

G-Stomper Studio

~~G-Stomper Rhythm~~

~~G-Stomper VA-Beast~~

~~G-Stomper Producer~~

User Manual

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Important Note:

The Pattern Set & Song Arranger feature (in this form) is exclusively available in G-Stomper Studio. It is not available in G-Stomper Rhythm, G-Stomper VA-Beast (standalone), and G-Stomper Producer.

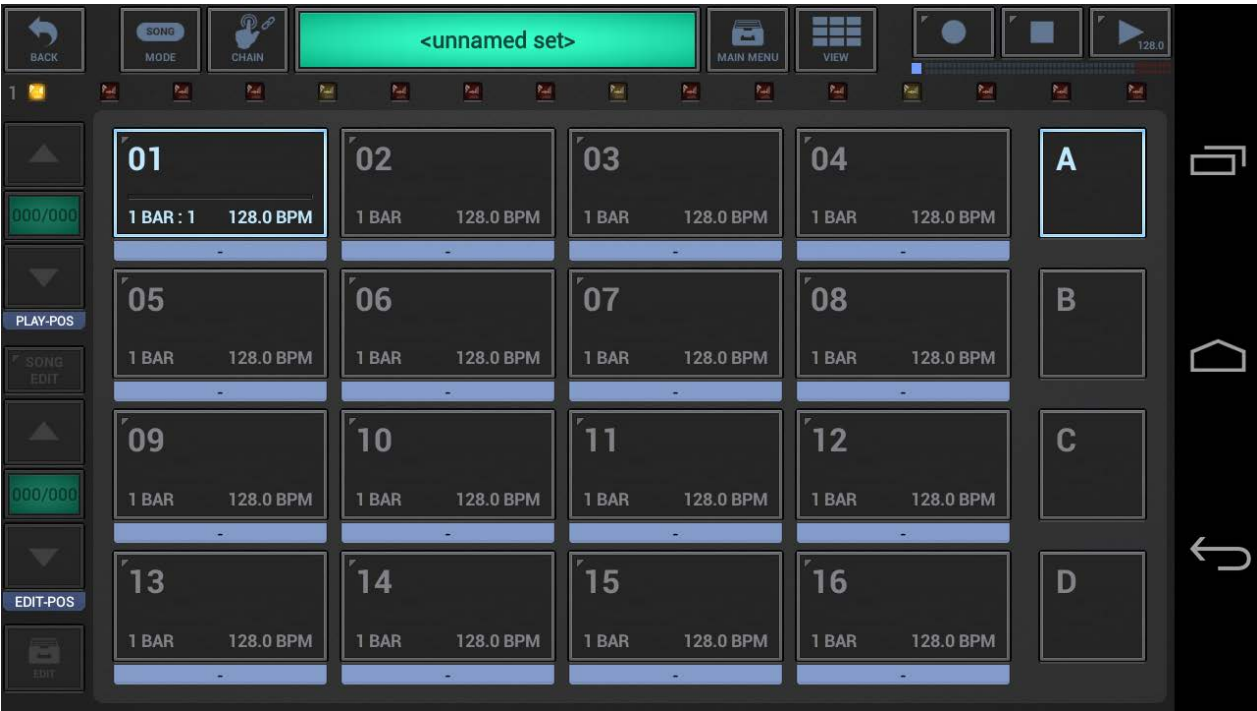
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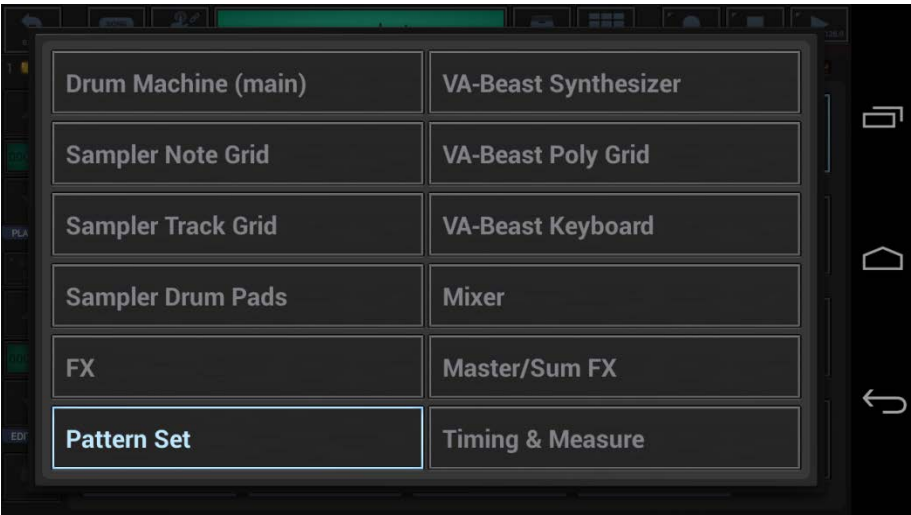
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15 **Pattern Set & Song Arranger**

This Chapter explains how to use the Pattern Set & Song Arranger module.



