

# G-Stomper Studio

# G-Stomper Rhythm

# G-Stomper VA-Beast

# G-Stomper Producer

## User Manual

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## 5 Pattern-Sequencer

This Chapter explains how to use the Pattern-Sequencer (the different Step Sequencers) in the G-Stomper Applications.

Furthermore it explains how to load and save Patterns and Sound Sets.

The G-Stomper Applications provide 4 different Step Sequencers:

- The Drum Machine (a classic Drum Sequencer)  
(G-Stomper Studio, -Rhythm, -Producer)
- The Sampler Track Grid (a multi-Track Beat Sequencer)  
(G-Stomper Studio, -Rhythm)
- The Sampler Note Grid (a monophonic piano-roll like grid Sequencer)  
(G-Stomper Studio, -Producer)
- The VA-Beast Poly Grid (a polyphonic piano-roll like grid Sequencer)  
(G-Stomper Studio, -VA-Beast, -Producer)

Each Step Sequencer provides a common set of Sequencer controls.  
(see Chapter: Common Step Sequencer Controls)

The “Common Step Sequencer Controls” are available on all Step Sequencers (with some exceptions).

Beside the “Common Step Sequencer Controls”, each Sequencer comes with special features that are explained in the dedicated Chapters below.

**Note:**

All Step Sequencers are used to create Patterns, which are the smallest building Elements in all G-Stomper Applications. So when you’re working with Step Sequencers in any G-Stomper Application, then you’re always working on Patterns.

## 5.1 Patterns (G-Stomper Studio, -Rhythm, -VA-Beast)

A Pattern is a short Sequence with a max length of 8 Bars, where each Bar can have a max length of 16 Steps. In other words, the max length of a Pattern is 128 Steps.  
(see also Chapter: Timing & Measure)

Patterns are used as building elements for Songs and/or Live Sessions.

In G-Stomper Studio, - Rhythm, and -VA-Beast (standalone), a Pattern contains all existing Tracks of the musical setup. This means, when you switch from one Pattern to another, then you change the entire musical Setup of the particular app. Therefore the Pattern timing and size also apply to all Tracks at once.

### A Pattern consists of:

Up to 24 Drum Sampler Tracks (G-Stomper Studio, -Rhythm)	<ul style="list-style-type: none"> <li>- Drum Sampler Presets</li> <li>- Mixer Setup incl. Solo, Mute, Send FX Routing, Channel EQ and Insert FX</li> <li>- Main Sequence</li> <li>- Parameter Automations</li> </ul>
Up to 12 VA-Beast Synthesizer Tracks (G-Stomper Studio, -VA-Beast)	<ul style="list-style-type: none"> <li>- VA-Beast Synthesizer Presets</li> <li>- Mixer Setup incl. Solo, Mute, Send FX Routing, Channel EQ and Insert FX</li> <li>- Main Sequence</li> <li>- Parameter Automations</li> </ul>
1 Send FX Track	<ul style="list-style-type: none"> <li>- FX1-3 incl. FX Chain Mode</li> <li>- Parameter Automations</li> </ul>
1 Master Track	<ul style="list-style-type: none"> <li>- Master Setup incl. Master EQ, and Sum FX1-2</li> <li>- Parameter Automations</li> </ul>
Timing & Measure	<ul style="list-style-type: none"> <li>- Tempo</li> <li>- Tempo Automation (G-Stomper Studio only)</li> <li>- Swing/Shuffle</li> <li>- Step Timing</li> <li>- Pattern Size</li> </ul>

### Note:

Depending on the used app, some of the contents won't exist. G-Stomper Rhythm comes without VA-Beast Synthesizer, and therefore does not provide VA-Beast Synthesizer Tracks. G-Stomper VA-Beast (standalone) comes without Drum Machine, and therefore does not provide Drum Sampler Tracks.



**5.1.1 Load Pattern**

Show up the Main Menu.

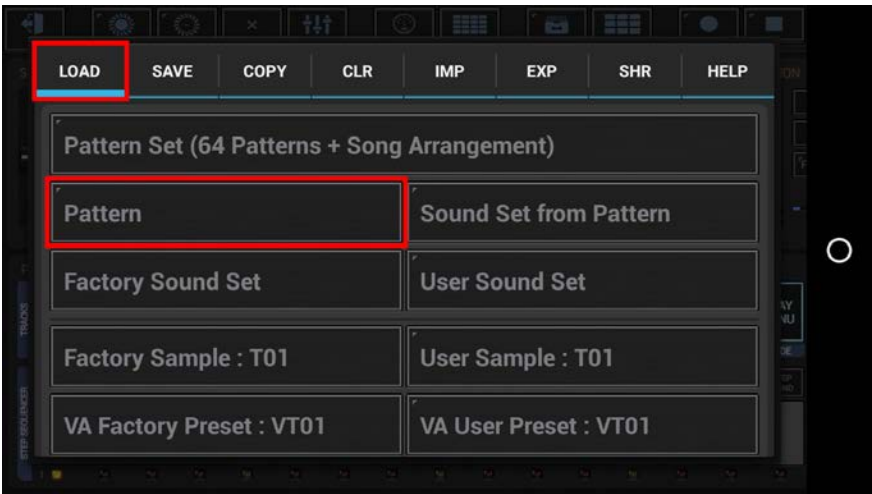


Select the "Load" tab and choose "Pattern".

**Important Note about loading Patterns from Add-On Packs:**

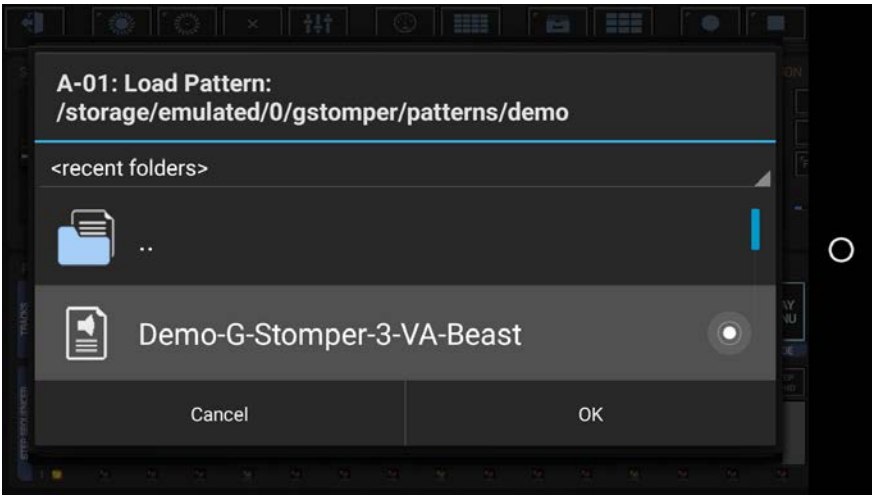
To load Patterns from outside of the G-Stomper app folders, e.g. from an Add-On Pack, long press (press and hold) "Pattern" to show up the "System Files Picker". Then look for the Add-On Pack in the selection menu (the three horizontal lines in the upper left corner).

(For further details about loading content from Add-On Packs, see chapter: Add-On Packs > How to use the Sounds provided by the Add-On Packs)



**Note:** Depending on the used App, the Main Menu content might be different.

Select one of your previously saved Patterns.

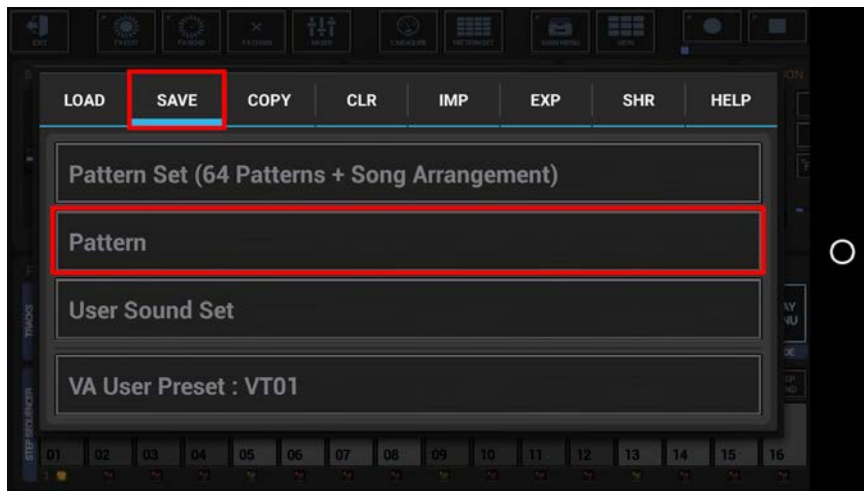


### 5.1.2 Save Pattern

Show up the Main Menu.

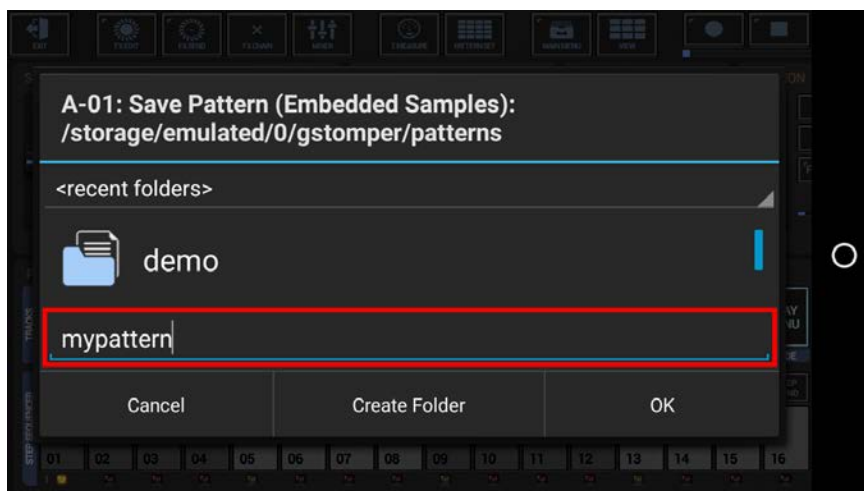


Select the "Save" tab and choose "Pattern".



**Note:** Depending on the used App, the Main Menu content might be different.

Finally, specify a name for your Pattern.



### 5.1.3 Import G-Stomper Rhythm/VA-Beast Pattern (G-Stomper Studio)

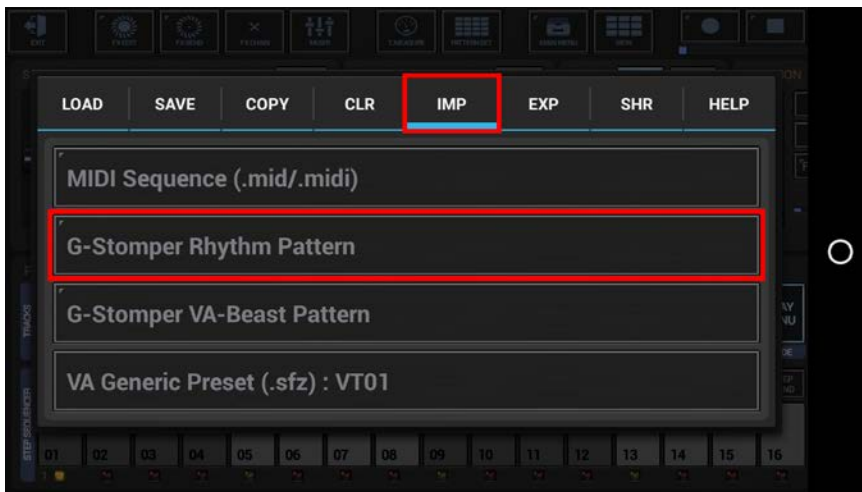
G-Stomper Studio can import Patterns created with G-Stomper Rhythm or G-Stomper VA-Beast (standalone). In this example, we're importing a G-Stomper Rhythm Pattern.

Show up the Main Menu.

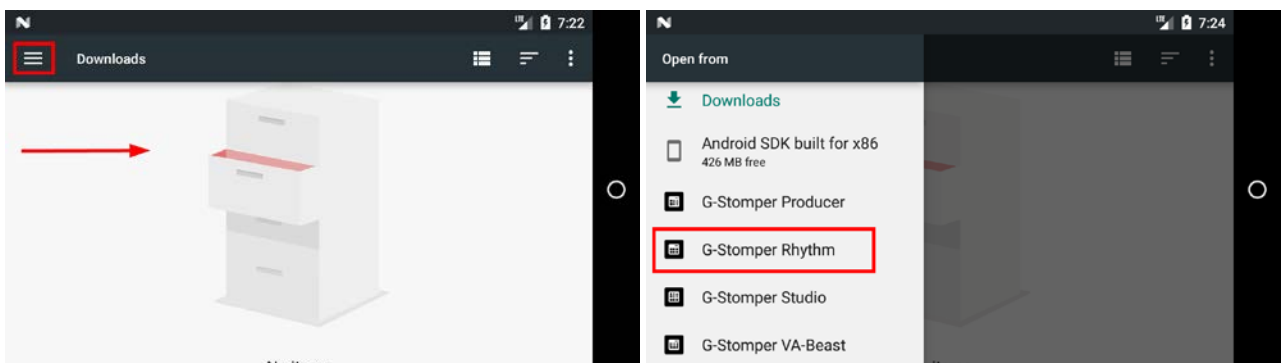


Select the "Imp" tab and ...

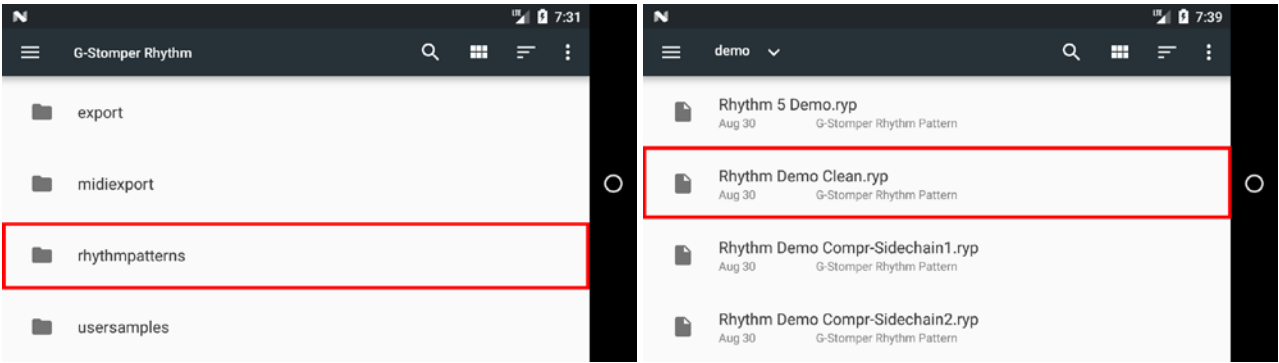
- short click "G-Stomper Rhythm Pattern", if you're on Android 8.0 or higher (the buttons won't be long pressable on Android 8.0 or higher anyway).
- long press (press and hold) "G-Stomper Rhythm Pattern", if you're on Android 7.x or lower.



Once the "System Files Picker" shows up, press the "Menu" button (the three horizontal lines) in the upper left corner (or likewise swipe from left to right), and then select the pack from the menu.



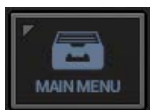
Inside the G-Stomper Rhythm content, navigate to the “rhythmpatterns” folder or a subfolder where the Pattern is stored, and then select the one you want to load.



**Note:** On Android 8.0 or higher, the “System Files Picker” will directly show up in the correct folder. Unfortunately this was not supported on older Android versions.

#### 5.1.4 Clear Pattern

Show up the Main Menu.

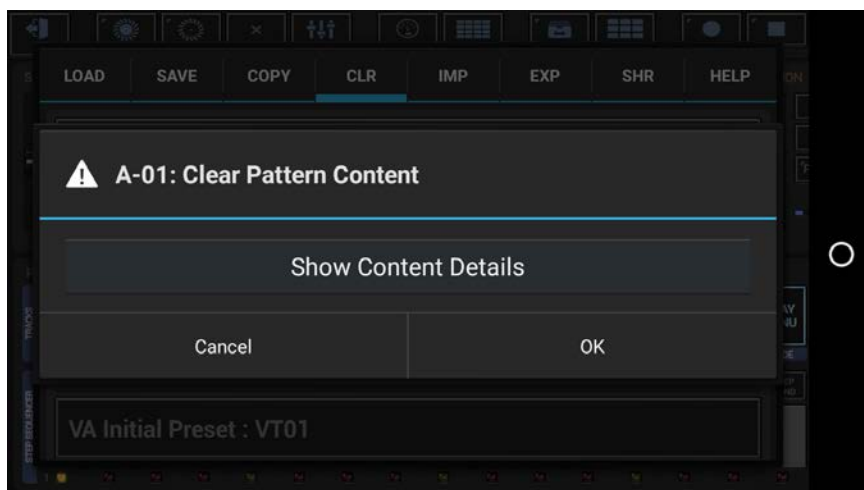


Select the "Clr" tab and choose "Pattern (Selective Content)".



**Note:** Depending on the used App, the Main Menu content might be different.

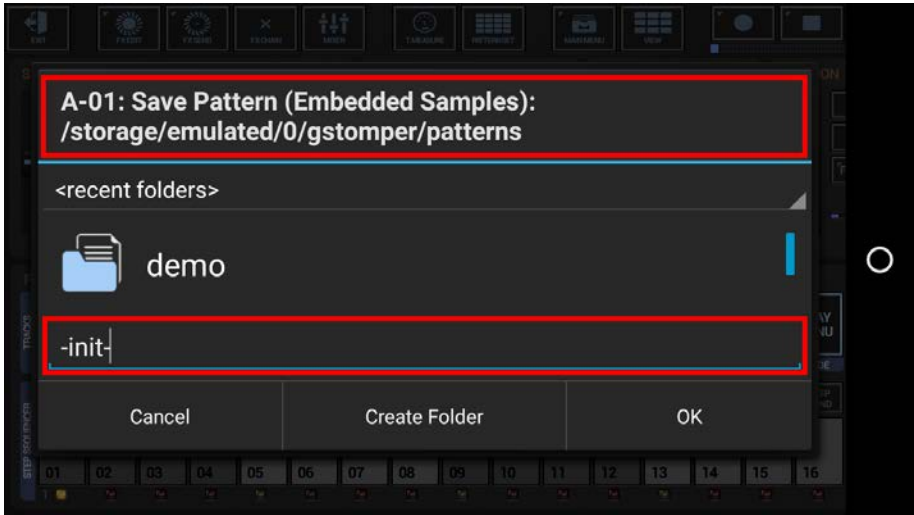
By default, the complete Pattern will be cleared. By showing the Content details, you can select/deselect particular parts of the Pattern (see Chapter: Data Copy & Clear Framework).



**5.1.5 Custom Initial Pattern**

By default, G-Stomper Studio, G-Stomper Rhythm and G-Stomper VA-Beast start with an initial 1-Bar Pattern (128bpm, no samples loaded). This initial Pattern is used every time you clear or create a new Pattern and to fill all empty slots of a new Pattern Set.

If you prefer your own initial Pattern, e.g. with a different length or Tempo, an initial Sound Set loaded or a basic Sequence applied, you can simply save your prepared initial Pattern with the name '-init-' in the base Pattern folder.



Once you saved your custom initial Pattern, it'll be used every time you clear or create a new Pattern or Pattern Set.

**Note:**

On Android 8.0 or higher, the base Pattern folder will be at:

**`/storage/emulated/0/Android/data/< app-packagename>/files/gstomper/patterns`**

The <app-packagename> is unique for each app:

<b>G-Stomper Studio</b>	com.planeth.gstomper
<b>G-Stomper Rhythm</b>	com.planeth.rhythm
<b>G-Stomper VA-Beast (standalone)</b>	com.planeth.vabeast

Just make sure that you save the '-init-' Pattern in the folder '.../gstomper/patterns' (and not in some sub-folder).

Please note that Custom Initial Pattern is only available in G-Stomper Studio, G-Stomper Rhythm, and G-Stomper VA-Beast (standalone), and it is only available in the full versions of these apps.

## 5.2 Track Patterns & Scenes (G-Stomper Producer)

### 5.2.1 Track Patterns

A Track Pattern is a short Sequence with a max length of 8 Bars, where each Bar can have a max length of 16 Steps. In other words, the max length of a Pattern is 128 Steps.

(see also Chapter: Timing & Measure)

Track Patterns are used as building elements for Songs and/or Live Sessions.

In G-Stomper Producer, a Track Pattern contains only one single Track (therefore the name). This means, when you switch from one Track Pattern to another, then you only change the Setup of one specific Track while leaving the rest of the musical setup untouched. The Pattern timing and size can therefore be individual for each Track.

