width)
- **Triple Peak** (a combination a smooth Sawtooth approximated Sine and a 3 times faster running Sine wave)
- **Sine**

All waveforms are invertible.

Use the Lower Limit and Upper Limit sliders to define the range of the generated Automation curve.



**Note:** Generate Parameter Automation is only supported for Faders, not for Buttons

#### **Generate Parameter Automation is linked with Auto-Clone Bars:**

If Auto-Clone Bars is enabled, the Automation will only be generated for the current bar. The generated Automation will then be copied to the 'auto-cloned bars' (depending on the clone rule). (see also Chapter: Pattern Sequencer > The Auto-Clone Bars feature on the Position Controls)

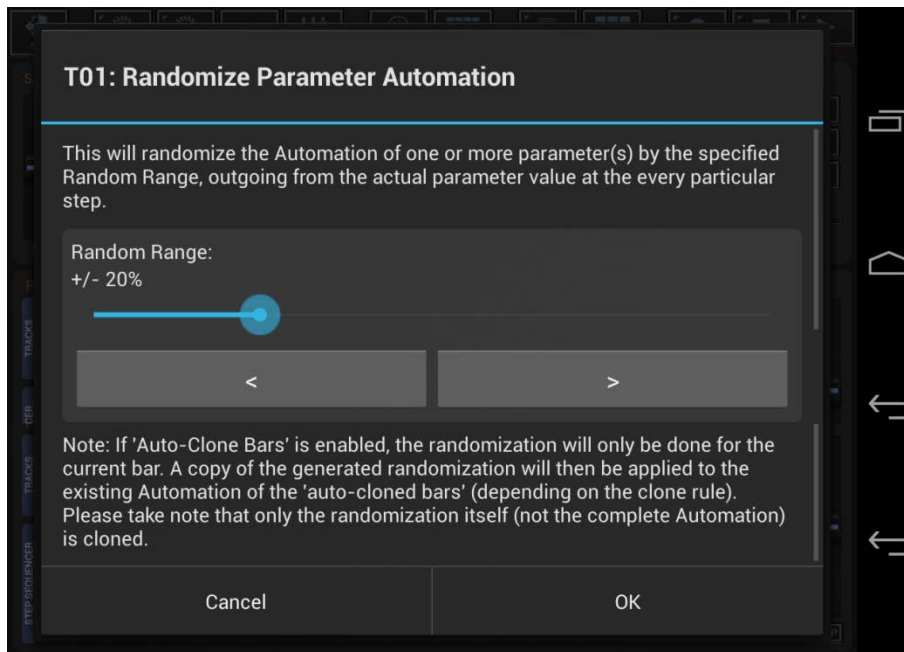
### 13.4.5 Randomize Parameter Automation

Randomize Parameter Automation is used to either generate new random Automations or to randomize existing Automation curves (of one or multiple Parameters).

During the randomization process, the actual parameter value gets measured at every particular step. Then, outgoing from the measured value, the randomization (e.g. +/- 10%) gets applied to the existing step value.

In the case that no previous Automation exists, the current parameter value is used as base for all steps.

Use the Random Range slider to define the range for the randomization.



**Note:** Randomize Parameter Automation is only supported for Faders, not for Buttons

**Randomize Parameter Automation is linked with Auto-Clone Bars:**

If Auto-Clone Bars is enabled, the randomization will only be done for the current bar. A copy of the generated randomization will then be applied to the 'auto-cloned bars' (depending on the clone rule). Please take note that only the randomization itself (not the complete Automation) is cloned. (see also Chapter: Pattern Sequencer > The Auto-Clone Bars feature on the Position Controls)

	<b>G-Stomper   Parameter Automation</b>	V.5.8.1
--	---	---------

#### **13.4.6 Create Volume Fade-In/Fade-Out**

Create Volume Fade-In and Create Volume Fade-Out are specialized versions of the Auto-Complete Parameter Automation feature. The main difference to the Auto-Complete Parameter Automation is that the key Steps are set automatically.

As the name says, they're available exclusively for Volume Parameters.

##### **Create Volume Fade-In:**

Creates an automated Volume Fade-In over the complete Pattern length, starting with 0 and ending with the currently set Volume.

##### **Create Volume Fade-Out:**

Creates an automated Volume Fade-Out over the complete Pattern length, starting with the currently set Volume and ending with 0.



### 13.5 Record Parameter Automations in Song Mode (G-Stomper Studio)

If the Song Mode is enabled, and you start recording while you're on the Pattern Set screen, the Song Arranger records your Pattern Changes (the switches from Pattern A to Pattern B to Pattern C for example), and also NO-Changes (when a Pattern loops over multiple times).

If the Song Mode is enabled, and you start recording while you're NOT on the Pattern Set screen (in fact on every other screen), the Song Arranger does just play the Song instead of recording the Song structure.

This way you can record Parameter Automations over multiple Patterns while a Song is playing.

#### Let me give you an example:

First, we need a short Song Arrangement.

1. Show up the Pattern Set screen.
2. Copy the same (or some variations of the original) Pattern to several Pattern Slots in a Pattern Set
3. Chain all copied Patterns to a Song (one Pattern after another, don't use them multiple times)
4. Make sure that the Song Mode is enabled
5. Switch to the Main Drum Machine
6. Press Record and Play to start recording.



Now, even if the Song Mode and Recording is enabled, you notice that the Song Arranger just plays the Song instead of recording new elements to it.

8. Now, while the sequencer is running and recording, and while the Song is playing, move a fader slowly over the complete Song duration.



	<b>G-Stomper   Parameter Automation</b>	V.5.8.1
--	---	---------

The recorded Parameter Automation starts from Pattern A (or from wherever else you started to record) and then continues through every Pattern in the Song.

**Note:** Since Parameter Automations get recorded in the Patterns (not in the Song), this recording method works only well, if you do not use a particular Patterns multiple times in a Song. So be sure to use every Pattern only once per Song, if you want to use this recording method.