From any screen, use the “View” menu to navigate to the Pattern Set.



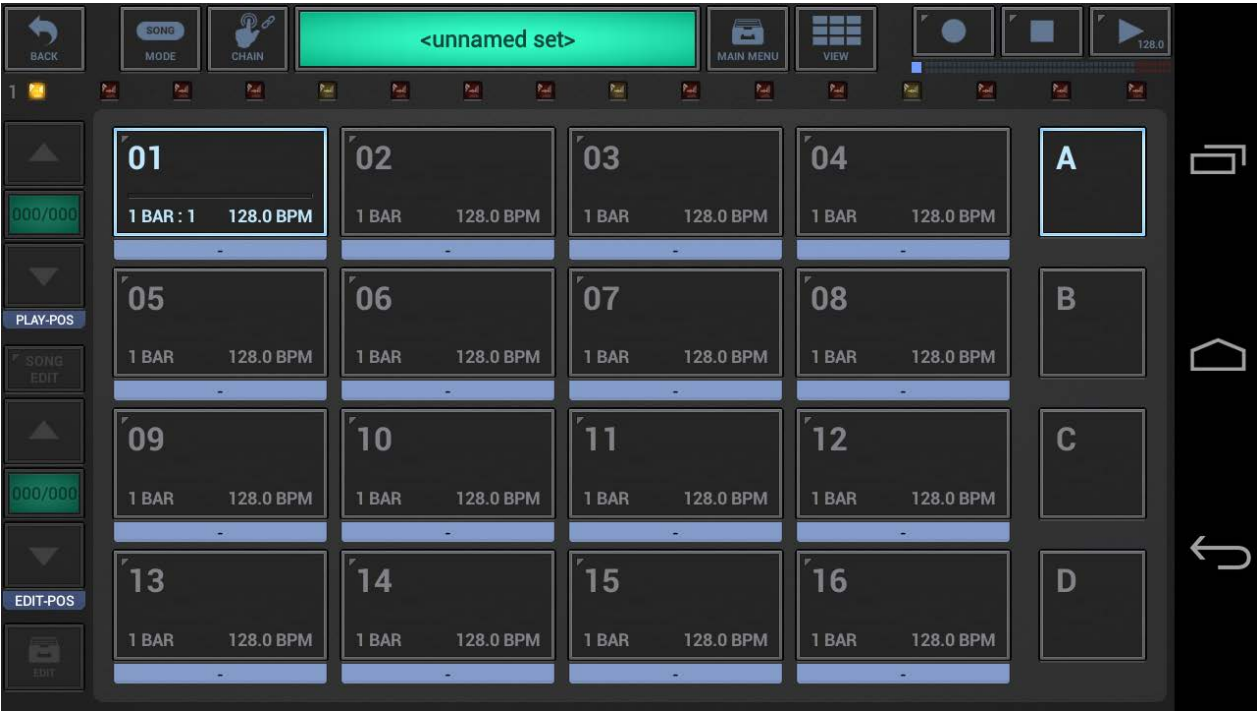
15.1 Pattern Set

A Pattern Set is a set of up to 64 Patterns. Optionally it can also contain a Song Arrangement. It can be seen as a full G-Stomper Studio project.

Pattern Sets are saved in self-contained files, there’s no need to save the contained Patterns separately.

The particular Patterns in a Pattern Set can be completely different. They can vary in Tempo, Length, Time Signature, Swing/Shuffle, Automations, Sounds and Sequences, and in any other way a Pattern can be customized.

Each Pattern in a Pattern Set is stored in one of the 64 Pattern Slots, which are organized in 4 Banks of 16 (A, B, C, D).