#### A Track Pattern consists of:

Track Parameters	Varies across the Tracks.
Main Sequence (in case of an Instrument Track)	Depending on the Track, this is a monophonic or polyphonic musical Sequence.
Track Parameter Automations	Automated Track Parameter movements.
Timing & Measure	<ul style="list-style-type: none"> <li>- Swing/Shuffle</li> <li>- Step Timing</li> <li>- Pattern Size</li> </ul>

#### Tracks provided by G-Stomper Producer:

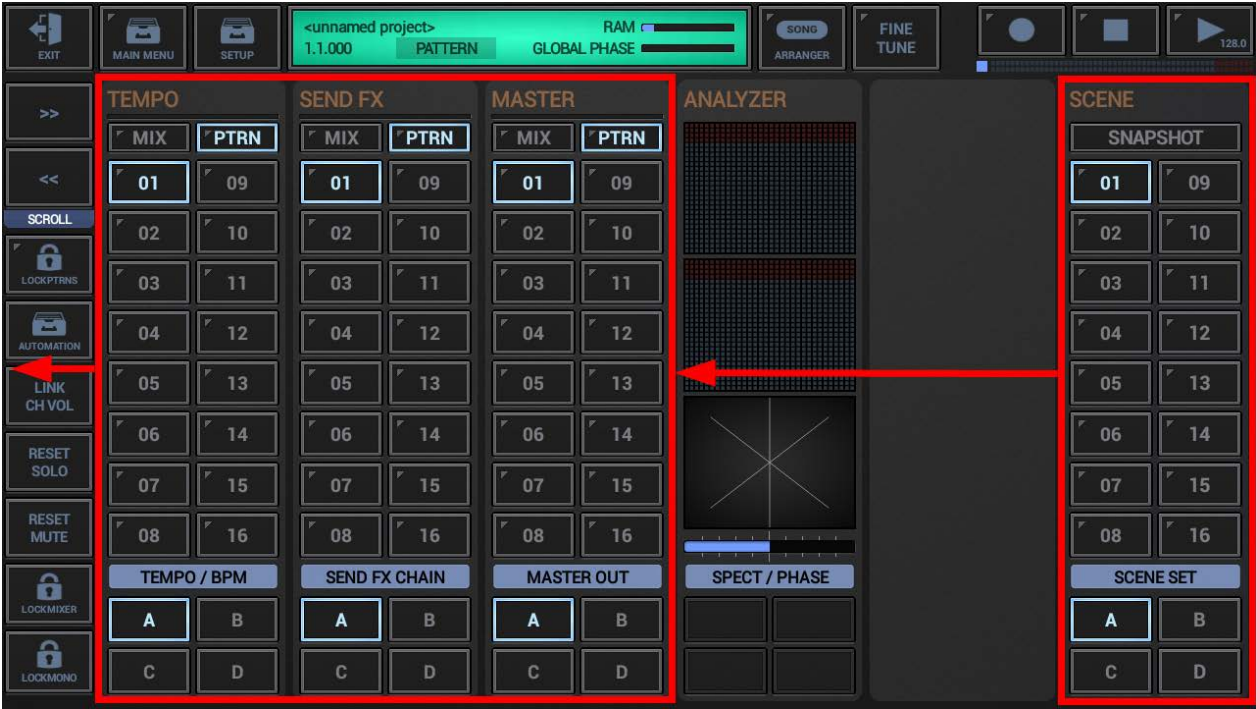
Up to 24 Drum Sampler Tracks	<ul style="list-style-type: none"> <li>- Drum Sampler Presets</li> <li>- Mixer Setup incl. Send FX Routing, Channel EQ and Insert FX</li> <li>- Main Sequence</li> <li>- Parameter Automations</li> </ul>
Up to 12 VA-Beast Synthesizer Tracks	<ul style="list-style-type: none"> <li>- VA-Beast Synthesizer Presets</li> <li>- Mixer Setup incl. Send FX Routing, Channel EQ and Insert FX</li> <li>- Main Sequence</li> <li>- Parameter Automations</li> </ul>
1 Send FX Track	<ul style="list-style-type: none"> <li>- FX1-3 incl. FX Chain Mode</li> <li>- Parameter Automations</li> </ul>
1 Master Track	<ul style="list-style-type: none"> <li>- Master Setup incl. Master EQ, and Master Insert FX</li> <li>- Parameter Automations</li> </ul>
1 Tempo Track	<ul style="list-style-type: none"> <li>- Tempo</li> <li>- Tempo Automation</li> </ul>

5.2.2    **Scenes**

Scenes in G-Stomper Producer are shortcuts to a specific Track Pattern Slot of all Tracks at once.

More specifically, a Scene always references specific Track Pattern of each Track. That is, all Drum Sampler Tracks, all VA-Beast Synth Tracks, the Send FX Track, the Master Track, and the Tempo Track.

If you select the Scene A-01, then you actually select the Track Pattern A-01 of all existing Tracks.



And while a selecting a new Track Pattern only changes a single instrument or module, selecting a Scene changes the complete musical Setup, similar to a Pattern Change in G-Stomper Studio.

**Note for G-Stomper Studio users:**

You can actually see a G-Stomper Producer Scene as something similar to a G-Stomper Studio Pattern, just with totally loosely coupled and independent tracks, each running in an independent Track Sequencer with an independent timing.



**5.2.3 Load Scene**

Show up the Main Menu.

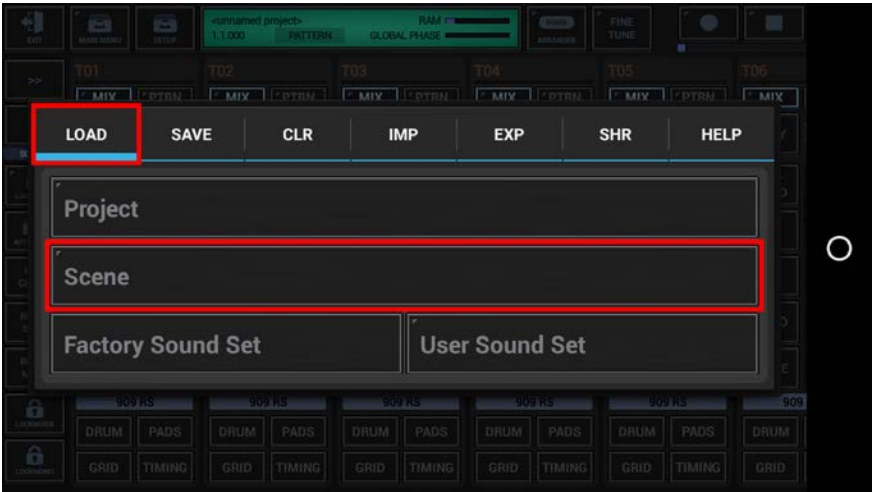


Select the "Load" tab and choose "Scene".

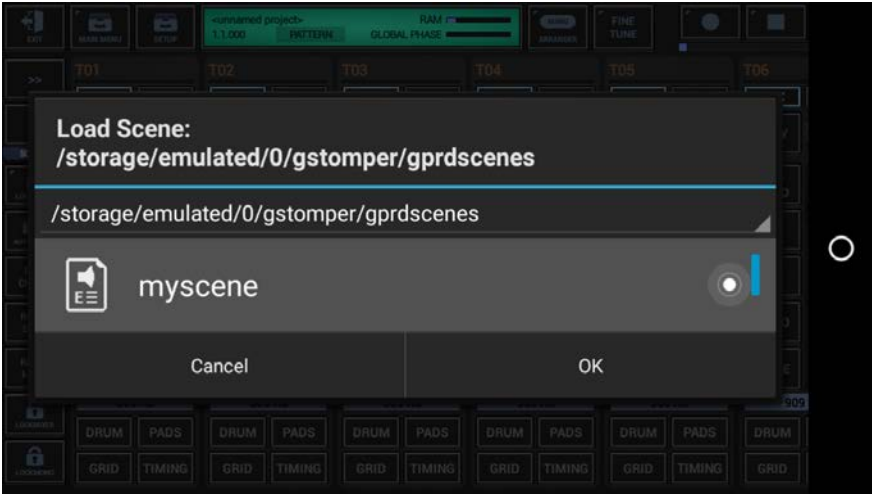
**Important Note about loading Scenes from Add-On Packs:**

To load Scenes from outside of the G-Stomper app folders, e.g. from an Add-On Pack, long press (press and hold) "Scene" to show up the "System Files Picker". Then look for the Add-On Pack in the selection menu (the three horizontal lines in the upper left corner).

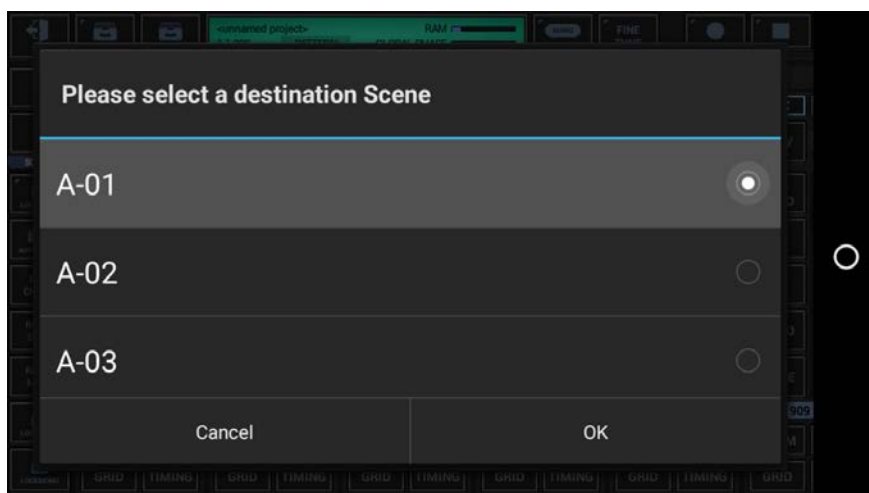
(For further details about loading content from Add-On Packs, see chapter: Add-On Packs > How to use the Sounds provided by the Add-On Packs)



Select one of your previously saved Scenes.

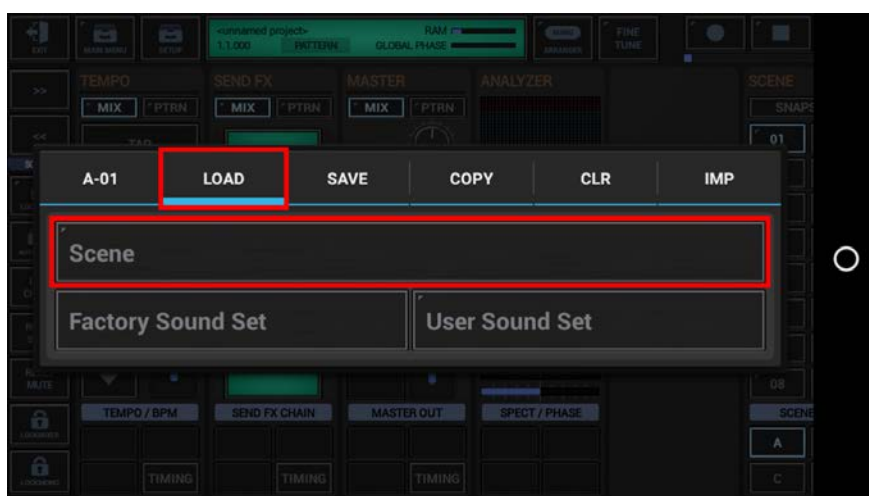
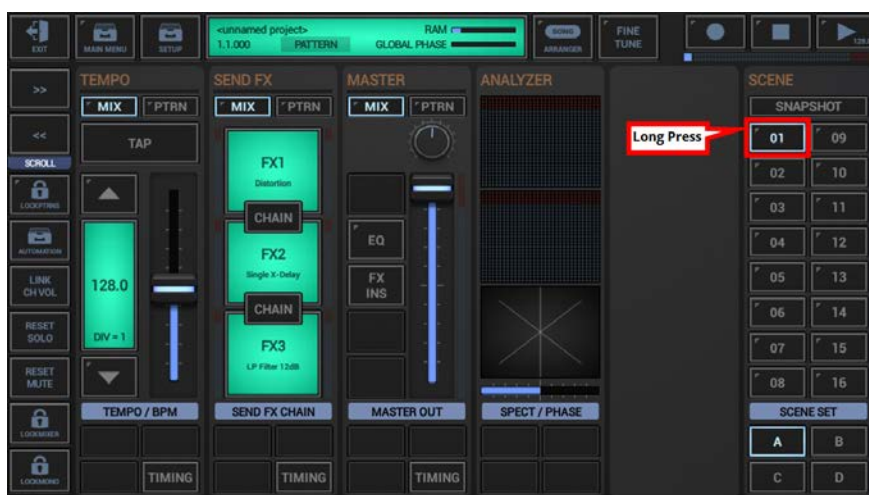


And finally, select the Scene Slot to load the selected Scene into.



**Note:**

Likewise, you can also load Scenes using the Scene Slot Menu of a specific Scene Slot. Simply long press the Scene Slot to show up its menu, and then select the "Load" tab and choose "Scene". As a matter of course, selecting the destination Scene Slot is not required in this case.



### 5.2.4 Save Scene

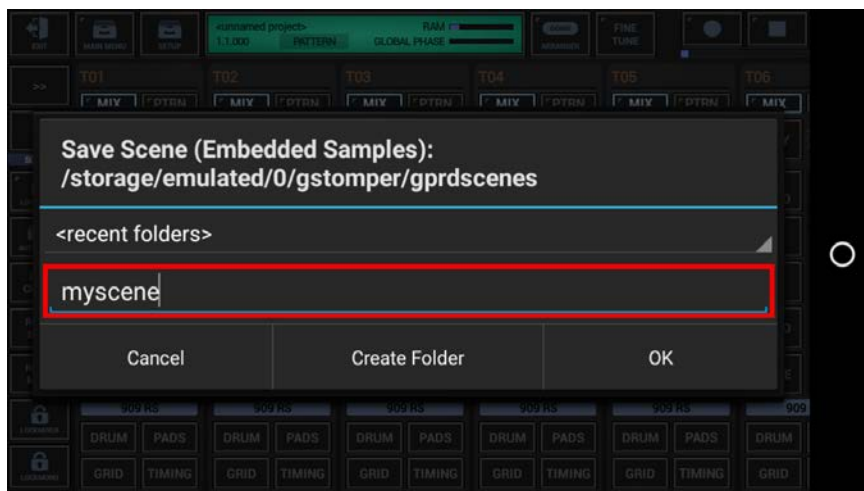
Show up the Main Menu.



Select the "Save" tab and choose "Scene".

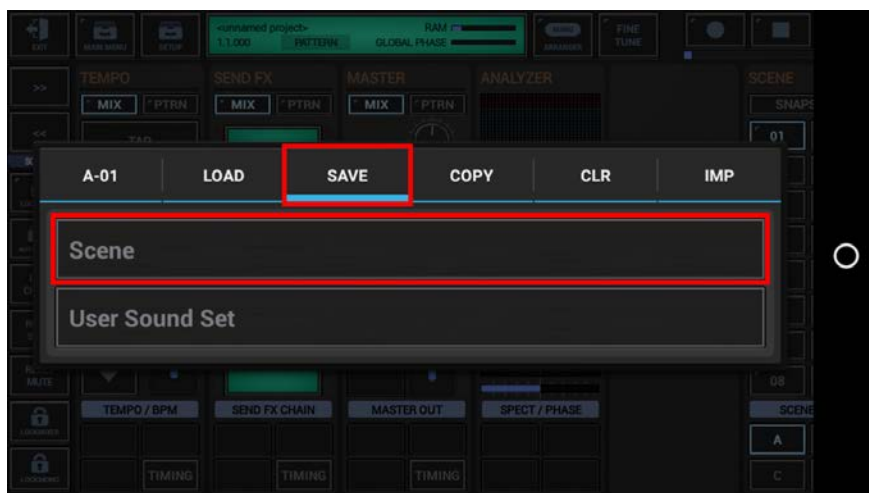


Finally, specify a name for your Scene.



**Note:**

Likewise, you can also save Scenes using the Scene Slot Menu of a specific Scene Slot. Simply long press the Scene Slot to show up its menu, and then select the "Save" tab and choose "Scene".



### 5.2.5 Import G-Stomper Studio/Rhythm/VA-Beast Pattern as Scene

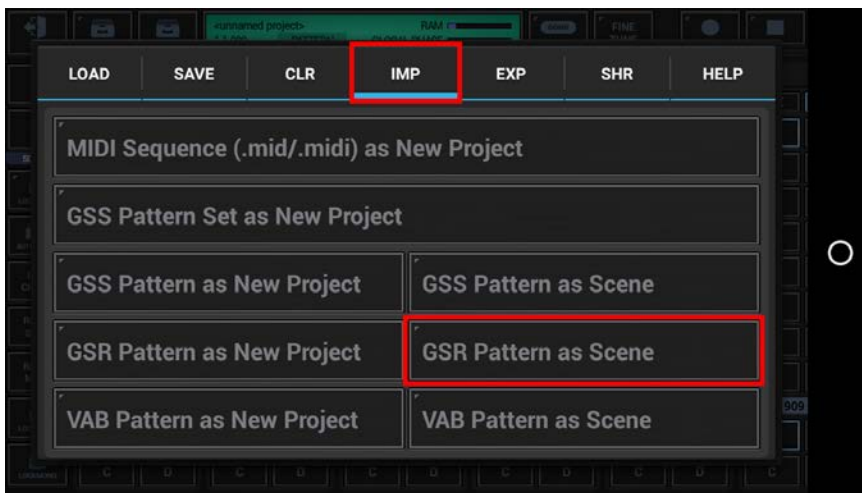
G-Stomper Producer can import Patterns created with G-Stomper Studio, G-Stomper Rhythm or G-Stomper VA-Beast (standalone). Such Patterns can either be imported as Scene or as new Project. In this example, we're importing a G-Stomper Rhythm Pattern as Scene.

Show up the Main Menu.

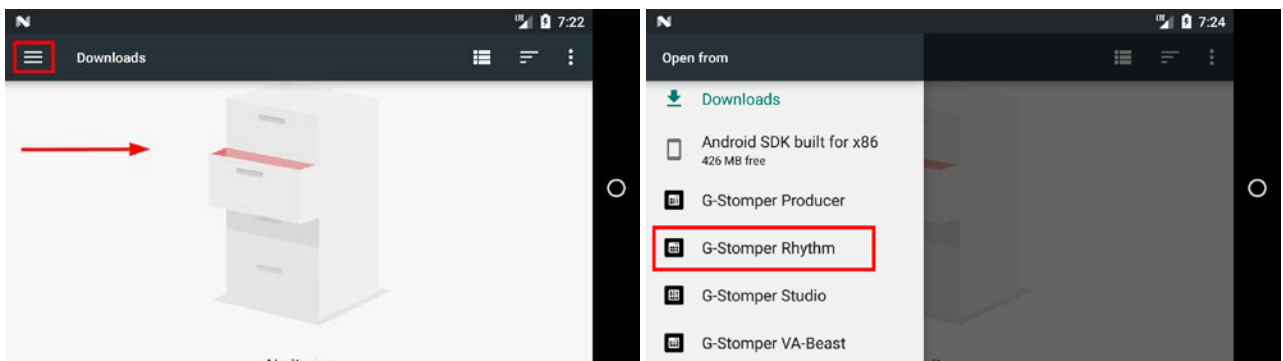


Select the "Imp" tab and ...

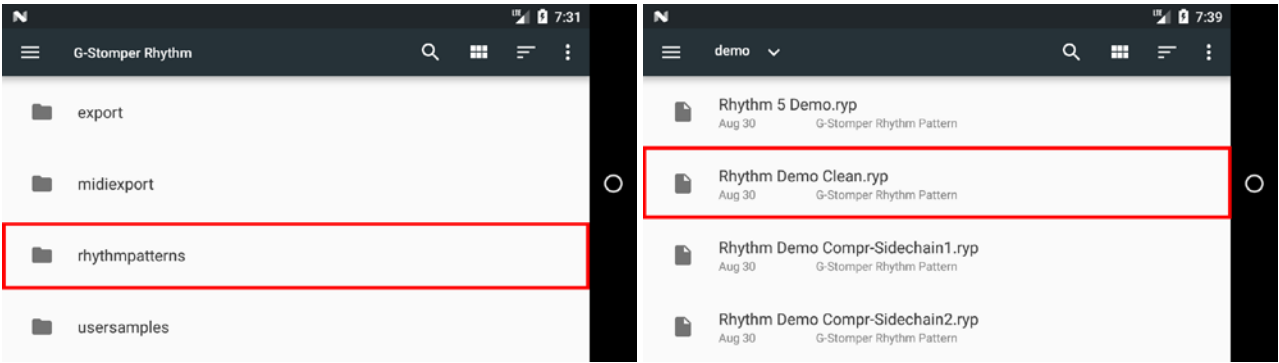
- short click "GSR Pattern as Scene", if you're on Android 8.0 or higher (the buttons won't be long pressable on Android 8.0 or higher anyway).
- long press (press and hold) "GSR Pattern as Scene", if you're on Android 7.x or lower.



Once the "System Files Picker" shows up, press the "Menu" button (the three horizontal lines) in the upper left corner (or likewise swipe from left to right), and then select the pack from the menu.

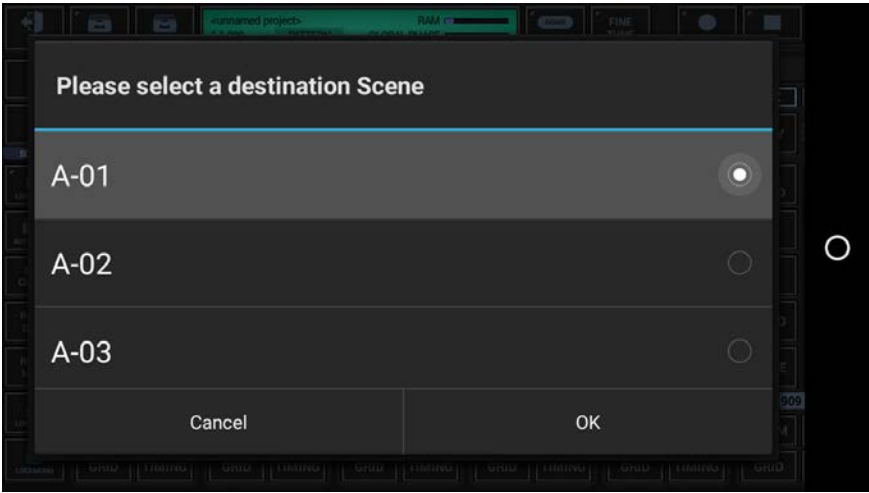


Inside the G-Stomper Rhythm content, navigate to the “rhythmpatterns” folder or a subfolder where the Pattern is stored, and then select the one you want to load.



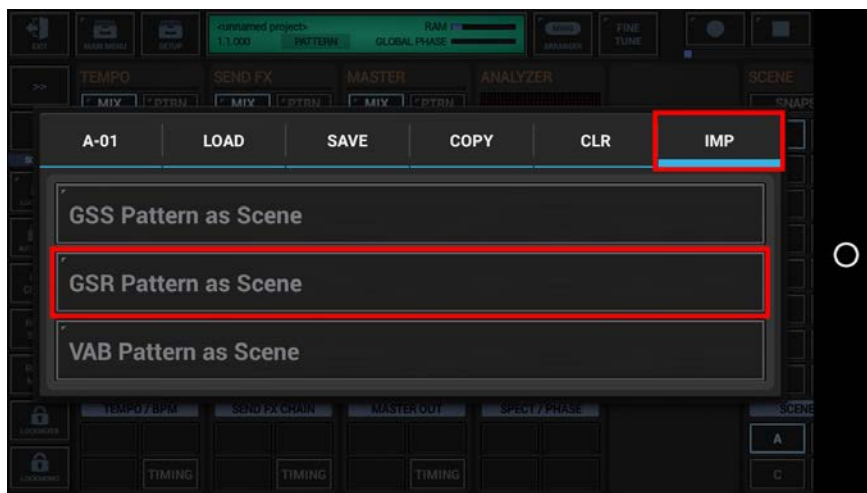
**Note:** On Android 8.0 or higher, the “System Files Picker” will directly show up in the correct folder. Unfortunately this was not supported on older Android versions.

Finally, select the Scene Slot to import the selected Pattern into.



**Note:**

Likewise, you can also import G-Stomper Rhythm (and other) Patterns as Scene using the Scene Slot Menu of a specific Scene Slot. Simply long press the Scene Slot to show up its menu, and then select the "Imp" tab and choose "GSR Pattern as Scene". As a matter of course, selecting the destination Scene Slot is not required in this case.

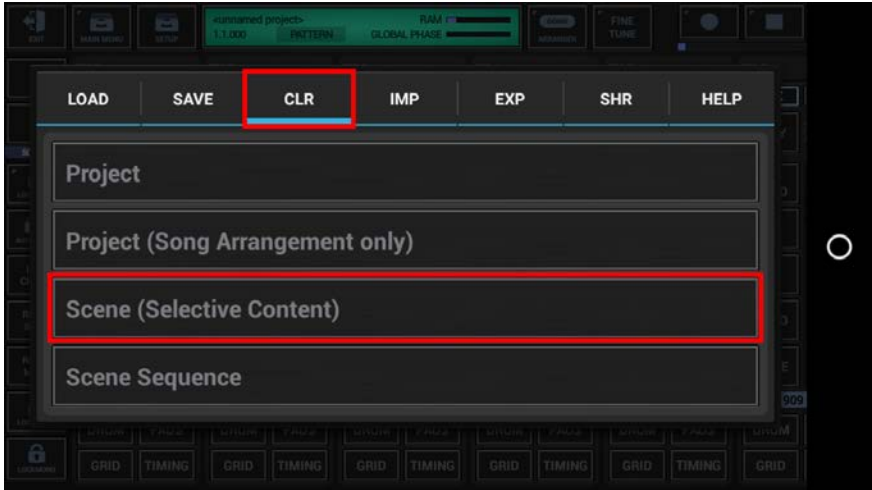


**5.2.6 Clear Scene**

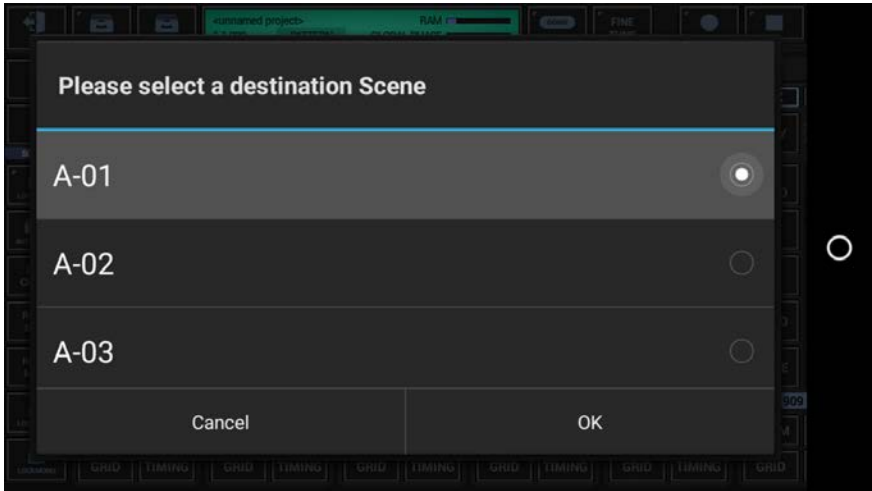
Show up the Main Menu.



Select the "Clr" tab and choose "Scene (Selective Content)".

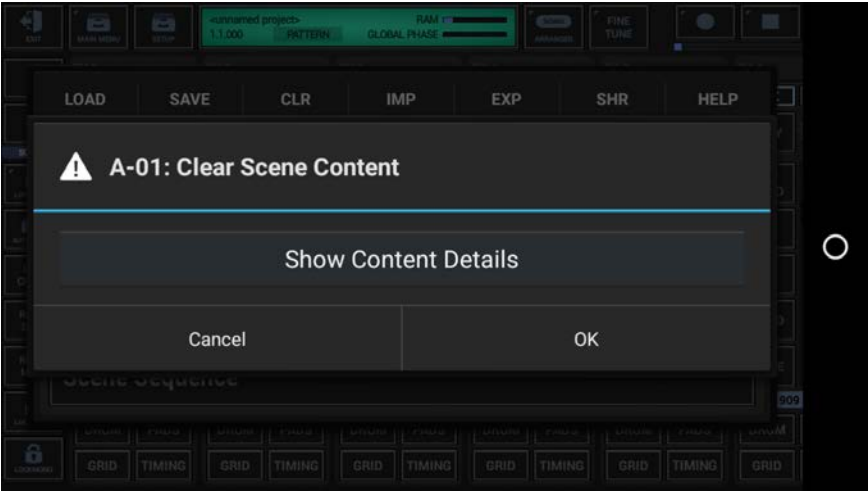


Select the Scene Slot to be cleared.

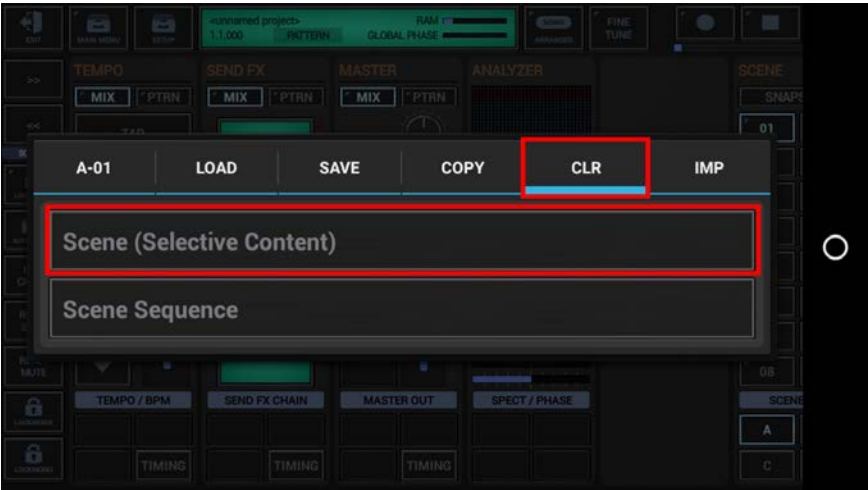




By default, the complete Scene will be cleared. By showing the Content details, you can select/deselect particular parts of the Scene (see Chapter: Data Copy & Clear Framework).



**Note:**  
Likewise, you can also clear Scenes using the Scene Slot Menu of a specific Scene Slot. Simply long press the Scene Slot to show up its menu, and then select the "Clr" tab and choose "Scene (Selective Content)". As a matter of course, selecting the destination Scene Slot is not required in this case.



### 5.2.7 Clear Track Pattern

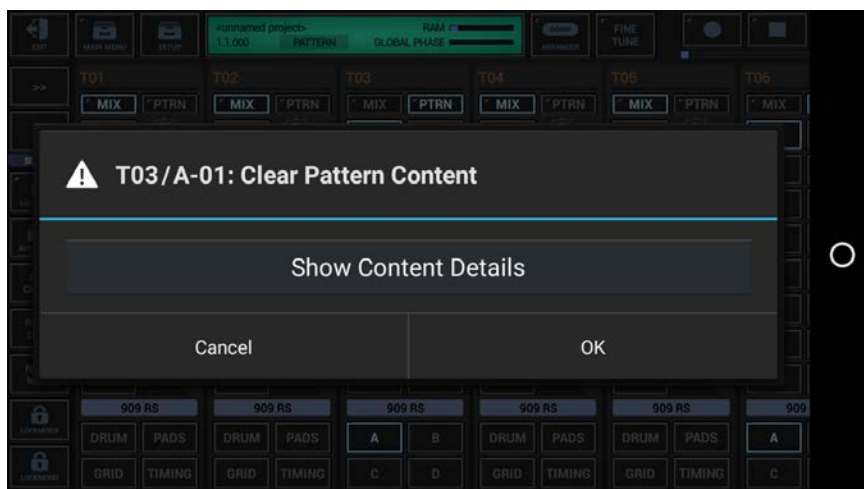
Long press a Track Pattern Slot to show up its menu.



Select the "Clr" tab and choose "Pattern (Selective Content)".



By default, the complete Track Pattern will be cleared. By showing the Content details, you can select/deselect particular parts of the Pattern (see Chapter: Data Copy & Clear Framework).



### 5.3 Sound Sets (G-Stomper Studio, -Rhythm, -Producer)

Sound Sets are Sets of multiple Sound Presets to be loaded into the musical setup of the particular app.

In fact, Sound Sets are mainly the same as Patterns, but with the difference that Sound Sets do not contain any Sequence related data.

**A Sound Set can consist of:**

Up to 24 Drum Sampler Track Presets	- Drum Sampler Presets - Mixer Setup incl. Solo, Mute, Send FX Routing, Channel EQ and Insert FX
Up to 12 VA-Beast Synthesizer Track Presets	- VA-Beast Synthesizer Presets - Mixer Setup incl. Solo, Mute, Send FX Routing, Channel EQ and Insert FX
1 Send FX Track Preset	- FX1-3 incl. FX Chain Mode
1 Master Track Preset	- Master Setup incl. Master EQ, and Sum FX1-2

**Note:**

All data in a Sound Set is optional. In other words, when you save a User Sound Set, you can decide what you want to save in the Sound Set. Furthermore, when loading a Sound Set, you can either load the entire content of a Sound Set or only a subset of it. Please note that saving User Sound Sets is only available in G-Stomper Studio and G-Stomper Producer, but not in G-Stomper Rhythm.

### 5.3.1 Load Sound Set

Show up the Main Menu.



Select the "Load" tab and choose:

- "Factory Sound Set" to load a Sound Set provided by the G-Stomper app
- "User Sound Set" to load one of your own Sound Sets
- "Sound Set from Pattern" to import the Sound Set from an existing Pattern (G-Stomper Studio and G-Stomper Rhythm only)

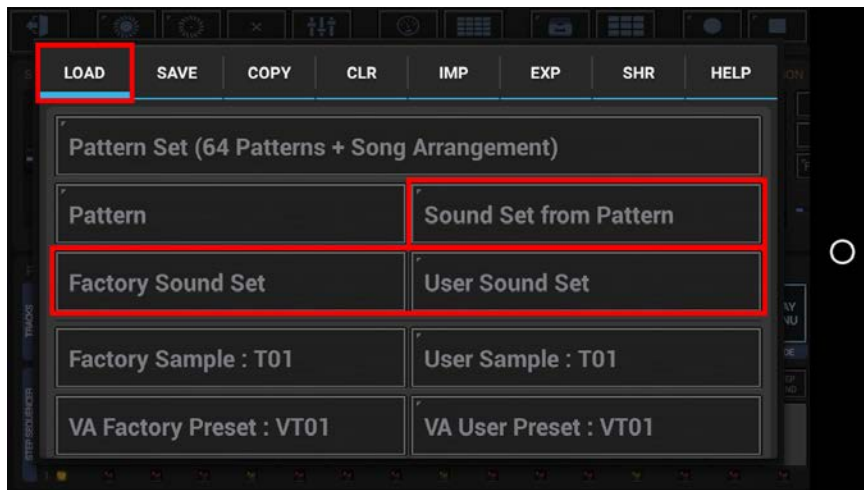
#### Important Note about loading Sound Sets from Add-On Packs:

To load Sound Sets from outside of the G-Stomper app folders, e.g. from an Add-On Pack, long press (press and hold) ...

- "User Sound Set" in G-Stomper Studio and G-Stomper Producer
- "Factory Sound Set" in G-Stomper Rhythm

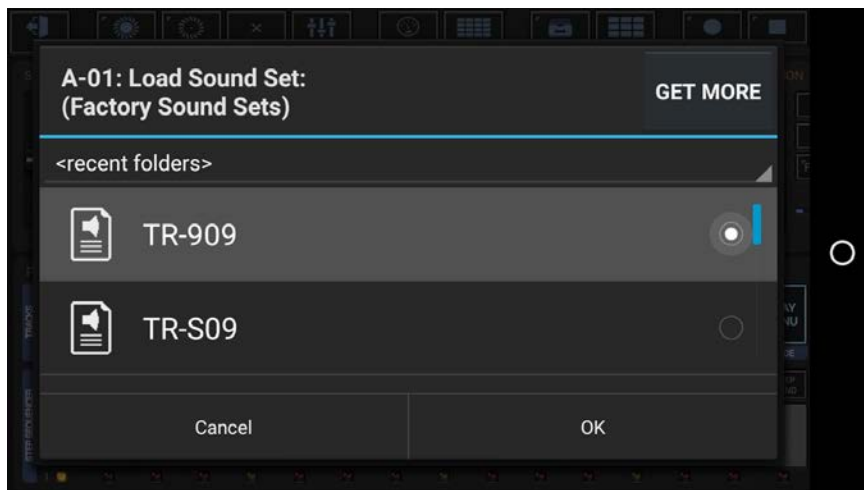
... to show up the "System Files Picker". Then look for the Add-On Pack in the selection menu (the three horizontal lines in the upper left corner).

(For further details about loading content from Add-On Packs, see chapter:  
Add-On Packs > How to use the Sounds provided by the Add-On Packs)



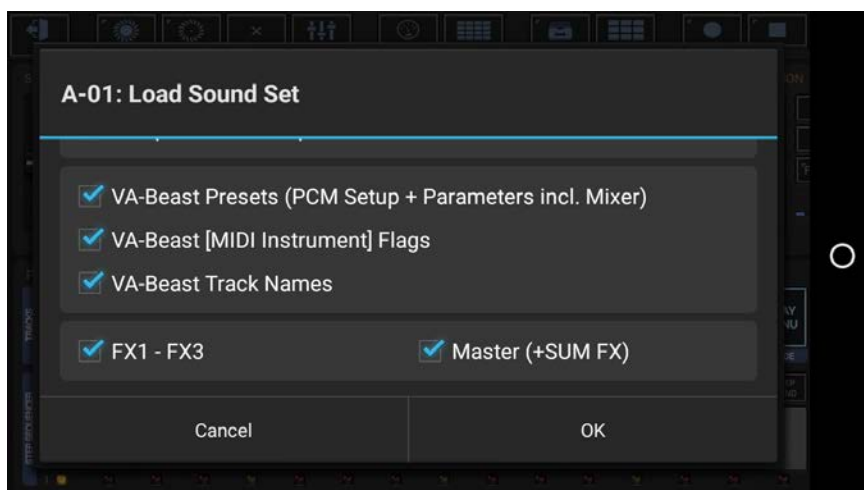
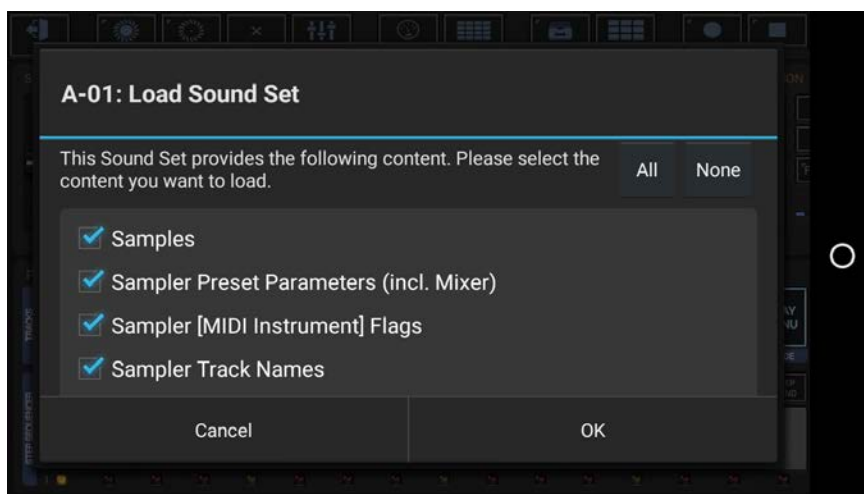
**Note:** Depending on the used App, the Main Menu content might be different.

Select one of the Sound Sets (or in case of "Sound Set from Pattern" a Pattern).



**Note:** Click "Get More" to download more Sound Sets, Samples or Presets from your favourite App Store.

G-Stomper now shows you a dialog with (only) the available content of the selected Sound Set. By default, all checkboxes are activated, which means the entire Sound Set will be loaded. Select the content you want to load, and/or deselect the content you want to exclude from the loading process.

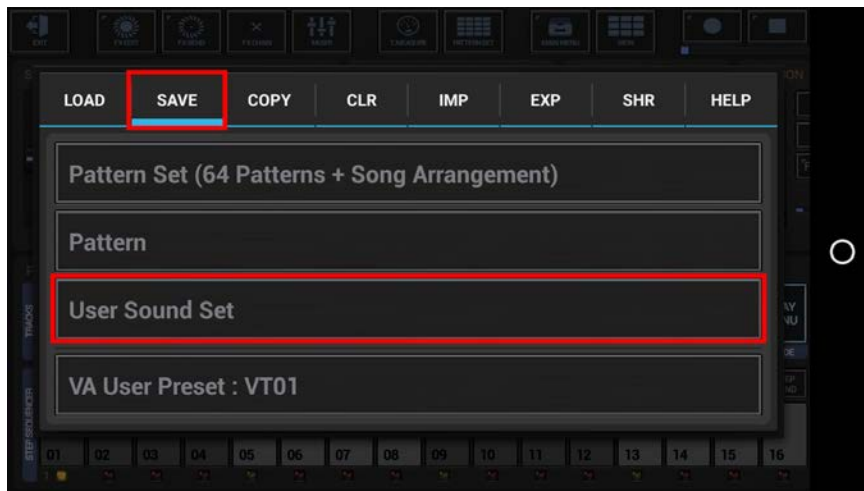


### 5.3.2 Save Sound Set

Show up the Main Menu.

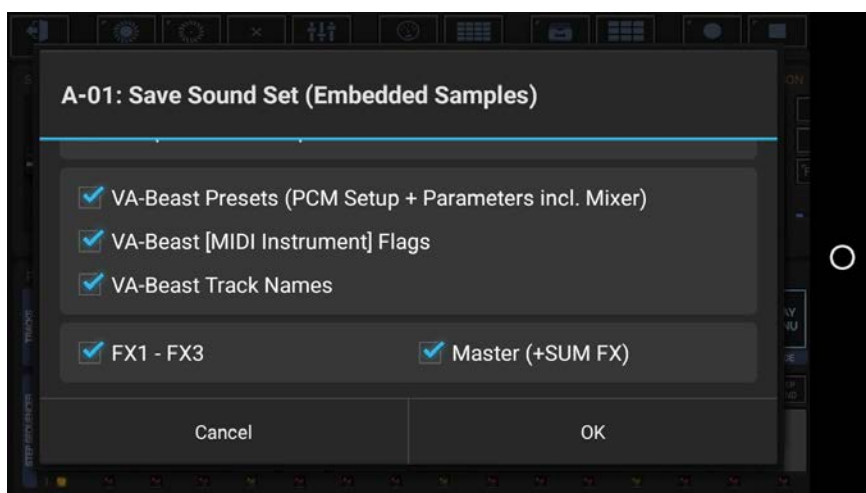
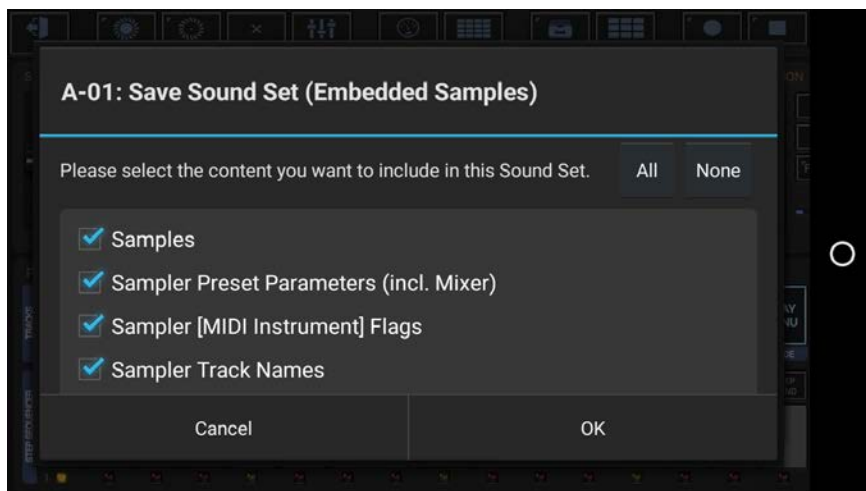


Select the "Save" tab and choose "User Sound Set".

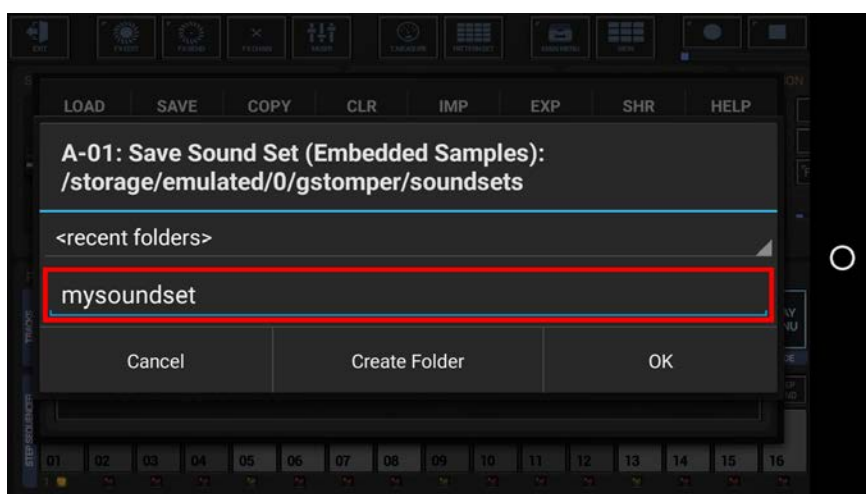


**Note:** Depending on the used App, the Main Menu content might be different.

Now select the content you want to save with the Sound Set, ...



... and finally specify a name for your Sound Set.





## 5.4 Common Step Sequencer Controls

### 5.4.1 Position Controls

The Position Controls are used to show/change the current played and/or edited bar position within the currently running Pattern. The Position controls are available in all Step Sequencer modules, like in the Drum Machine in G-Stomper Studio for example.



Depending on the particular Sequencer, the Position Controls might have extra features.

#### 5.4.1.1 Basic behavior for all Step Sequencers

A Pattern can have a max length of 8 Bars, while each Bar can have a length of max 16 Steps.

To change the Edit or Play Position using the Position Controls, the Pattern must have a length greater than 1 Bar. The initial Pattern length of 1 Bar can be changed on the “Timing & Measure” screen (see Chapter: Timing & Measure).

The graphical editors of the Step Sequencers are limited to 16 Steps, in other words you can show only one Bar at time. Use the Position Controls Left/Right buttons to scroll through the Bars within a Pattern.

The Position LEDs show the Play and Edit position in the pattern.

#### The Play Position:



#### The Edit Position:



#### < > Buttons:



Short Click : Edit Position UP/DOWN  
Long Press : Play Position UP/DOWN

**Note:** If required, the Edit and Play Positions can be linked, so that they follow each other. (see Chapter: Edit/Play-Pos Link Mode)



#### 5.4.1.2 Drum Machine in Note Edit Mode – Extras (G-Stomper Studio, -Rhythm, -Producer)

On the Drum Machine, if the Note Edit Mode is turned ON, the Position Controls show the current Octave instead of the Edit-Position.

**The current Octave:**



**<> Buttons:**



Short Click : Octave UP/DOWN  
Long Press : Play Position UP/DOWN

#### 5.4.2 Loop (G-Stomper Studio, -Rhythm, -VA-Beast)

The Loop feature in G-Stomper Studio, Rhythm, and VA-Beast (standalone) allows you to loop at a particular position/bar of a Pattern. Note that this feature is not available in G-Stomper Producer.