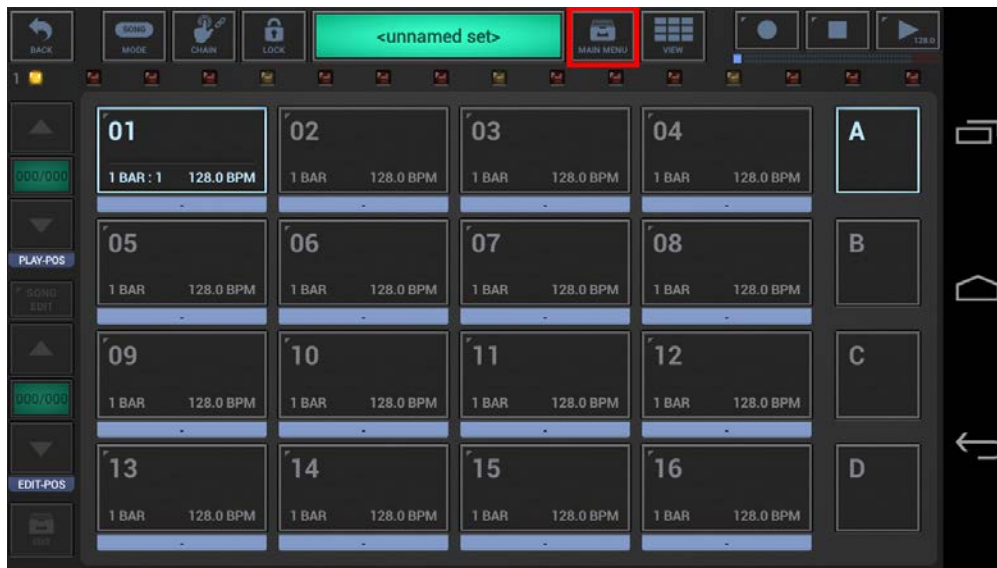


To switch between the different Patterns, simply click one of the Pattern Slots. This action is called a “Pattern Change”.

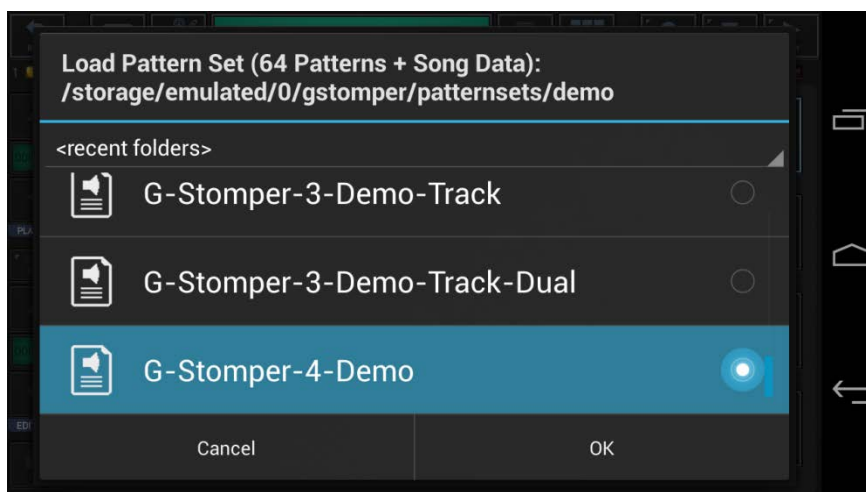
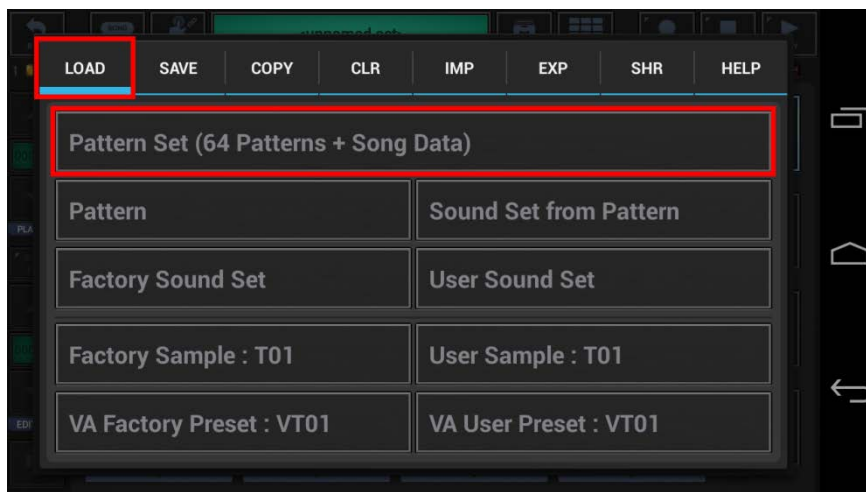
Note: If you do Pattern Changes while the Sequencer is running, then the change will actually be scheduled to the end of the currently running Pattern (see Chapter: Beat-Safe Pattern Changes).