If you enable the Loop function in a 4 Bar Pattern, the Sequencer will loop at the currently running Play-Position until you turn the Loop OFF again or you stop the Sequencer.

**Note:** Enabling the Loop Function has only an effect, if the Pattern length is greater than 1 Bar.

**5.4.3 Edit/Play-Position Link Mode**



- ON:** The Play- and Edit-Position are linked together (Edit-Position follows Play-Position and vice versa).
- OFF:** The Play- and Edit-Position are independent from each other.

Depending on the used App, the UI might appear slightly different.

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

Long press the “Loop” button to turn the Edit/Play-Position Link Mode ON/OFF.



**G-Stomper Producer:**

Short click the dedicated button at the right side of the Position Controls to turn the Edit/Play-Position Link Mode ON/OFF.



**5.4.4 The Auto-Clone Bars feature on the Position Controls**

The Auto-Clone Bars feature is maybe one of the most powerful functions in the G-Stomper Step Sequencers.

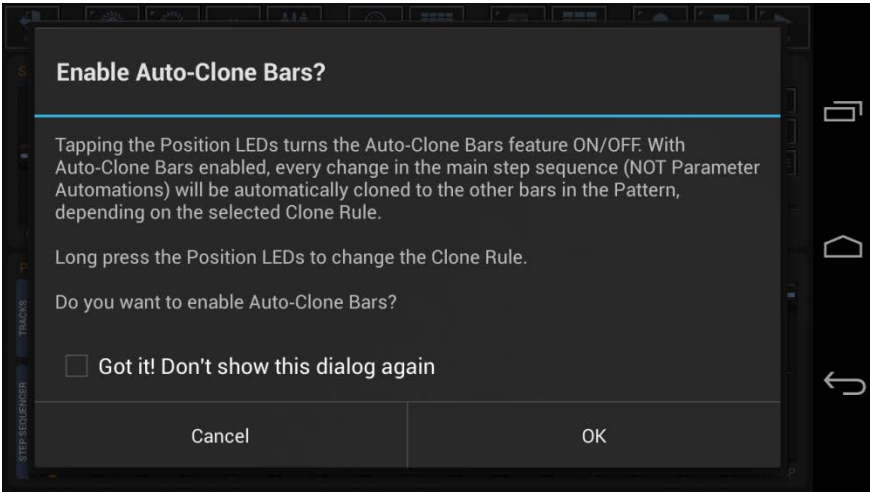
We all know the situation, when you start with a 1 Bar Pattern to create the first loop. Then you change the length to 2 or 4 and add some variations, and finally you change it to 8 Bars and add again more variation.

Usually at this point, then when your Pattern is 8 Bars long already, you want to change something on all bars, add some accentuation to the high hats for example. On most Drum Machines the only one way to achieve this, is to change the high hat sequence manually on all bars, which can be quite annoying if you have to repeat it over and over until you have all 8 Bars changed.

With “Auto-Clone Bars” feature you have to change the sequence only on a single Bar while “Auto-Clone Bars” clones your changes to the other Bars.

**Note:** Enabling “Auto-Clone Bars” has only an effect, if the Pattern length is greater than 1 Bar.

Short click the Position LEDs to turn “Auto-Clone Bars” ON/OFF.



If you don't want to see the confirmation dialog again, enable the „Got it! Don't show this dialog again“ checkbox.

Once the „Auto-Clone Bars“ is turned ON, all automatically cloned Bars are marked with the letter “C”.



While “Auto-Clone Bars” is enabled, all supported actions (listed below) are automatically cloned to all from the currently edited Bar to all “C” marked Bars:

- Changes in the regular Sequence (Steps, Accents and Notes).
- Sequence Randomization (Sampler Track Grid, Sampler Note Grid, VA-Beast Poly Grid)
- Parameter Changes (automatable Parameters only) in Step Edit Mode
- General Parameter Automation Generation and Randomization
- Selections on the VA-Beast Poly Grid (in edit mode)
- Selections on the Sampler Note Grid (in edit mode)

**5.4.5     Auto-Clone Bars Clone Rules**

Even if auto cloning sequence changes to all other bars is a pretty nice thing, it is not always the most suitable behavior.

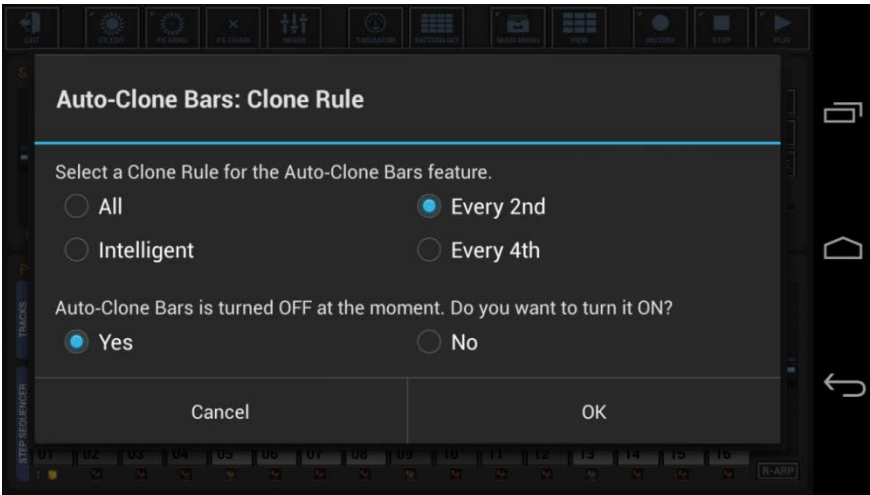
More usual is the situation that you want to clone your changes to every 2nd or every 4th Bar, or even better to most suitable Bars (from the rhythmical point of view).

Therefore the “Auto-Clone Bars” feature has multiple Clone Rules to choose from.

Long press (press and hold) the Position LEDs to show up the “Clone Rule” selection dialog.



Then select your desired Clone Rule from the dialog.



Once you changed the Rule, the “C” marked Bars change in the Position LEDs.



That way you have always full visual control, how your changes get cloned.

- All** : Clones to all other Bars
- Every 2nd** : Clones to every 2nd Bar
- Every 4th** : Clones to every 4th Bar
- Intelligent** : Clones dynamically depending on the currently edited Bar/Position.
  - Bar 1 : Clones to all other Bars
  - Bar 2, 3 : Clones to every 2nd Bar
  - Bar 4, 5, 6, 7 : Clones to every 4th Bar
  - Bar 8 : Does not clone at all

**Note:** With the Intelligent Rule, you have the full freedom to start straight away with an 8 Bar Pattern, without having to change the Pattern length multiple times during the creation process, and without having to copy a single step manually to another bar.

**5.4.6 Step Shift Controls**

The Step Shift Controls can be used to move (shift) already created sequences in the time axis (left/right). You can move either the complete Sequence (all Sequencer views) or a subselection of Notes (Sampler Note Grid, VA-Beast Poly Grid).



Depending on the particular Sequencer, the Step Shift Controls might have extra features.

**5.4.6.1 Basic behavior for all Step Sequencers**



- Short Click : Shifts the Sequence of the selected Track 1 Step left/right
- Long Press : Shifts the Sequence of the selected Track 1 Bar left/right

**Exclusive in G-Stomper Studio, -Rhythm - if Track Pad Mode = Solo/Sel:**

- Short Click : Shifts the Sequence of all Solo enabled Tracks 1 Step left/right
- Long Press : Shifts the Sequence of all Solo enabled Tracks 1 Bar left/right

**5.4.6.2 Drum Machine – Extras (G-Stomper Studio, -Rhythm, -Producer)**

On the Drum Machine, if Note Edit is enabled, the Step Shift Controls act as Note Shift Controls.



- Short Click : Shifts the Sequence of the selected Track 1 Note up/down
- Long Press : Shifts the Sequence of the selected Track 1 Octave up/down

**Exclusive in G-Stomper Studio, -Rhythm - if Track Pad Mode = Solo/Sel:**

- Short Click : Shifts the Sequence of all Solo enabled Tracks 1 Note up/down
- Long Press : Shifts the Sequence of all Solo enabled Tracks 1 Octave up/down

**5.4.6.3 Tonal Grids – Extras (G-Stomper Studio, -VA-Beast)**

While the basic Drum Sequencers can only shift the complete Sequence of a Track, the Sampler Note Grid and the VA-Beast Poly Grid both allow the selection of particular Notes to be shifted.  
(for more details see Chapters: Sampler Note Grid > Step Shift, VA-Beast Poly Grid > Step Shift)



**5.4.7 Note Shift Controls on Tonal Grids (G-Stomper Studio, -VA-Beast, -Producer)**

The Sampler Note Grid and the VA-Beast Poly Grid provide Note Shift Controls to move (shift) already created sequences (or a selected parts of them) in the tonal scale (up/down).



- Short Click : Shifts the Sequence of the selected Track 1 Note up/down
- Long Press : Shifts the Sequence of the selected Track 1 Octave up/down

**Exclusive in G-Stomper Studio - if Track Pad Mode = Solo/Sel:**

- Short Click : Shifts the Sequence of all Solo enabled Tracks 1 Note up/down
- Long Press : Shifts the Sequence of all Solo enabled Tracks 1 Octave up/down



## 5.5 Drum Machine (G-Stomper Studio, -Rhythm, -Producer)

The Drum Machine is a classic Step-Sequencer, where you can create/edit Sequences using the Samplers. You can edit one Track (the selected Track) at a time.

Depending on the used App, the Drum Machine and its features might appear slightly different.

### G-Stomper Studio, G-Stomper Rhythm:

Global Timing & Measurement for all Tracks.



### G-Stomper Producer:

Individual Timing & Measurement per Track.



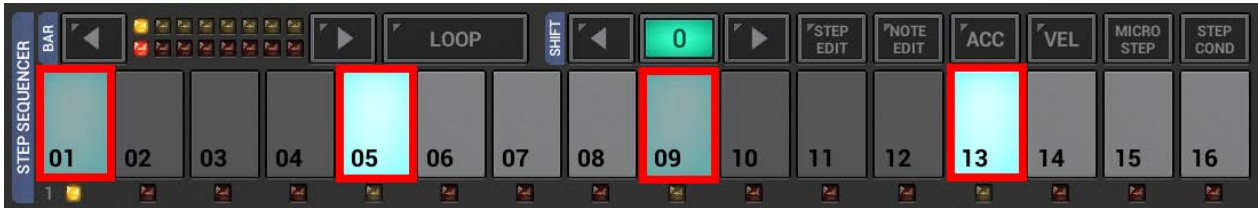
### 5.5.1 Step Controls

The Step Buttons (01-16) can be used in various ways, depending on the selected operation mode.

### 5.5.2 Normal (Trigger)

Click the Steps to turn Triggers ON/OFF.

An enabled Trigger means: the sample will be played at this step.



### 5.5.3 Accent & Velocity

In the world of Drum Machines you'll come across two main ways to add dynamics to the sample levels, Accentuation & Velocity.

**Accentuation** has two sample levels, normal and accentuated. The loudness of the two levels depends on the accent amount (see Chapter: Accent). In many cases, especially when creating basic beats, Accentuation is the fastest way to apply dynamics to the sample levels.

**Velocity** on the other hand allows you to set a specific sample level for each Step independently. This gives you a much wider range of dynamics, but it can be more time consuming to apply the levels.

**Note:** There's no "better" or "worse" method, both have their advantages. It's more a matter of your personal taste and what serves your personal needs in a certain situation.

The Drum Machine provides both, Accentuation and Velocity.  
You can use either one of them or both in combination.

### 5.5.4 Accent

Accentuation is used to add dynamics to your drum sequences (sample level).  
(see also Chapter: Velocity)

An accentuated step is played at a higher (or lower) level than on non-accentuated steps. The actual level of an accentuated step depends on the Accent Amount (which goes from -100 to +100). Accent Amount > 0 plays the sample louder, Accent Amount < 0 plays the sample less loud (also known as ghost notes) in relation to regular non-accentuated steps.

**In short:** You define one accent amount for a particular track in a pattern, and you enable/disable the Accentuation per step.

On the Drum Machine, when you enable Accent, the Level fader turns to Accent and controls the Accent amount. Use Accent fader to adjust Accent Amount.



The Accent module has two main operation modes:

**Chain Trigger~Accent OFF:** Both, Trigger and Accent steps are edited independently.

**Chain Trigger~Accent ON:** Trigger and Accent steps are chained and controlled by multiple clicks.

Both modes are used in many popular hardware and software grooveboxes. Which one fits better for you is only depending on your personal taste.

Toggle the 'Chain Trigger~Accent' mode ON/OFF by long pressing the Accent button.



5.5.4.1 Chain Trigger~Accent OFF (default)



Trigger and Accent steps are edited independently.

**In Normal Mode (Accent disabled)** you're editing the regular sequence, the Trigger sequence. The regular sequence does trigger (play) a sound for every enabled Step. In Normal Mode you see only Trigger steps (accentuated and non-accentuated ones).



**If Accent is enabled**, you're editing the Accent sequence instead. In Accent Mode you see both, Accent steps and Trigger steps.



**Note:**

An accentuated step (01, 09) is played at a higher (or lower) level than on non-accentuated steps (05, 13). The actual level of an accentuated step depends on the Accent Amount (which goes from -100 to +100). Accent Amount > 0 plays the sample louder, Accent Amount < 0 plays the sample less loud (also known as ghost notes) in relation to regular non-accentuated steps.

**Note:** An enabled Accent Step where no sample is triggered (e.g. 07) has no effect in the regular sequence But such Accents can still make sense since these are used by the Rhythm Arpeggio for example.





### 5.5.4.2 Chain Trigger~Accent ON

Long press the Accent button to turn the 'Chain Trigger~Accent' mode ON/OFF.



The 'Chain Trigger~Accent' operation mode lets you control the Trigger and Accent steps by multiple clicks (without having to switch between Trigger and Accent).

#### In Normal mode (Accent disabled) + Chain Trigger~Accent enabled:

**1st click:** Sets a regular trigger step (no Accentuation)



**2nd click:** Turns the trigger into an accentuated trigger



**3rd click:** Turns the step off

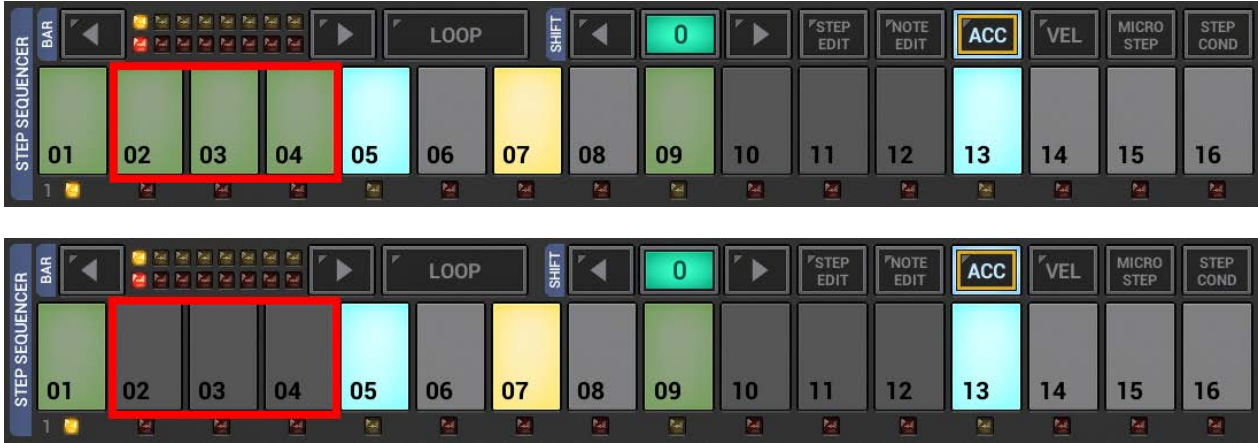


#### Note:

An accentuated step (01, 09) is played at a higher (or lower) level than on non-accentuated steps (05, 13). The actual level of an accentuated step depends on the Accent Amount (which goes from -100 to +100). Accent Amount > 0 plays the sample louder, Accent Amount < 0 plays the sample less loud (also known as ghost notes) in relation to regular non-accentuated steps.

**Accent + Chain Trigger~Accent enabled:**

If enabled, Trigger- and Accent steps are linked, in other words you're always toggling an accentuated step ON/OFF with a single click.



### 5.5.5 Velocity

Velocity is used to add dynamics to your drum sequences (sample level).  
(see also Chapter: Accent)

The Velocity allows you to set a sample level from 1 up to 127 for each Step independently. This gives you a much wider range of dynamics than Accentuation, but it can be more time consuming to apply the levels in some situations.

**In short:** You define an independent velocity (playback) level per step.

On the Drum Machine, when you enable Velocity, the 16 steps turn into 16 Velocity sliders.



Once enabled, use the sliders to adjust the level of each (enabled) step (default: 127).



**Note:** Click the LED below a slider to show its current value (without the risk of changing it).

### 5.5.6 Micro Step

To get the most possible timing variety/dynamics, you can move each drum machine step individually towards the next regular Step (forward) by 1-31 micro steps (every step has a total duration of 32 micro steps). Setting a value of 31 to step 01 means that step 01 will be fired one micro step before step 02.

You can use Micro Steps to create totally asynchronous drum tracks, but also to apply individual shuffle settings per track (and even per step). And as a matter of course, the regular shuffle/swing feature can be used in combination with the micro steps.

On the Drum Machine, when you enable Micro Step, the 16 steps turn into 16 Micro Step sliders.



Once enabled, use the sliders to set the Micro Step movement of each (enabled) step (default: zero).



**Note:** Click the LED below a slider to show its current value (without the risk of changing it).



### 5.5.7 Step Condition

With Step Conditions you can add a lot of variation to your Drum Patterns. You can apply a conditional rule to each enabled step. Instead of just firing the step, the sequencer will evaluate the condition to determine whether the step should be fired or not. If the condition is true, then the step will be fired (the sample will be played). If the condition is false, the step will be suppressed.

Step Conditions give you the ultimate power to create incredible self evolving drum patterns.

Let's say you have a one bar pattern (16 steps). This will sound quite monotone, as it just repeats the same 16 steps over and over.

When you now apply conditions to partial steps, you'll be able to create a lot of variations, which let the pattern evolve over multiple loop cycles. To be able to apply step conditions, the step must be enabled. Steps that aren't enabled won't play at all.

On the Drum Machine, when you enable Step Cond, the 16 steps turn into 16 Step Condition sliders.



Once enabled, use the sliders to set the Condition of each (enabled) step (default: ALL).



**Note:** Click the LED below a slider to show its current value (without the risk of changing it).

### 5.5.8 Step Condition Types

The following conditions can be applied to “enabled” Steps. Steps that aren't enabled won't play at all.

<b>ALL (default)</b>	The step is always fired.
<b>PRE</b>	The step will fire if the previously evaluated step condition was TRUE (means the closest previous step with condition was fired).
<b>PRE not</b>	The step will fire if the previously evaluated step condition was FALSE (means the closest previous step with condition was NOT fired).
<b>1st only</b>	The step will only fire in the first loop cycle of the (complete) pattern.
<b>1st not</b>	The step will NOT fire in the first loop cycle of the (complete) pattern, but it'll fire in all following loop cycles.
<b>X%</b>	Here you can select a probability percentage from 5% up to 95%. If you select 50% for example, then the step will have a 50% chance to get fired.
<b>Xth:Y</b>	This will fire the step at ever Xth loop cycle of the (complete) pattern out of Y cycles. You can select each cycle of a range of 2-8 loop cycles, starting with 1st:2 up to 8th:8. If you set 2nd:3 for example, then the step will only be fired at the 2nd loop cycle of the pattern, then on the 5th, then on the 8th, and so on.

### 5.5.9 Step Edit



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.

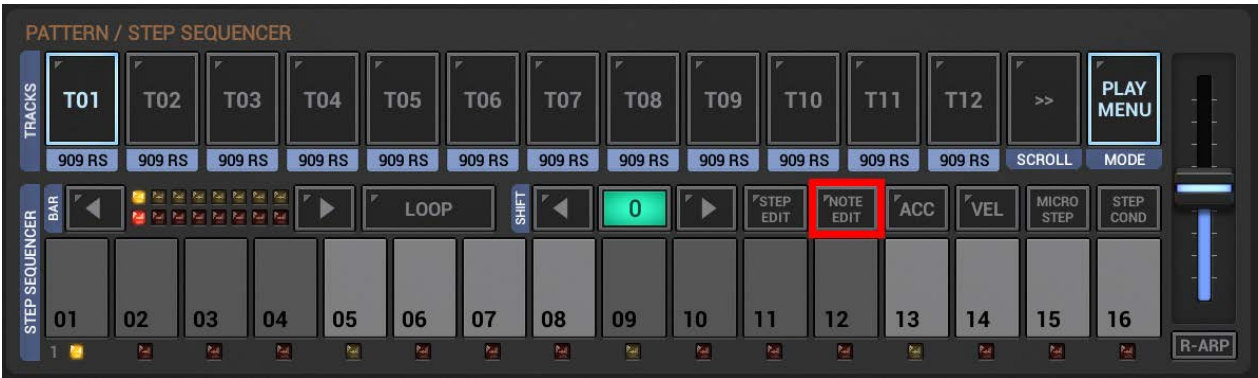
(see also Chapter: Parameter Automation > Step Edit Automations)



**Note:**

Long press the Step Edit Button to turn the Auto-Init Steps Mode ON/OFF (for details see Chapter: Parameter Automation > Step Edit Automations)

5.5.10 Note Edit



The Note Edit Mode can be used to set the Note (tonal pitch) for the selected Sampler Track. You can use it to simply set the the base Note for a Track, or in combination with the Step Edit Mode to set the Note on a particular Step.

In Note Edit Mode, the Steps on the Drum Machine turn into an 8-Octave Piano Keyboard. When the Note Edit Mode is enabled (but NOT the Step Edit Mode), you set the main playback Note (tonal pitch) for the selected Track.

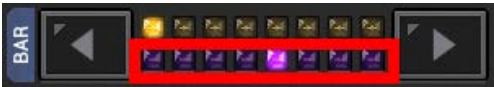
Click the Steps to select (and play) a specific Note for the selected Track.



The default Note is C4 (Midi 60). You can switch between the Octaves 0-7 using the Position Controls on the left.

On the Drum Machine, if the Note Edit Mode is turned ON, the Position Controls show the current Octave instead of the Edit-Position.

The current Octave:



<> Buttons:



Short Click : Octave UP/DOWN  
Long Press : Play Position UP/DOWN

### 5.5.11 Note Edit Silent Mode

Long press the Note Edit button to turn the Note Edit Silent Mode ON/OFF.



If enabled, you can use the Note Edit mode as usual, to set the tonal pitch of a sample, but without playing the sample when you touch the button. This might be very useful in some situations, e.g. when you use the Note Edit Mode in combination with the Rhythm Arpeggio.



### 5.5.12 Note Edit + Step Edit

When both, Step Edit AND Note Edit Mode, are enabled, you set the Note for a particular Step. In fact, it's exactly like setting parameters like Level, Pitch, etc. in Step Edit Mode.

Using the Note Edit together with the Step Edit Mode is a quick and easy way to create simple melodies. Of course, for complex melodies the Sampler Note Grid is the more comfortable choice.

1. Enable Step Edit and select the particular step you want to edit (see Chapter: Parameter Automation > Step Edit Automations).
2. Leave Step Edit enabled and enable Note Edit as well.
3. Click on the Steps to select a specific Note for the currently edited Step.



To switch to some other Step, just disable the Note Edit Mode, then select the desired step, and then enable the Note Edit Mode again to set the desired Note.



### 5.5.13 Note Step-by-Step Recording

The Note Step-by-Step Recording is a quick and easy way to record melodies (Notes + Triggers) Step-by-Step (one after another). Since the Note Step-by-Step does not start the Sequencer, you don't have to take care about the timing.

Select the Track on which you want to record the Sequence.



Enable Step Edit and select Step 01.



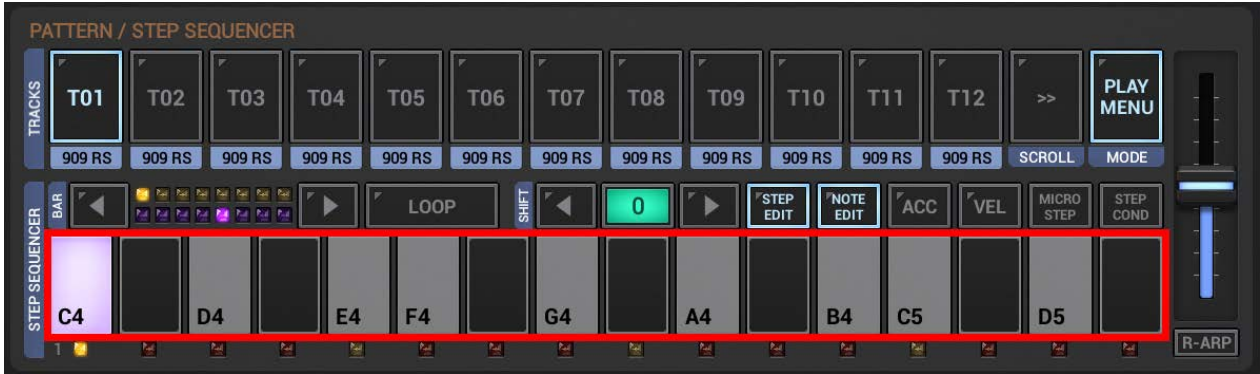
Enable Note Edit.



Press Record (but NOT Play), so that the Sequencer is paused.



Then play the Notes on the Piano Keyboard



Every played Note records a single Step of the sequence, one after another.

The Note Step-by-Step recording ends automatically when you reach the end of the Pattern (in a 1 Bar Pattern after 16 recorded Notes).

**Note:** To end the Note Step-by-Step Recording Mode manually, simply press the Stop Button.

**Example:**

If you're editing a 2 Bar Pattern (each Bar of 16 Steps), you can record a maximum of 32 Steps in a row until the Note Step-by-Step Recording Mode turns off automatically.

After recording Notes over the full Pattern length the Step Sequencer should look as followed:



### 5.5.14 Rhythm Arpeggio (G-Stomper Studio, -Rhythm)

G-Stomper Studio and G-Stomper Rhythm provide a Rhythm Arpeggiator that makes it very easy to create or record rhythmic variations. Note that the Rhythm Arpeggio is not available in G-Stomper Producer.



#### Note:

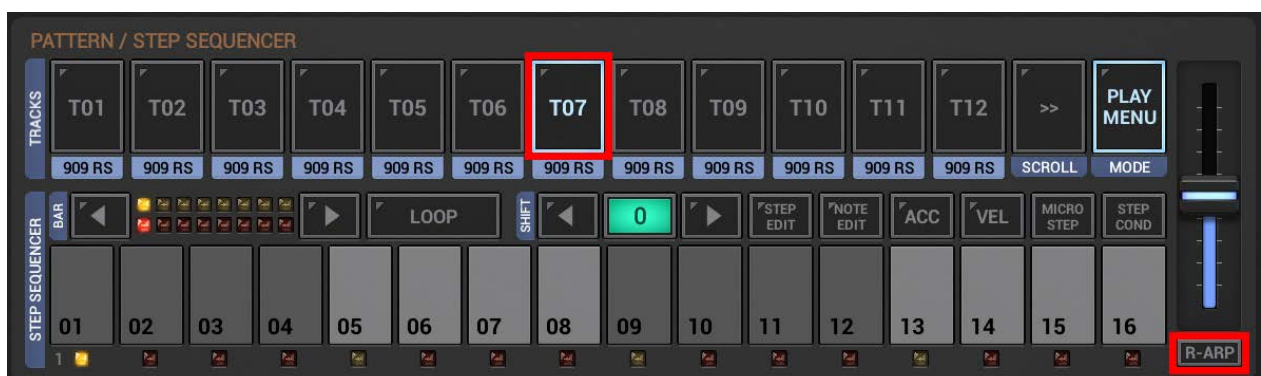
The Rhythm Arpeggio is mainly thought to be used live, but you can also record its output to the sequencer (for details see Chapter: Live Recording > Live Rhythm ARP Recording).

#### 5.5.14.1 Use the Rhythm Arpeggio on a single Track

Make sure that the sequencer is running (this is required to use the Rhythm Arpeggio).



Select the Track you want to play with and make sure the R-Arp/Stutter switch is set to "R-ARP".





Now, while the sequencer is running, simply touch and move the R-Arp fader to play the Rhythm Arpeggio.



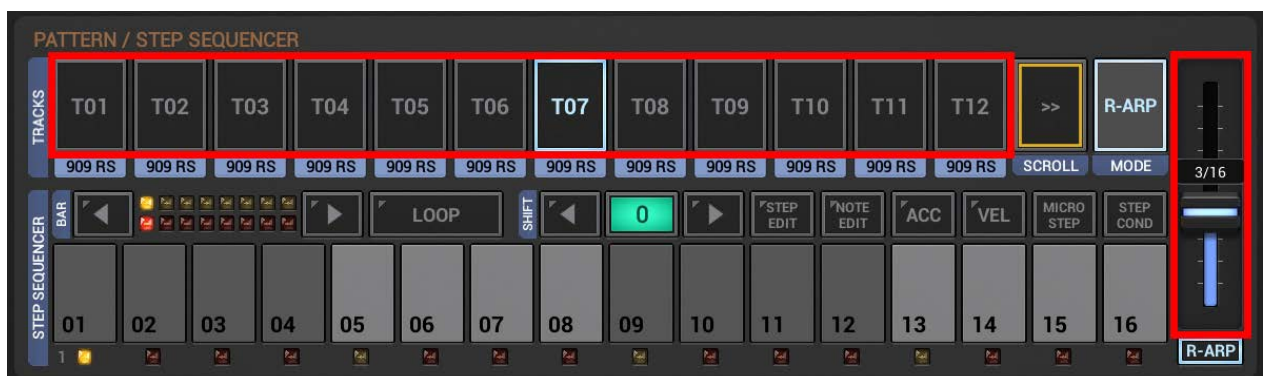
**Note:** In the same way, Live Rhythm ARP can be used on the Sampler Drum Pads.

#### 5.5.14.2 Use the Rhythm Arpeggio on a multiple Tracks

Optionally, if you want to play with multiple Tracks at once, you can set the Track Pad Mode to “R-Arp” (see Chapter: Drum Sampler > Sampler Track Pad Mode).



Now, while the sequencer is running, touch and/or move the R-Arp fader to play the Rhythm Arpeggio. If you have set the Track Pad Mode to “R-Arp”, you can use the Track Pads to play the Rhythm Arpeggio on multiple Tracks.



**Note:** In the same way, the Rhythm ARP can be used on the Sampler Drum Pads.

### 5.5.15 Stutter Effect (G-Stomper Studio, -Rhythm)

In addition to the Rhythm Arpeggiator, G-Stomper Studio and G-Stomper Rhythm come with a Stutter effect which lets you temporary stutter the beat (repeat the first 1-n Steps of a Bar) to create very nice breaks with a single tap. Note that the Stutter effect is not available in G-Stomper Producer.



#### Note:

The Stutter Effect is a pure live feature, it cannot be recorded. Because the Stutter Effect is re-starting the main sequencer, it's technically impossible to control the Stutter by the main Sequencer (classic Chicken/Egg situation).

#### 5.5.15.1 Use the Stutter Effect

Make sure that the sequencer is running (this is required to use the Stutter).



Make sure the R-Arp/Stutter switch is set to "STUT".



Now, while the sequencer is running, simply touch/move the Stutter fader to turn the Stutter on.

As long as you hold the fader, the Stutter will stay enabled. When you release the fader, the Stutter will continue until the regular end of the currently running Bar and turns off afterwards.

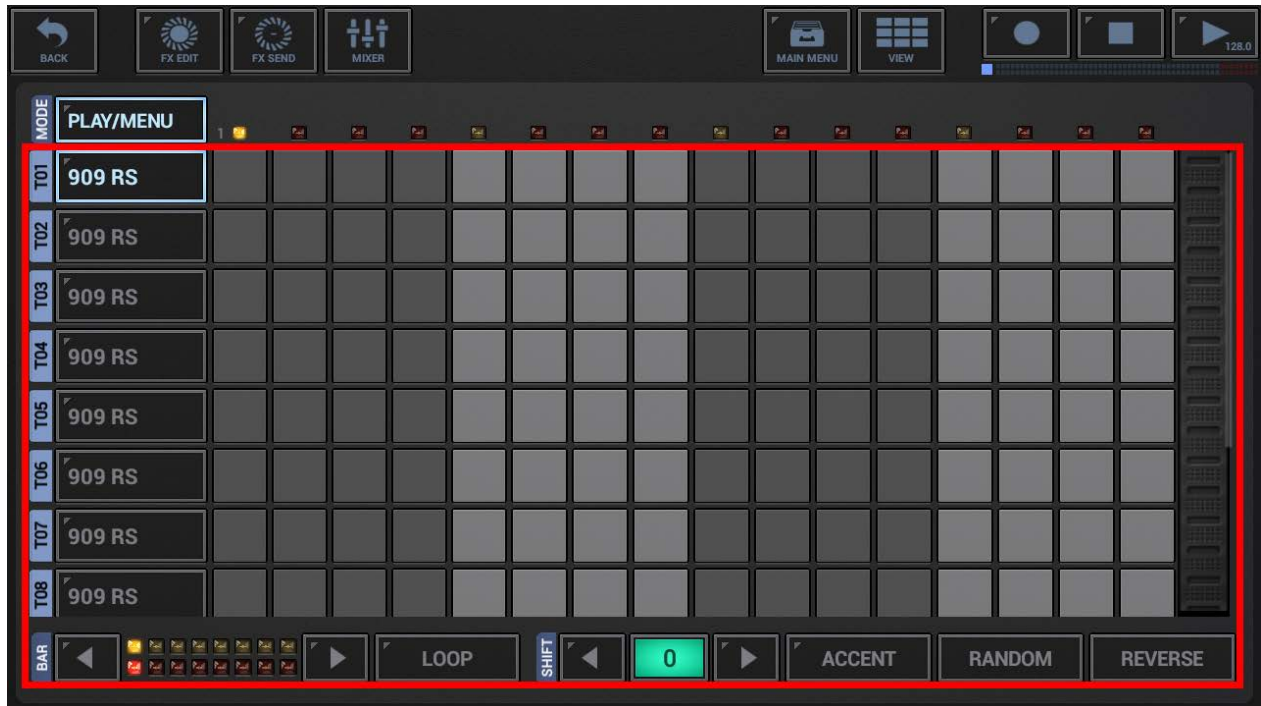


**Note:** In the same way, the Stutter Effect can be used on the Sampler Drum Pads.

## 5.6 Sampler Track Grid (G-Stomper Studio, -Rhythm)

The Sampler Track Grid is a Multi-Track Step Sequencer, where you can create/edit the Sequence of all Sampler Tracks at once. Use the Scroll Bar at the right side to scroll up and down.

Note that the Sampler Track Grid exists only in G-Stomper Studio and G-Stomper Rhythm. It is not available in G-Stomper Producer. Since G-Stomper Producer allows individual Pattern timing/size per Track, it is not possible to provide a fixed size Multi-Track Pattern Sequencer.



**5.6.1 Step Controls**

The Step Buttons (01-16) can either be used to set Triggers/Accents.

**5.6.2 Normal (Trigger)**

Click the Steps to turn Triggers ON/OFF.  
An enabled Trigger means: the sample will be played at this step.

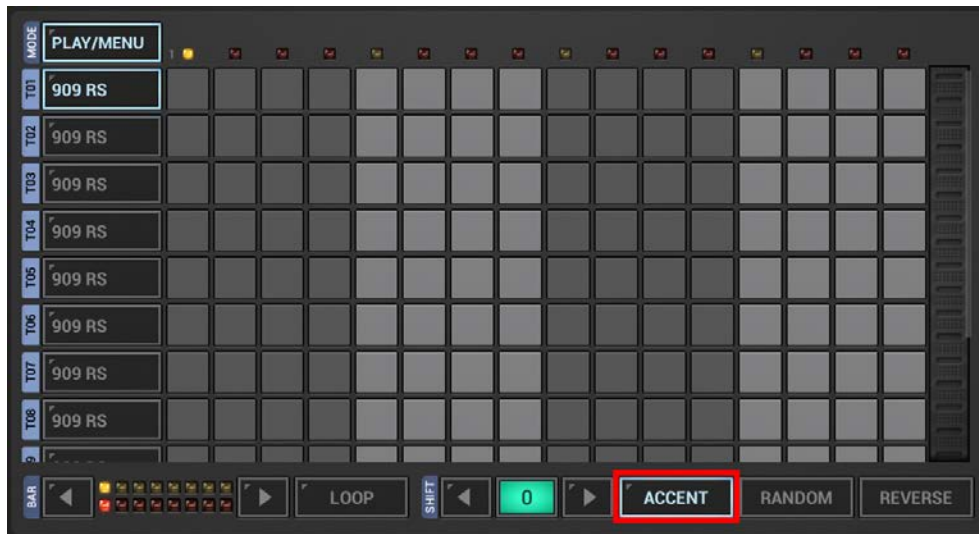


### 5.6.3 Accent

Accentuation is used to add dynamics to your drum sequences.

An accentuated step is played at a higher (or lower) level than on non-accentuated steps. The actual level of an accentuated step depends on the Accent Amount (which goes from -100 to +100). Accent Amount > 0 plays the sample louder, Accent Amount < 0 plays the sample less loud (also known as ghost notes) in relation to regular non-accentuated steps.

**Note:** On the Drum Machine, when you enable Accent, the Level fader turns to Accent and controls the Accent amount. Use Accent fader to adjust Accent Amount.



The Accent module has two main operation modes:

**Chain Trigger~Accent OFF:** Both, Trigger and Accent steps are edited independently.

**Chain Trigger~Accent ON:** Trigger and Accent steps are chained and controlled by multiple clicks.

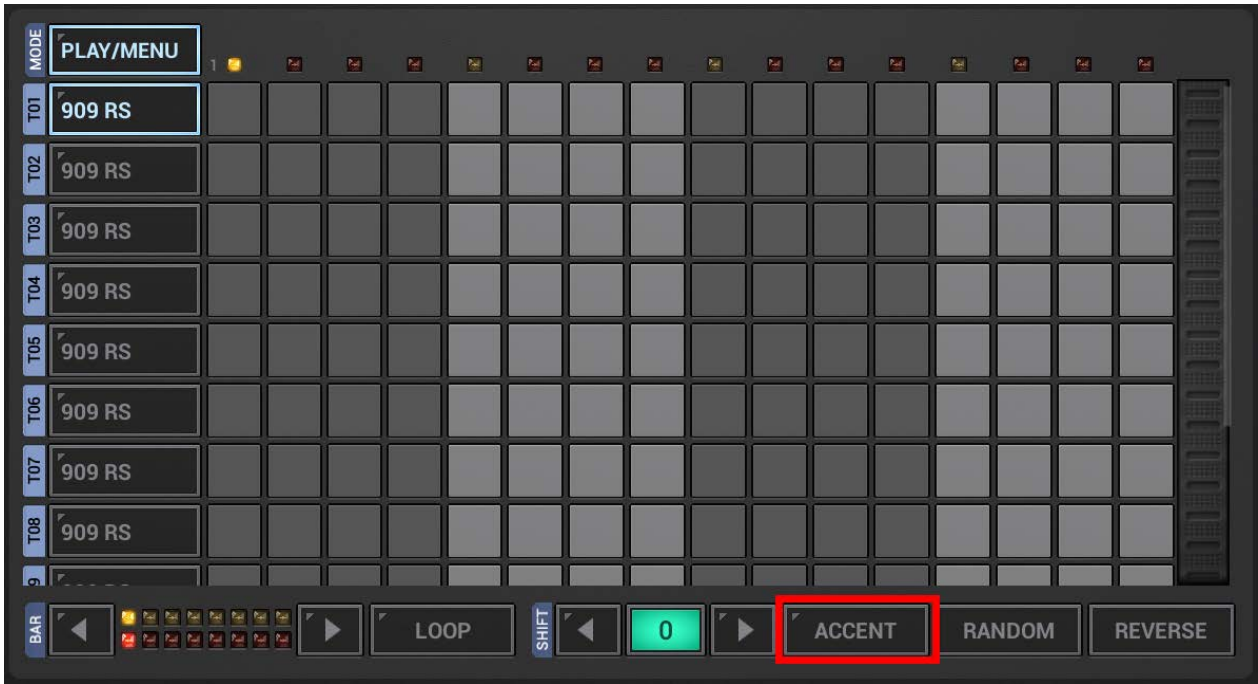
Both modes are used in many popular hardware and software grooveboxes. Which one fits better for you is only depending on your personal taste.

Toggle the 'Chain Trigger~Accent' mode ON/OFF by long pressing the Accent button.



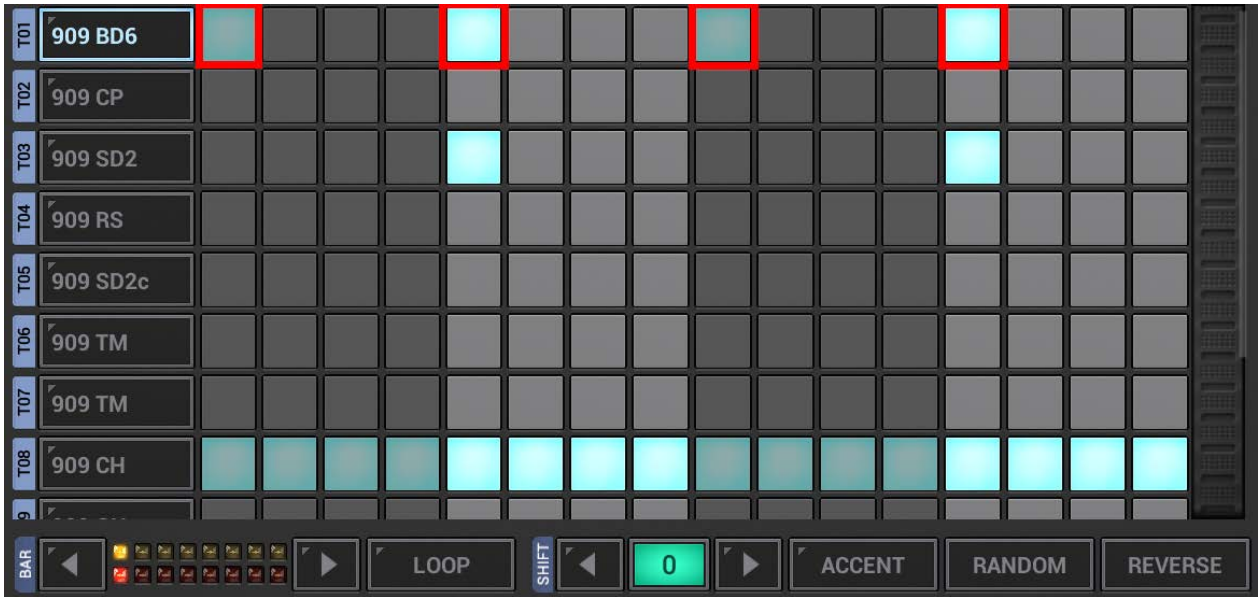


5.6.3.1 Chain Trigger~Accent OFF (default)

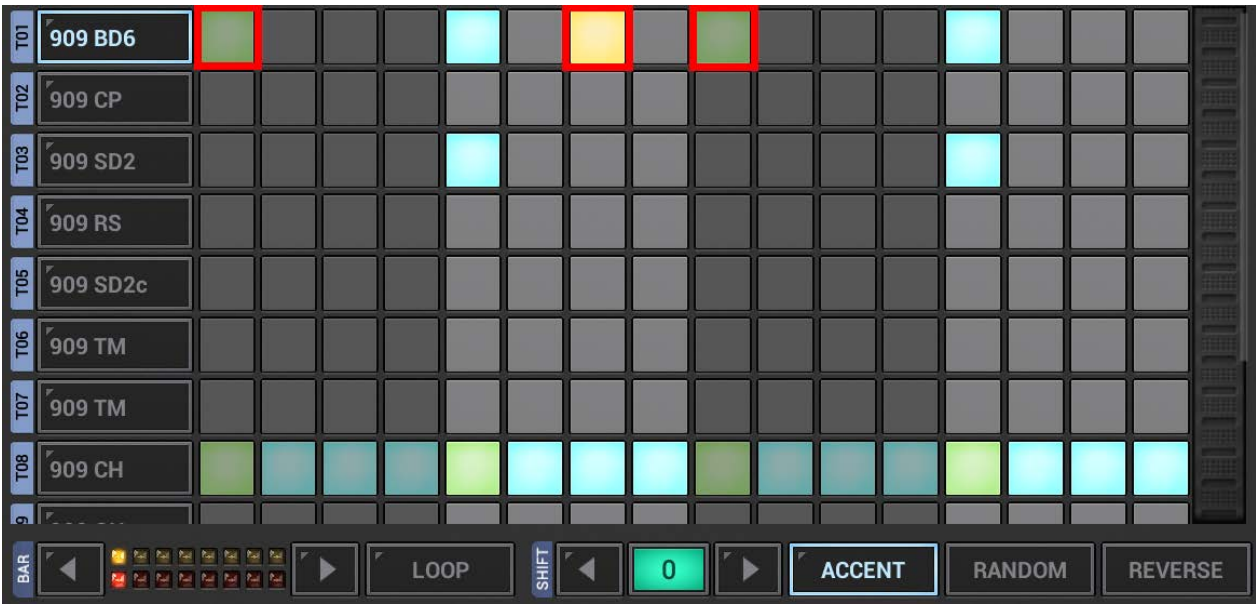


Trigger and Accent steps are edited independently.