15.1.1 Load Pattern Sets

Open the Main Menu (on every screen).

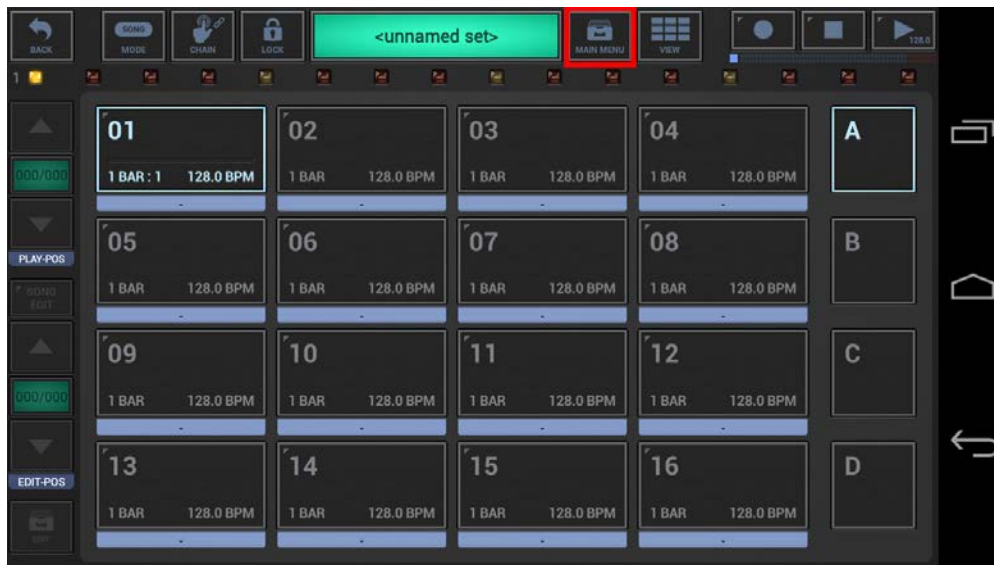


To load a Pattern Set, select the LOAD tab, and then choose "Pattern Set (...)".

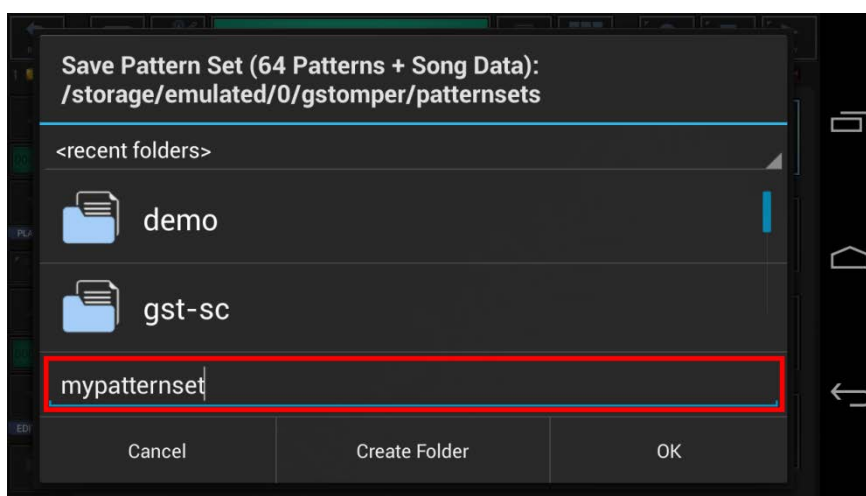
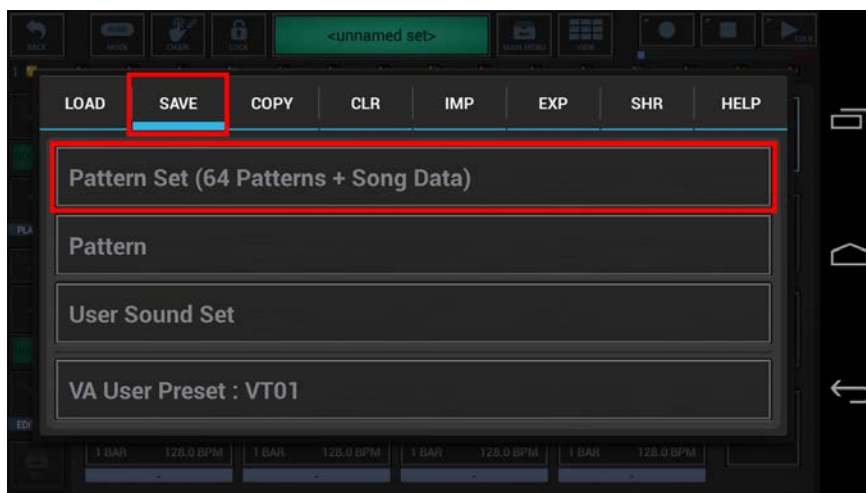