**In Normal Mode (Accent disabled)** you're editing the regular sequence, the Trigger sequence. The regular sequence does trigger (play) a sound for every enabled Step. In Normal Mode you see only Trigger steps (accentuated and non-accentuated ones).

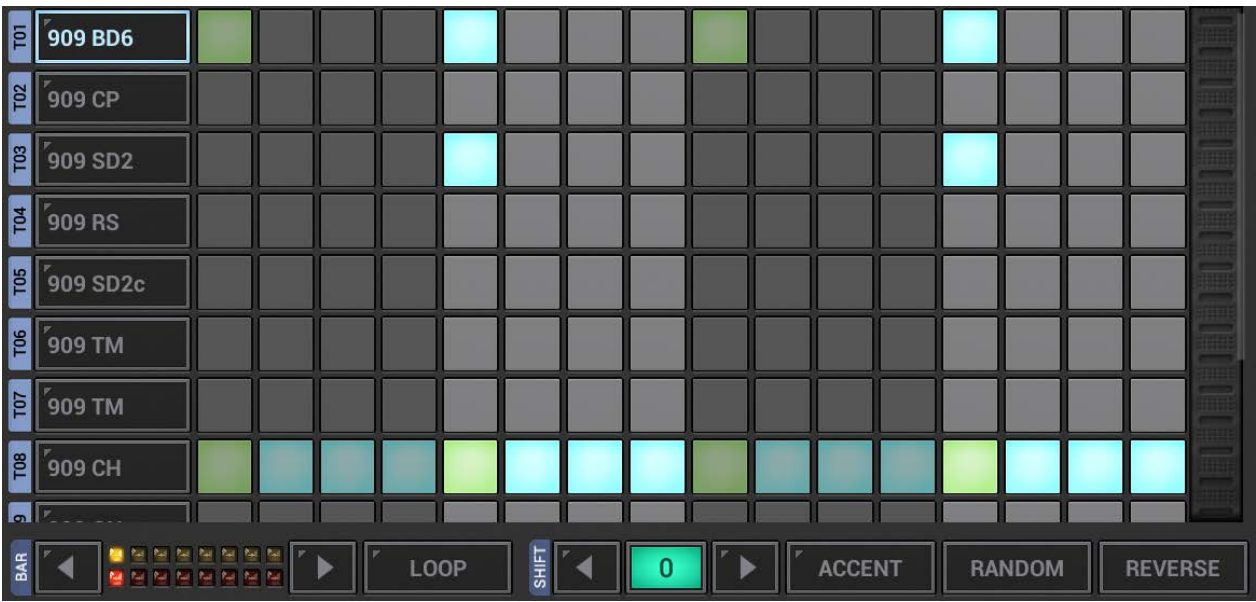


If **Accent** is enabled, you're editing the Accent sequence instead.  
In Accent Mode you see both, Accent steps and Trigger steps.



**Note:**  
An accentuated step (e.g. 07, 09) is played at a higher (or lower) level than on non-accentuated steps (e.g. 05, 13). The actual level of an accentuated step depends on the Accent Amount (which goes from -100 to +100). Accent Amount > 0 plays the sample louder, Accent Amount < 0 plays the sample less loud (also known as ghost notes) in relation to regular non-accentuated steps.

**Note:** An enabled Accent Step where no sample is triggered (e.g. 07) has no effect in the regular sequence. But such Accents can still make sense since these are used in the Rhythm Arpeggio for example.





**5.6.3.2 Chain Trigger~Accent ON**

Long press the Accent button to turn the 'Chain Trigger~Accent' mode ON/OFF.



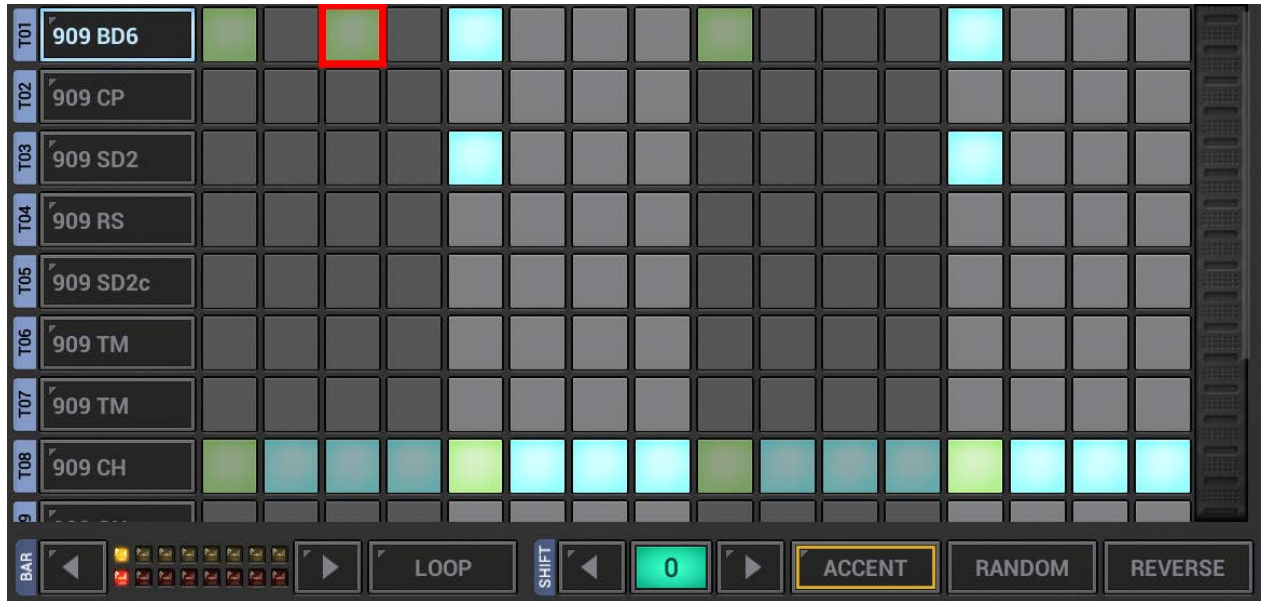
The 'Chain Trigger~Accent' operation mode lets you control the Trigger and Accent steps by multiple clicks (without having to switch between Trigger and Accent).

**In Normal mode (Accent disabled) + Chain Trigger~Accent ON:**

**1st click:** Sets a regular trigger step (no Accentuation)



**2nd click:** Turns the trigger into an accentuated trigger



**3rd click:** Turns the step off

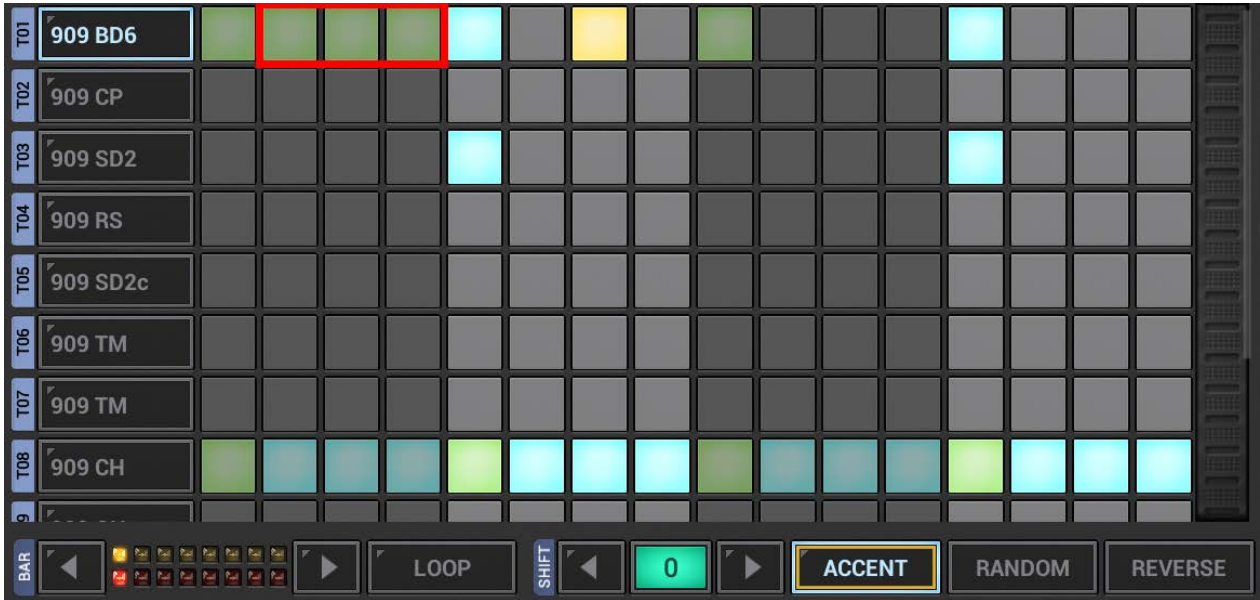


**Note:**

An accentuated step (e.g. 07, 09) is played at a higher (or lower) level than on non-accentuated steps (e.g. 05, 13). The actual level of an accentuated step depends on the Accent Amount (which goes from -100 to +100). Accent Amount > 0 plays the sample louder, Accent Amount < 0 plays the sample less loud (also known as ghost notes) in relation to regular non-accentuated steps.

**Accent + Chain Trigger~Accent ON:**

If enabled, Trigger- and Accent steps are linked, in other words you're always toggling an accentuated step ON/OFF with a single click.



5.6.4 Random



The Random feature on the Sampler Track Grid is used to randomize the Sequence of the currently selected Track (Triggers and Accents).



5.6.5 Reverse



The Reverse feature on the Sampler Track Grid is used to reverse the Sequence of the currently selected Track.





## 5.7 Sampler Note Grid (G-Stomper Studio, -Producer)

The Sampler Note Grid is a monophonic Step-Sequencer, where you can create/edit tonal Sequences (Melodies) using the Samplers. You can edit one Track (the selected Track) at a time.

Note that the Sampler Note Grid is not available in G-Stomper Rhythm.



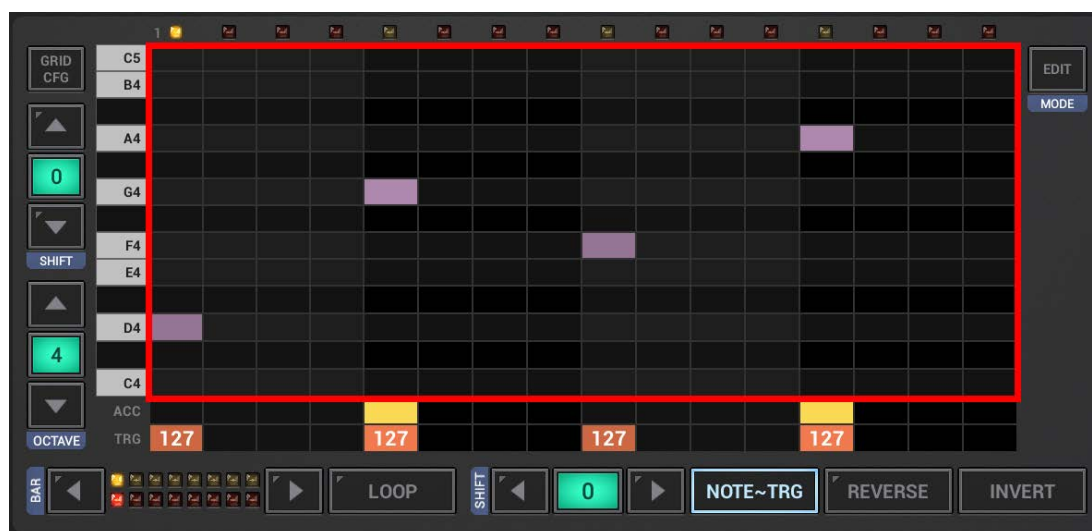
### 5.7.1 Grid Cells (Step Controls)

The Sampler Note Grid provides 3 Cell types where each is used for a different part of the sequence.

**Note Cells** are used to set Notes for particular Steps. By default, when setting a Note, the Sequencer does automatically create a matching Trigger as well.

(see also Chapter: Link Note~Trigger ON/OFF)

Click the Cells to turn Notes ON/OFF.

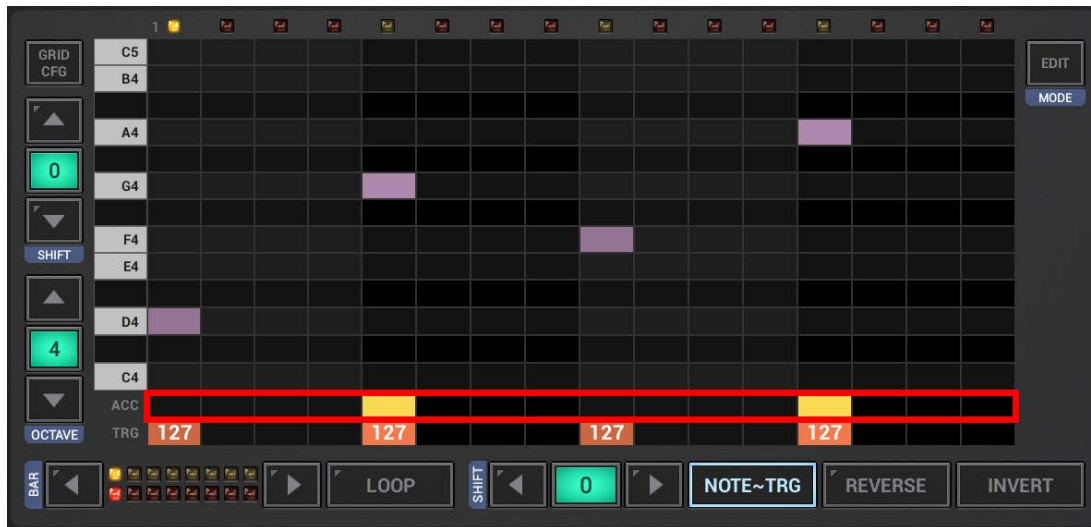


**Note:** If you prefer silent editing, you can turn the automatic playback (when creating Notes) off in use of the Grid Config (see Chapter: Grid Config).

**Accent Cells** are used to enable the Accentuation for a particular Step (like using the Steps on the Drum Machine in Accent Mode).

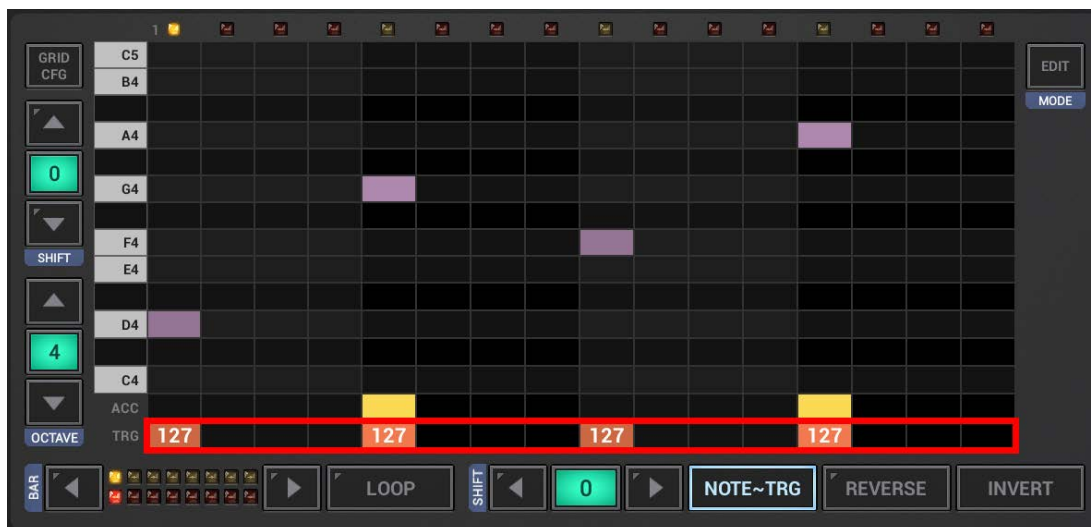
Click the Cells to turn Accents ON/OFF.

An enabled Accent (in other words an accentuated step) means, if a sample is played at this step (e.g. 07, 09), then it's played at a higher (or lower) level than on non-accentuated steps. The level of an accentuated step depends on the Accent Amount (which goes from -100 to +100). Accent Amount > 0 plays the sample louder, Accent Amount < 0 plays the sample less loud (also known as ghost notes) in relation to the regular non-accentuated steps.



**Trigger Cells** are used to set Triggers for particular Steps (like using the Steps on the Drum Machine). By default, when setting a Trigger, the Sequencer does automatically create a matching Note as well (using the base note of the selected Track). (see also Chapter: Link Note~Trigger ON/OFF)

Click the Cells to turn Triggers ON/OFF





### 5.7.2 Link Note~Trigger ON/OFF

By default, on the Sampler Note Grid, Triggers and Notes are linked. This means in other words, if you set a Note, then a Trigger is set as well, and if you set a Trigger, then a Note is set as well (using the base note of the selected Track).

The Note~Trg Button is used to turn the Note~Trigger Chain Mode ON/OFF.



#### Link Note~Trigger ON:

Set/delete a Note Cell : Sets/deletes a Trigger as well  
 Set/delete a Trigger Cell : Sets/deletes a Note as well  
 Random (long press Reverse) : Randomizes Notes, Triggers and Accents  
 Reverse : Reverses Notes, Triggers and Accents



**Link Note~Trigger OFF:**

The Notes and Triggers are independent.  
If 'Link Note~Trigger' is turned OFF, you can set, delete, randomize or reverse the Notes without touching the Triggers, and you can set and delete Triggers without touching the Notes.



### 5.7.3 Random



The Random feature on the Sampler Note Grid is used to randomize the Sequence of the currently selected Track ([Triggers, Accents,] Notes) within the current Note Octave.

Long press the Reverse Button to randomize the Sequence.



Which parts of the Sequence are randomized depends on the 'Link Note~Trigger' setting.

#### Link Note~Trigger ON:

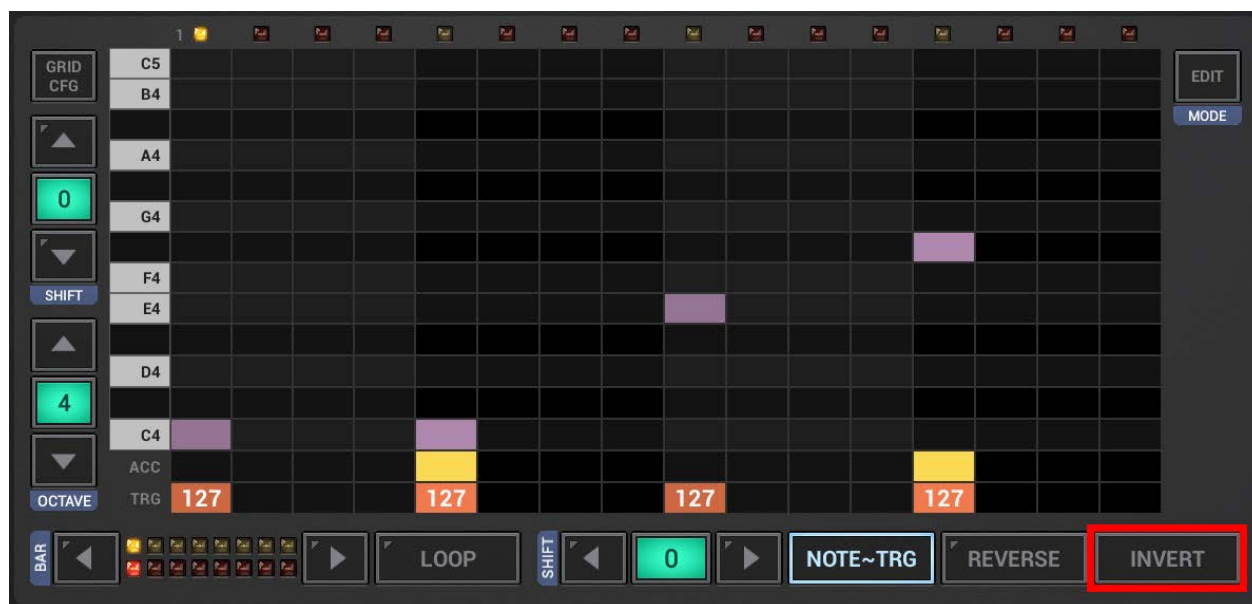
Randomizes Notes, Triggers and Accents (within the current Note Octave)

#### Link Note~Trigger OFF:

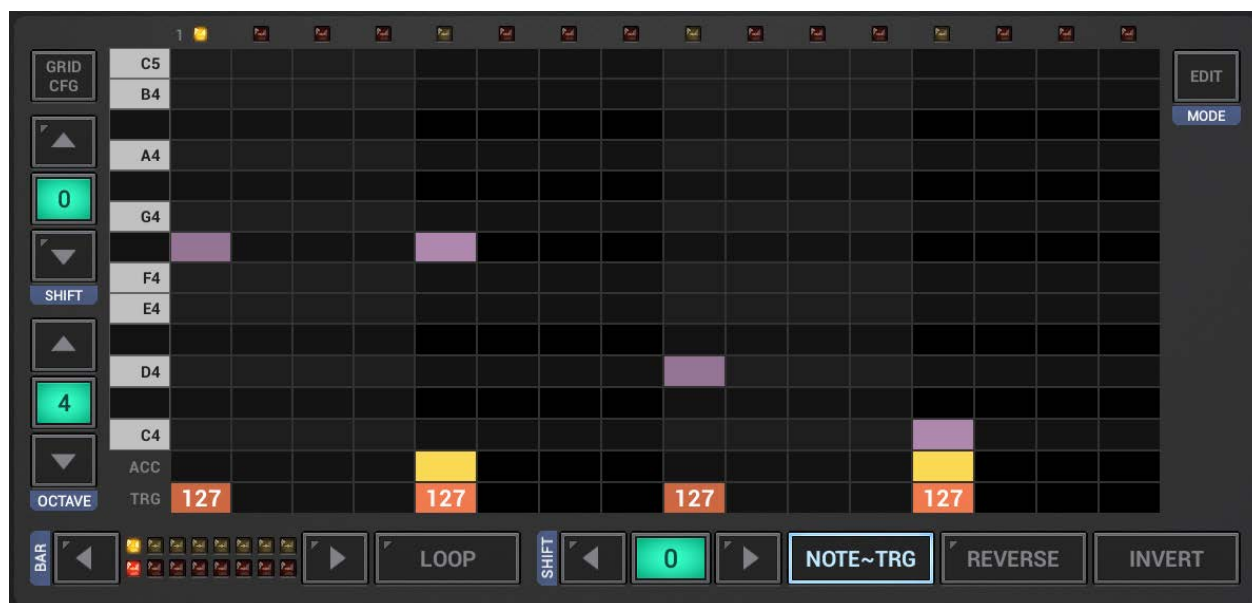
Randomizes Notes only (within the current Note Octave)



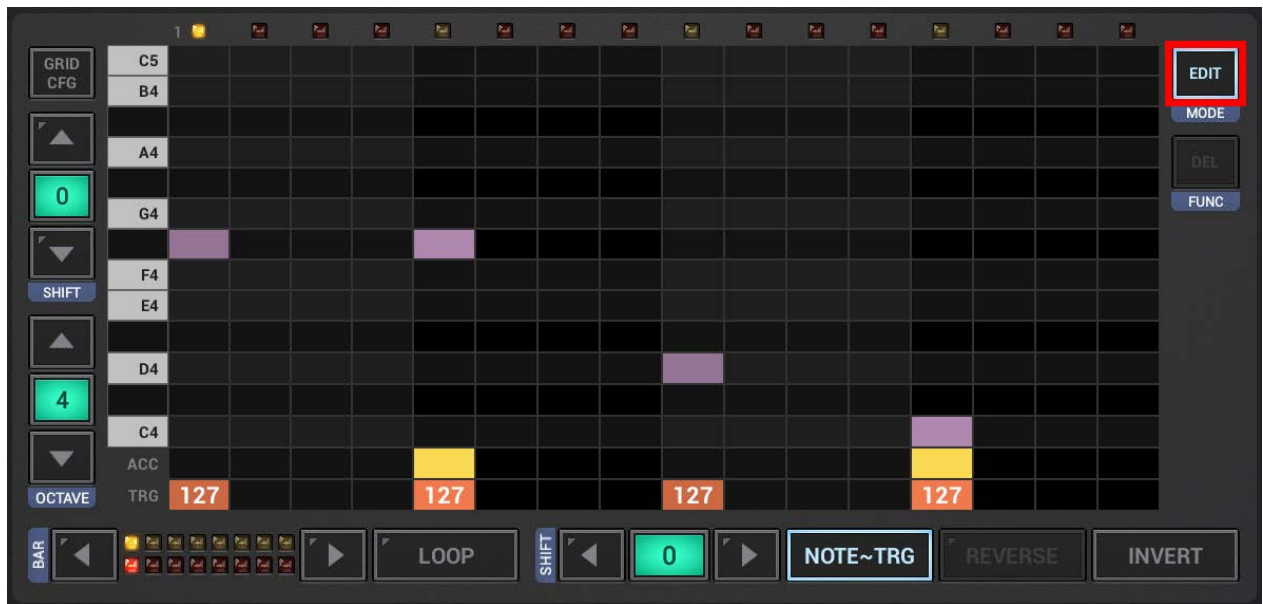
### 5.7.5 Invert



The Invert feature on the Sampler Note Grid is used to invert the Note Sequence of the currently selected Track. The Inversion is done by the Range between the lowest and the highest Note of the Sequence, and then turning every Note within that Range upside-down.