15.1.2 Save Pattern Sets

Open the Main Menu (on every screen).

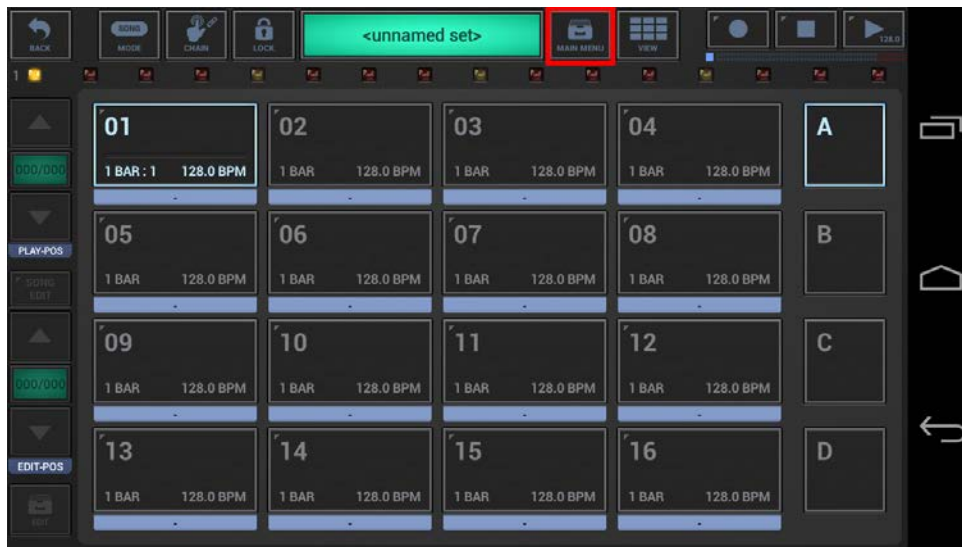


To save a Pattern Set, select the SAVE tab, and then choose "Pattern Set (...)"

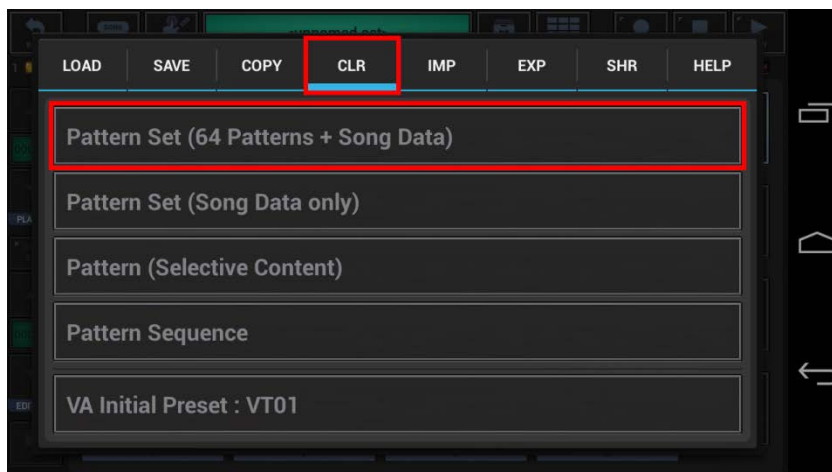


15.1.3 Clear Pattern Sets

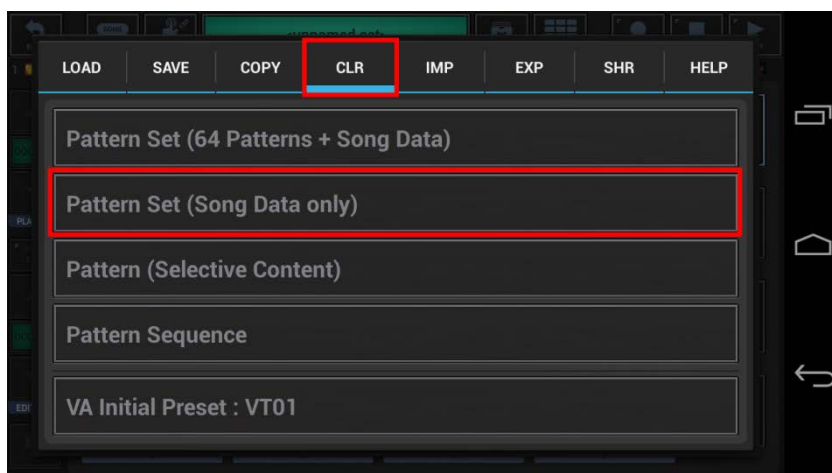
Open the Main Menu (on every screen).



To clear a Pattern Set, select the CLR tab, and then choose "Pattern Set (...)".



Alternatively you can also clear the Song Data only (and keep the Patterns).

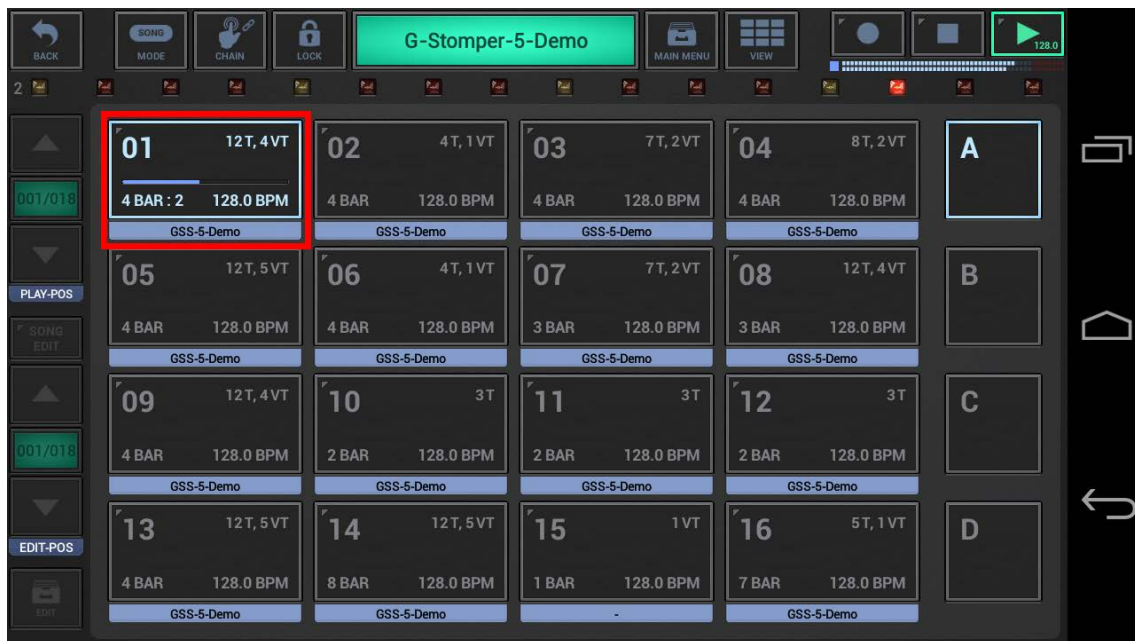


15.2 Pattern Slots & Banks



A Pattern Set can contain max 64 Patterns (4 banks of 16), which can be switched by tapping one of the 16 Pattern slot buttons. To switch between the banks click on A, B, C or D.

Note: As a matter of course, there's no need to save the Patterns separately. A Pattern Set is saved as a self-contained file, which includes its Patterns.



The highlighted (or selected) Pattern Slot tells you which Pattern is currently active (and played if the sequencer is running). This is the Pattern you edit on all other screens.

15.2.1 The Information on a Pattern Slot

Each Pattern Slot provides various details about the contained Pattern to give you a quick overview.



Top/Left:
The Pattern Slot number

Top/Right:
This indicator shows the number of Drum Sampler Tracks (..T) and VA-Beast Synthesizer Tracks (..VT) that contain an audible sequence (triggers or notes) and are not muted. If the Pattern Slot contains an empty or silent (all Tracks muted) Pattern, then indicator does not show up at all.