To invert only a part of the Sequence, first click the Edit Button to switch to the Edit mode.



Select the notes you want to invert. To do so, simply swipe with your finger over particular events.



Invert the selection.



And finally, to get back to normal mode, click the Edit button again.

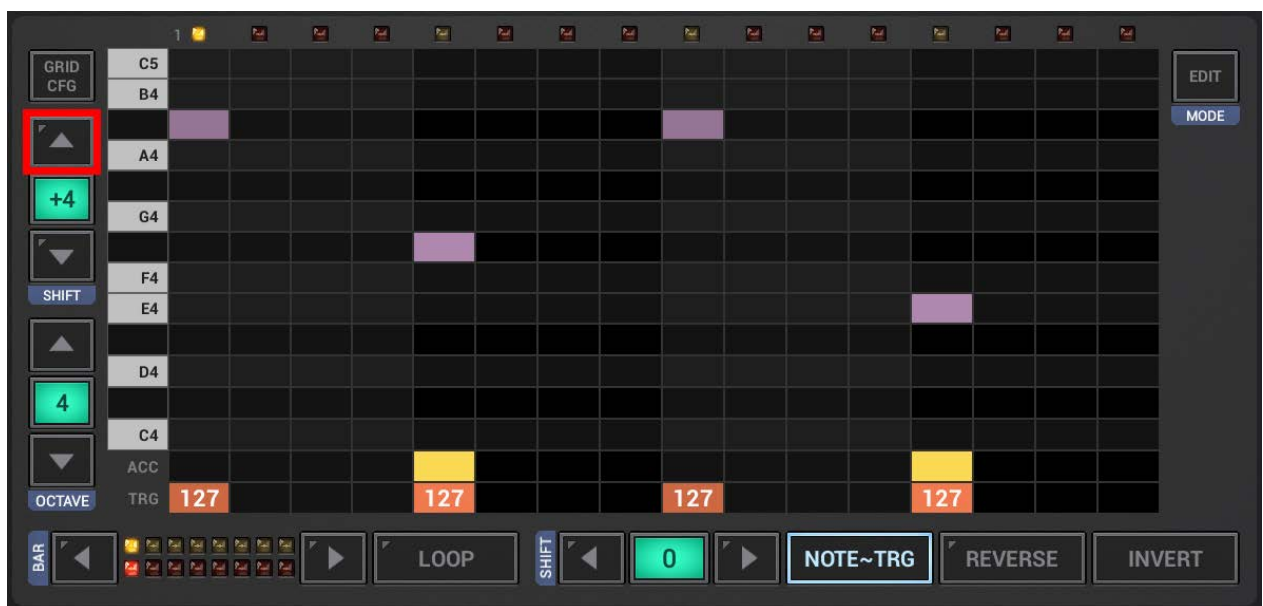




### 5.7.6 Note Shift



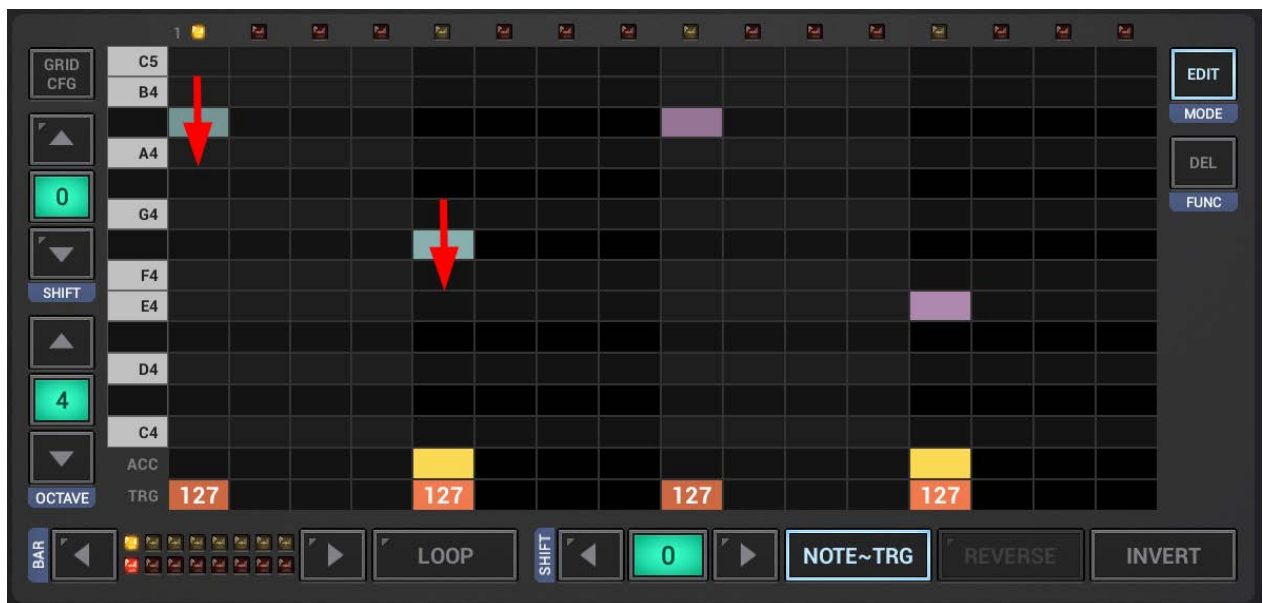
The Note Shift feature on the Sampler Note Grid is used to shift the Sequence of the currently selected Track up/down in the tonal scale.



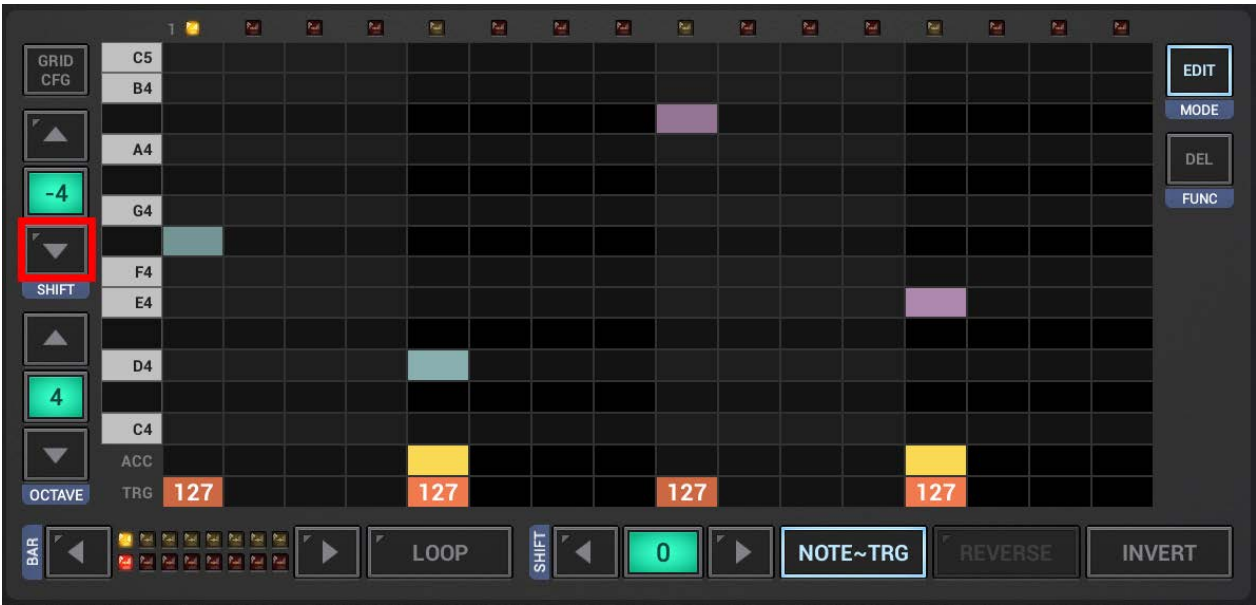
To shift only a part of the Sequence, first click the Edit Button to switch to the Edit mode.



Select the notes you want to shift. To select notes, simply swipe with your finger over particular events.



Shift the selection.



And finally, to get back to normal mode, click the Edit button again.



5.7.7 Step Shift



The Step Shift feature on the Sampler Note Grid is used to shift the Sequence of the currently selected Track left/right in the time axis.



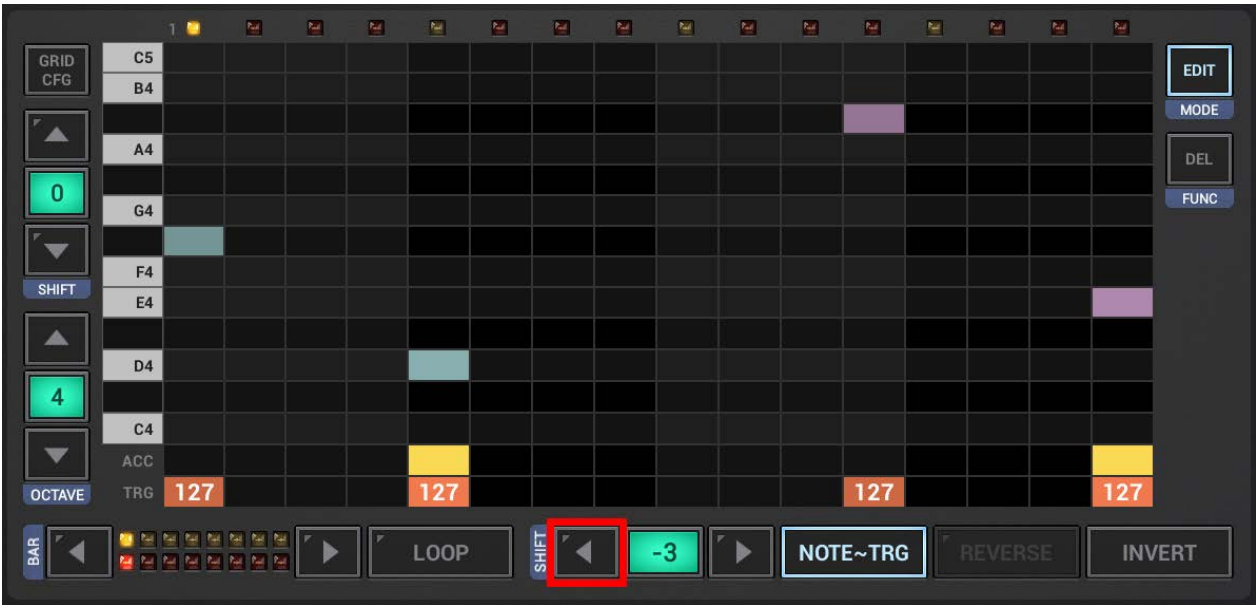
To shift only a part of the Sequence, first click the Edit Button to switch to the Edit mode.



Select the notes you want to shift. To select notes, simply swipe with your finger over particular events.



Shift the selection.



And finally, to get back to normal mode, click the Edit button again.



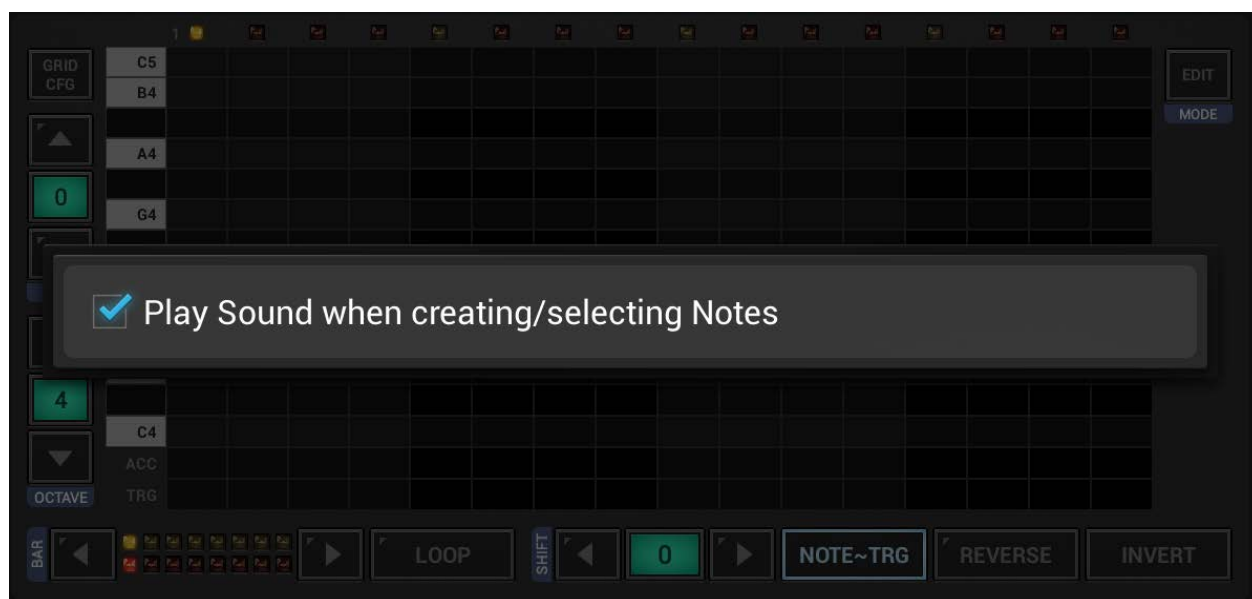
### 5.7.8 Grid Config

The Grid Config is used to change the general behavior of the Grid.



By default, there's an automatic playback when you create or select Notes.

If you prefer to create/edit Notes silently, you can disable the automatic playback here.





5.8 VA-Beast Poly Grid (G-Stomper Studio, -VA-Beast, -Producer)

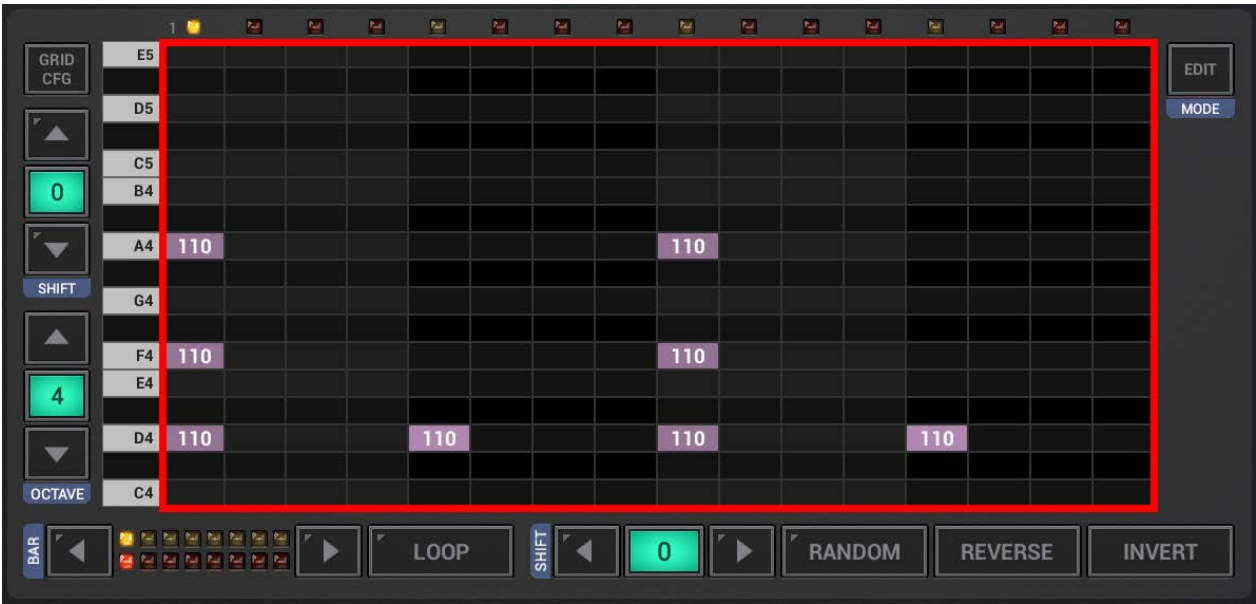
The VA-Beast Poly Grid is a polyphonic Step-Sequencer, where you can create/edit tonal Sequences (Melodies) using the VA-Beast Synthesizer. You can edit one Track (the selected Track) at a time.



5.8.1 Grid Cells (Step Controls)

**Note Cells** are used to set Notes for particular Steps. Since the VA-Beast Poly Grid is polyphonic, you can enable multiple Notes at the same Step.

Click the Cells to turn Notes ON/OFF



**Note:** If you prefer silent editing, you can turn the automatic playback (when creating Notes) off in use of the Grid Config (see Chapter: Grid Config).

### 5.8.2 Change the Length of Note Events

To change the Length of one or multiple Note Events, first click the Edit Button to switch to the Edit mode.



Select the notes you want to edit. To do so, simply swipe with your finger over particular events.



Now use the Up/Down Arrows to change the length of the selected notes.

**Note:** Long press the Up/Down Arrows for larger steps.

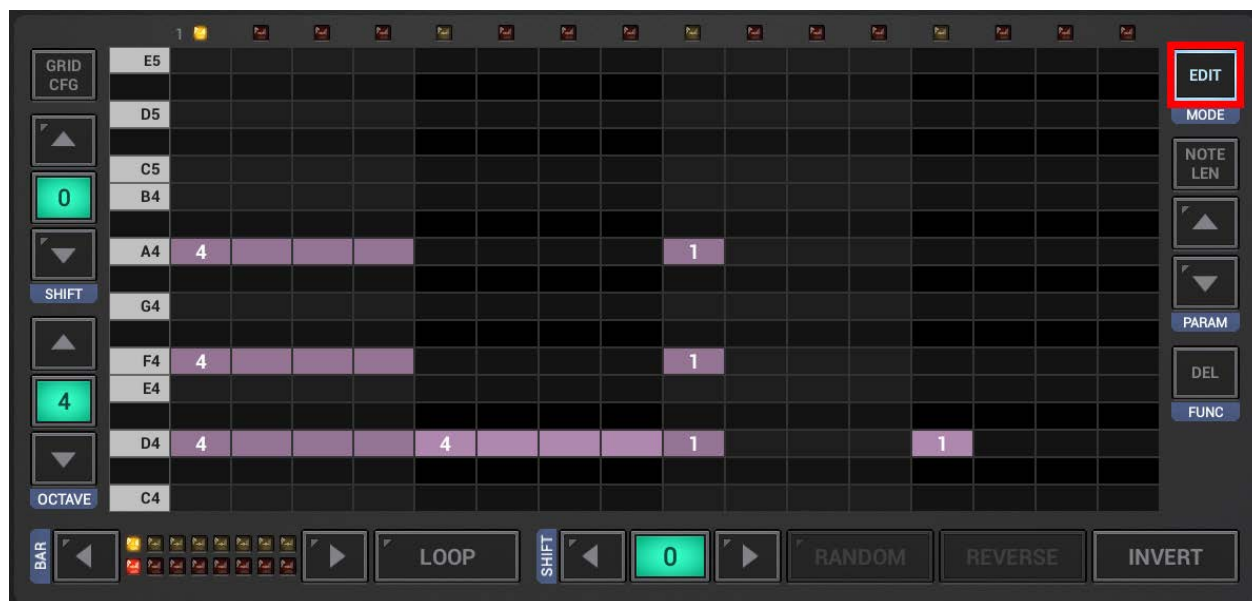


And finally, to get back to normal mode, click the Edit button again.