Bottom/Left:
The length of the Pattern in Bars

Bottom/Right:
The tempo of the Pattern in BPM

15.2.2 The Selected/Active Pattern Slot

As already mentioned in the previous chapter the highlighted (or selected) Pattern Slot tells you which Pattern is currently active (and played if the sequencer is running). This is the Pattern you edit on all other screens.

While a Pattern is running, its Pattern Slot provides some additional information.

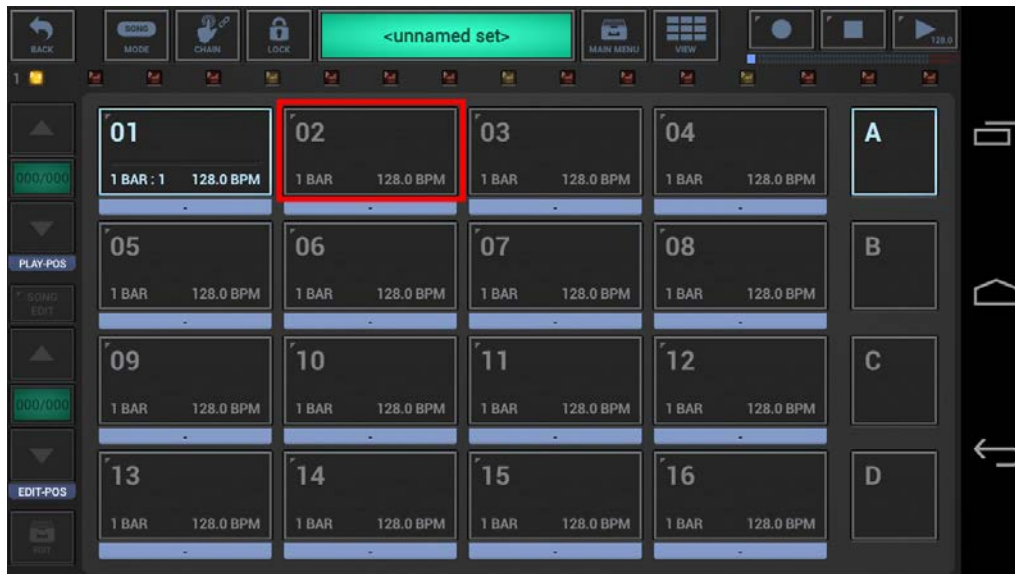


The Progress Bar:
Shows the current Pattern overall playback position.

Bottom/Left:
The length of the Pattern in Bars + the Bar number that is currently played

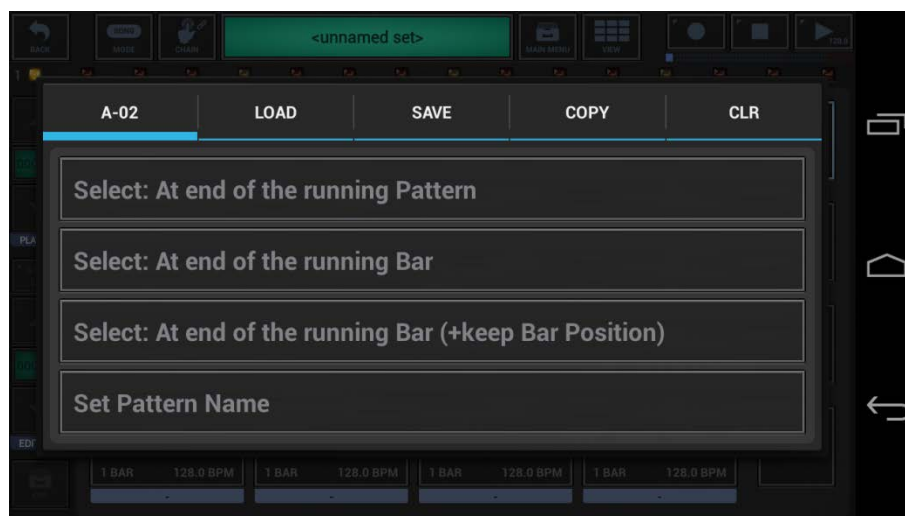
15.3 Pattern Slot Menu

The Pattern Slot Menu provides all operations for a particular Pattern Slot.



Long press a Pattern Slot to open the Pattern Slot Menu.