### 5.8.3 Change the Velocity of Note Events

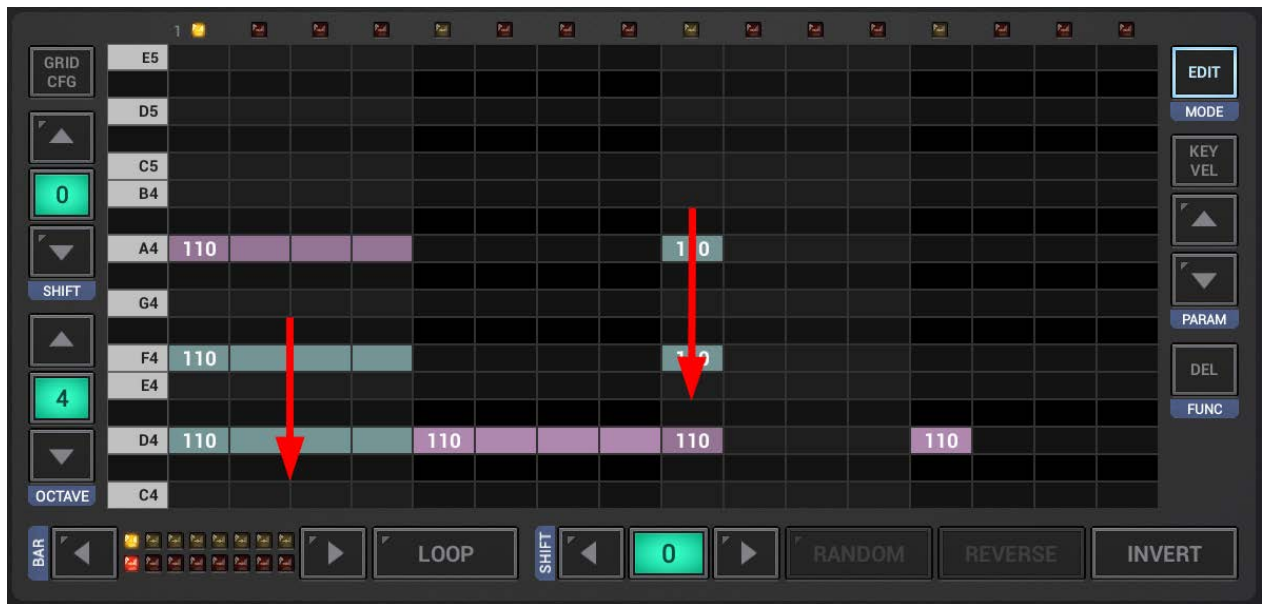
To change the Velocity of one or multiple Note Events, first click the Edit Button to switch to the Edit mode.



Then use the Parameter Selection Button to switch to Key Velocity (by default it's set to Note Length).



Select the notes you want to edit. To do so, simply swipe with your finger over particular events.



Now use the Up/Down Arrows to change the velocity of the selected notes.

**Note:** Long press the Up/Down Arrows for larger steps.



And finally, to get back to normal mode, click the Edit button again.



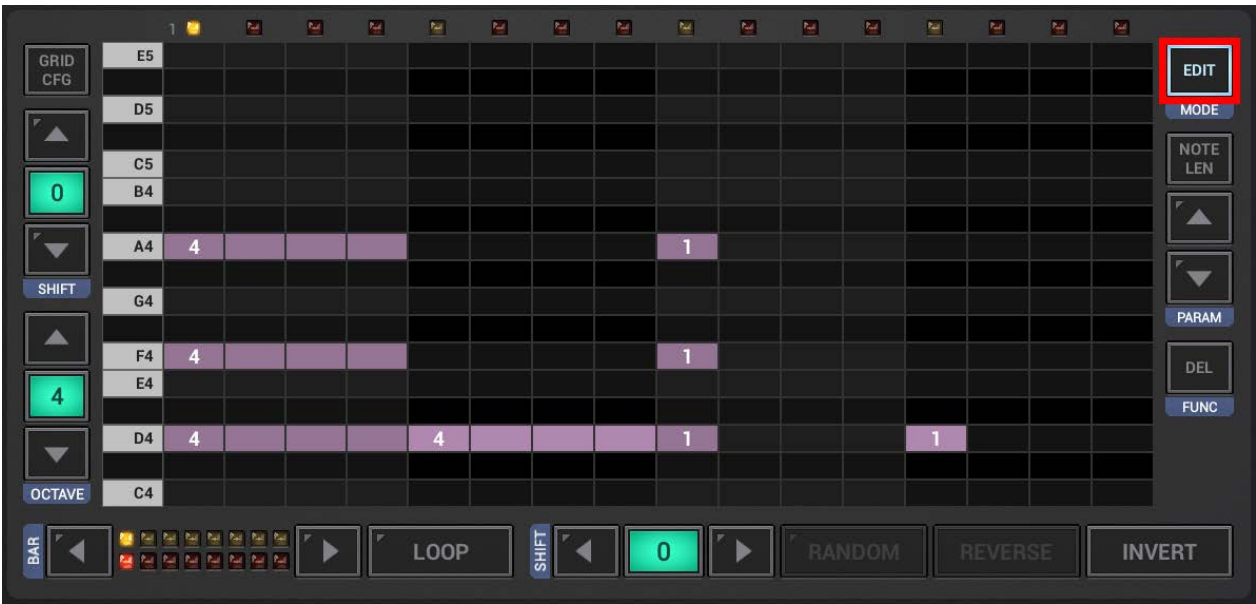


**5.8.4 Move Note Events by Micro Steps**

To get the most possible timing variety/dynamics, you can move each Poly Grid Note individually towards the next regular Step (forward) by 1-31 micro steps (every step has a total duration of 32 micro steps). Setting a value of 31 to a Note at step 01 means that this Note will be fired one micro step before step 02.

You can use Micro Steps to create totally asynchronous VA-Beast tracks, but also to apply individual shuffle settings per track (and even per step). And as a matter of course, the regular shuffle/swing feature can be used in combination with the micro steps.

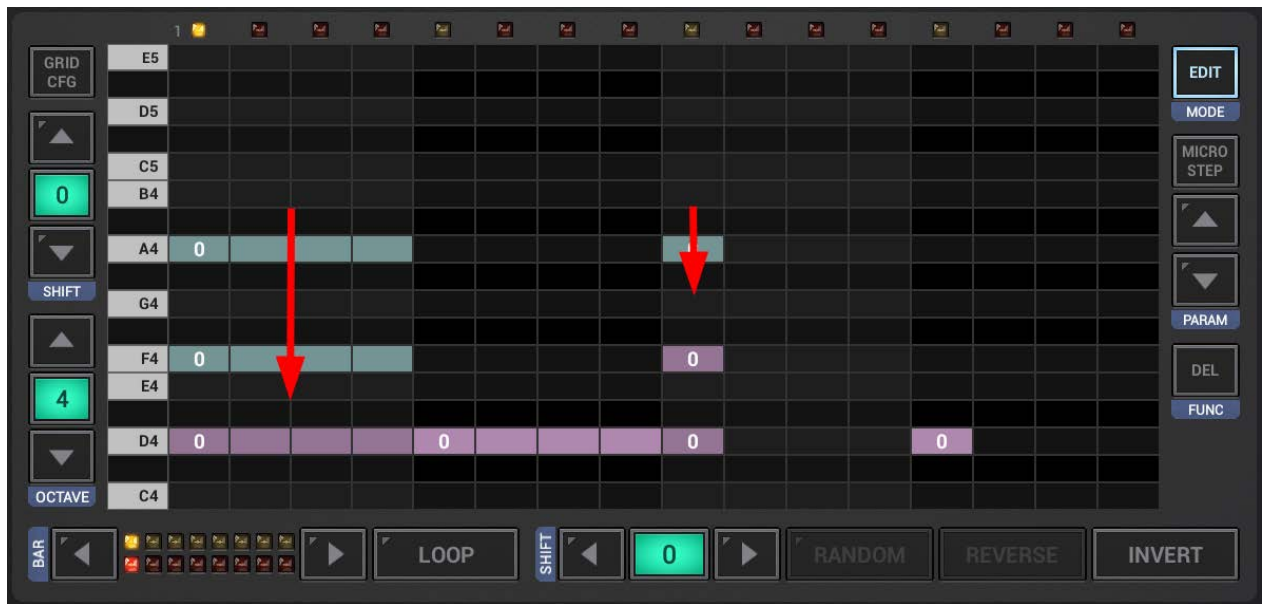
To move particular Note Events by microsteps, first click the Edit Button to switch to the Edit mode.



Then use the Parameter Selection Button to switch to Micro Step (by default it's set to Note Length).



Select the notes you want to edit. To do so, simply swipe with your finger over particular events.



Now use the Up/Down Arrows to change the micro step value of the selected notes.

**Note:** Long press the Up/Down Arrows for larger steps.



And finally, to get back to normal mode, click the Edit button again.



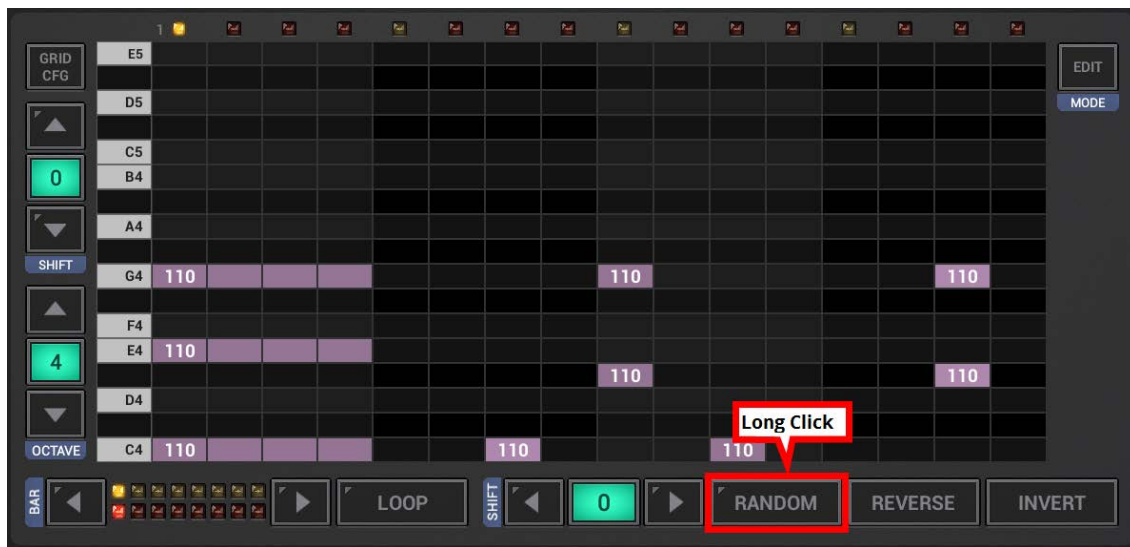
5.8.5 Random



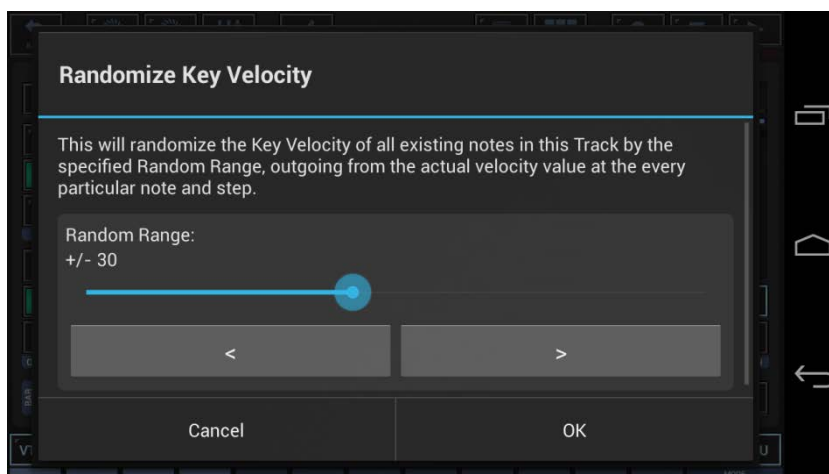
The Random feature on the VA-Beast Poly Grid is used to randomize the Sequence of the currently selected Track within the current Note Octave.



### 5.8.6 Random Key Velocity



Long press the Random button on the VA-Beast Poly Grid to randomize the Key Velocity of all existing Notes in the current Track Sequence.



5.8.7 Reverse



The Reverse feature on the VA-Beast Poly Grid is used to reverse the Sequence of the currently selected Track.





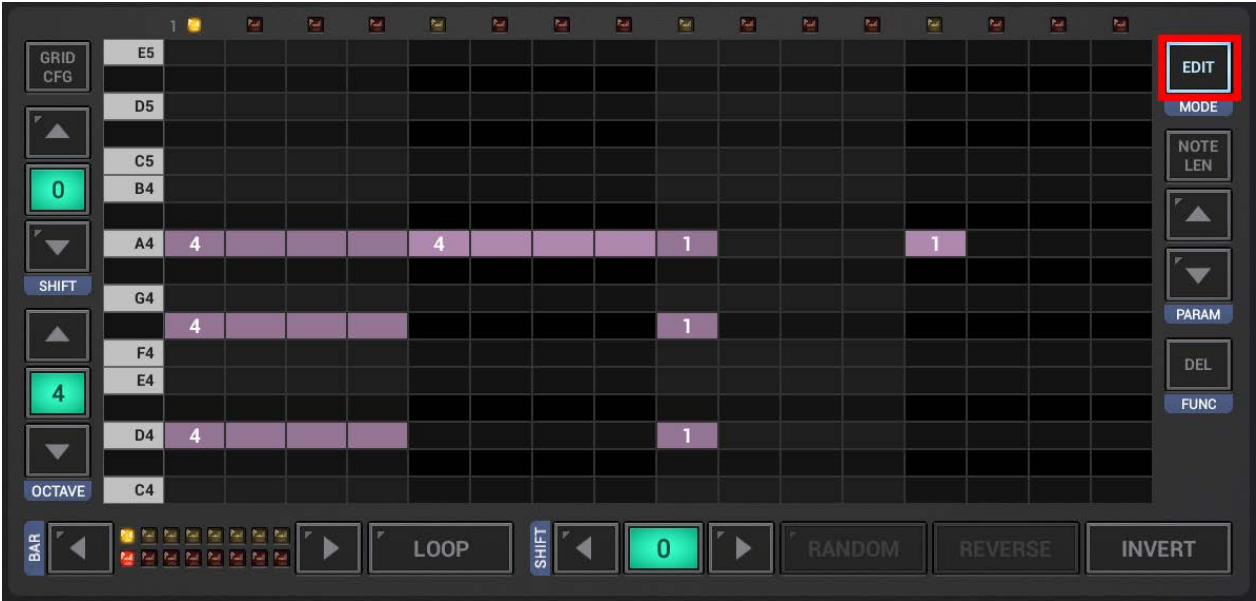
### 5.8.8 Invert



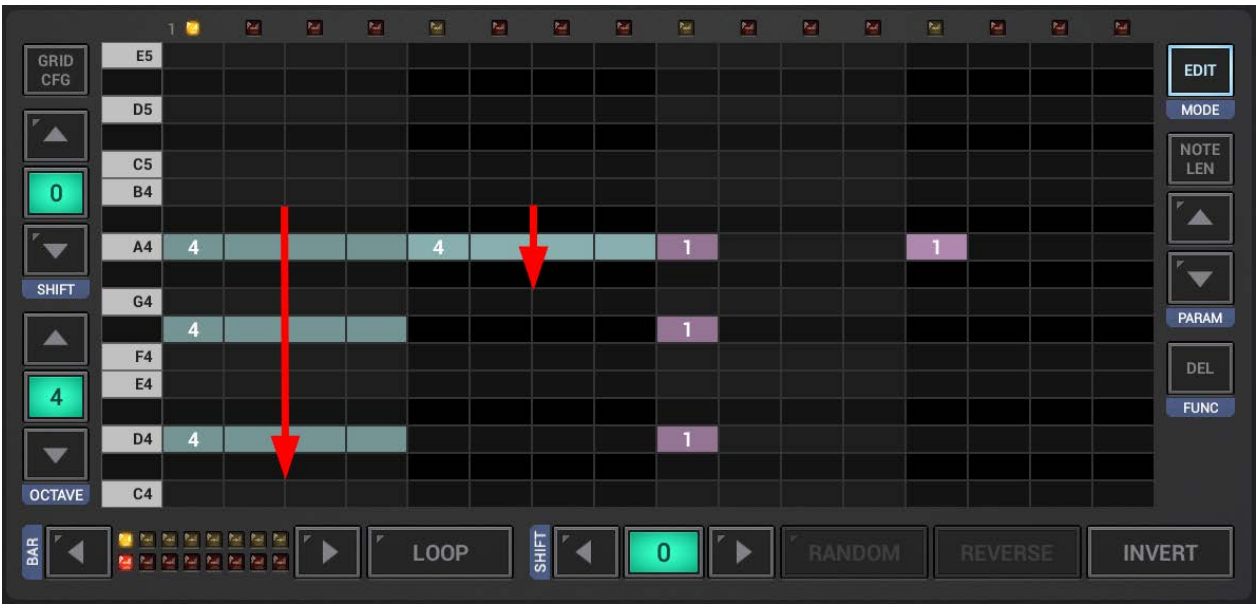
The Invert feature on the VA-Beast Poly Grid is used to invert the Note Sequence of the currently selected Track. The Inversion is done by the Range between the lowest and the highest Note of the Sequence (or selection), and then turning every Note within that Range upside-down.



To invert only a part of the Sequence, first click the Edit Button to switch to the Edit mode.



Select the notes you want to invert. To do so, simply swipe with your finger over particular events.



Invert the selection.



And finally, to get back to normal mode, click the Edit button again.



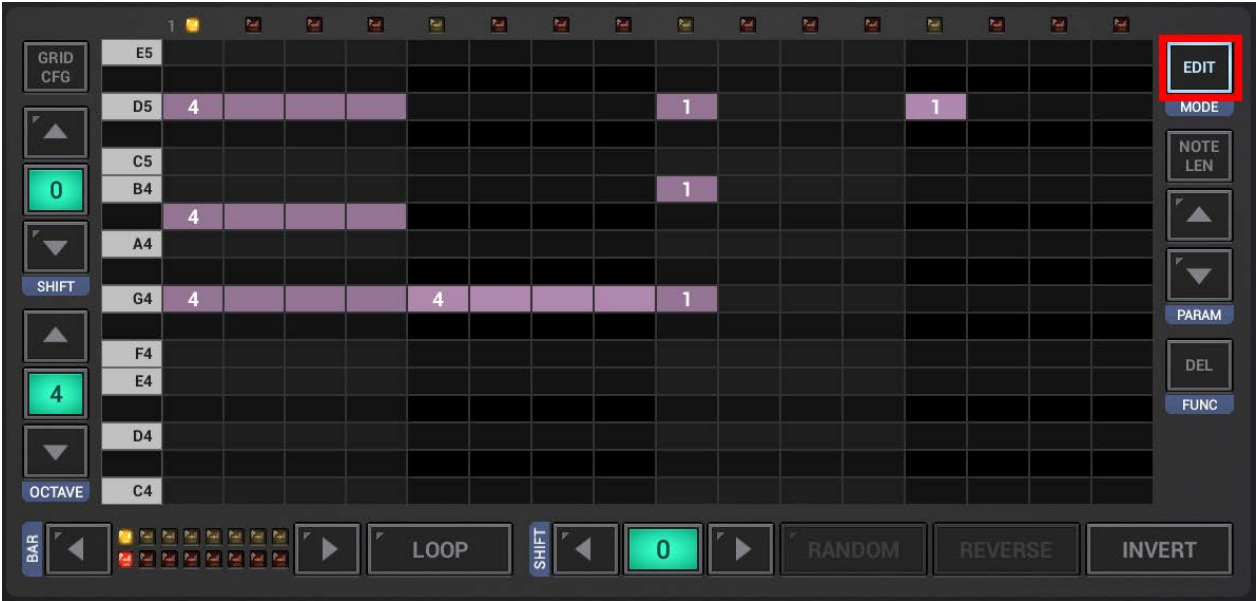
### 5.8.9 Note Shift



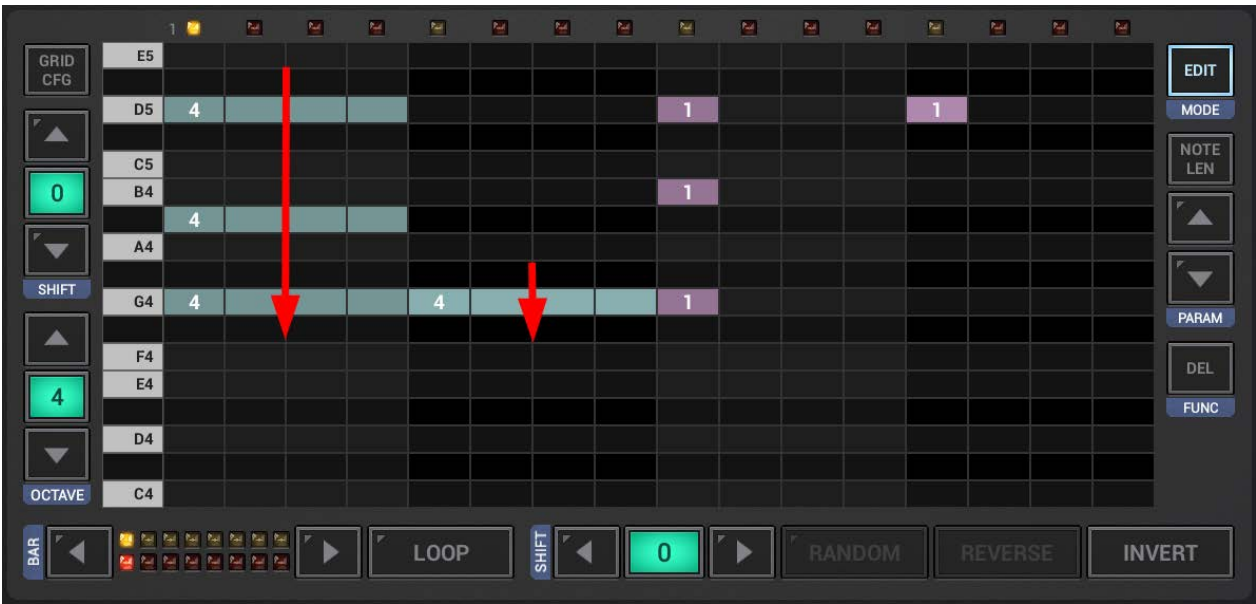
The Note Shift feature on the VA-Beast Poly Grid is used to shift the Sequence of the currently selected Track up/down in the tonal scale.



To shift only a part of the Sequence, first click the Edit Button to switch to the Edit mode.



Select the notes you want to shift. To select notes, simply swipe with your finger over particular events.



Shift the selection.



And finally, to get back to normal mode, click the Edit button again.



5.8.10 Step Shift



The Step Shift feature on the VA-Beast Poly Grid is used to shift the Sequence of the currently selected Track left/right in the time axis.





To shift only a part of the Sequence, first click the Edit Button to switch to the Edit mode.



Select the notes you want to shift. To select notes, simply swipe with your finger over particular events.



Shift the selection.



And finally, to get back to normal mode, click the Edit button again.



### 5.8.11 Grid Config

The Grid Config is used to change the general behavior of the Grid.



By default, there's an automatic playback when you create or select Notes.

If you prefer to create/edit Notes silently, you can disable the automatic playback here.

Furthermore you can define the default Note length and velocity, which is used when you create new Notes.