15.3.1 A|B|C|D-[..]

**Select: At end of the running Pattern:**

Running Sequencer: Schedules a Pattern Change at the end of the running Pattern

Stopped Sequencer: Executes the Pattern Change immediately

(see Chapter: Beat-Safe Pattern Changes)

Select: At end of the running Bar:

Running Sequencer: Schedules a Pattern Change at the end of the running Bar

Stopped Sequencer: Executes the Pattern Change immediately

(see Chapter: Advanced Pattern Changes)

Select: At end of the running Bar (+keep Bar Position):

Running Sequencer: Schedules a Pattern Change at the end of the running Bar (and keep the Bar position)

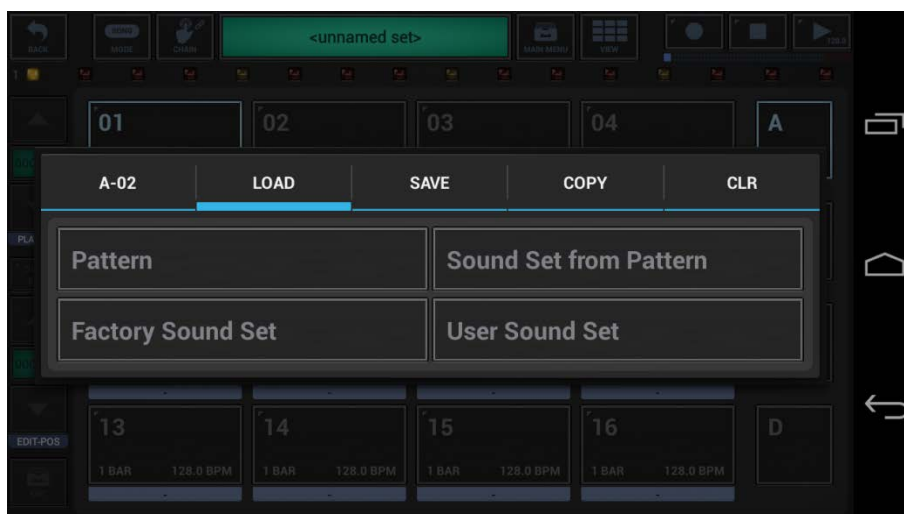
Stopped Sequencer: Executes the Pattern Change immediately

(see Chapter: Advanced Pattern Changes)

Set Pattern Name:

Set the Name of the Pattern in the Slot

15.3.2 Load



Load Pattern:

Load an existing Pattern into the Pattern Slot

Load Factory Sound Set:

Load a Sound Set provided by the G-Stomper app or by an Add-On Pack into the Pattern Slot

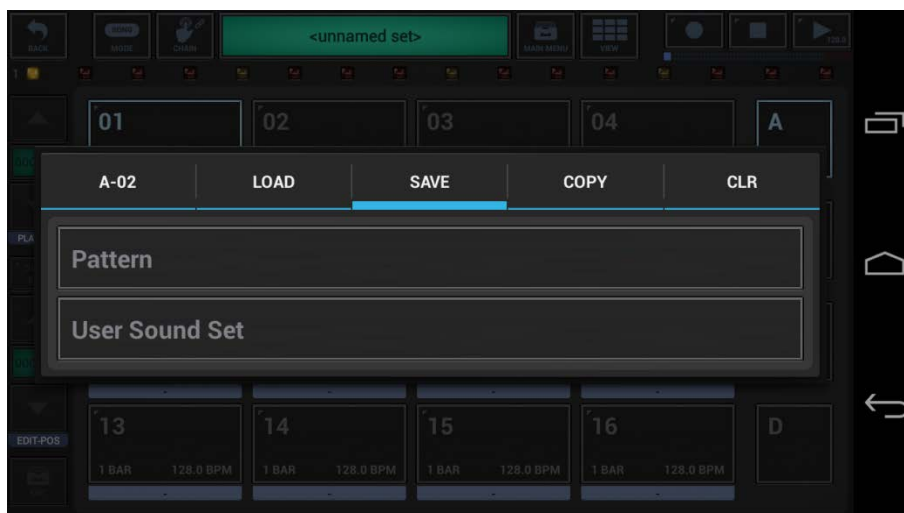
Load User Sound Set:

Load one of your own Sound Sets into the Pattern Slot

Load Sound Set from Pattern:

Import the Sound Set from an existing Pattern into the Pattern Slot

15.3.3 Save



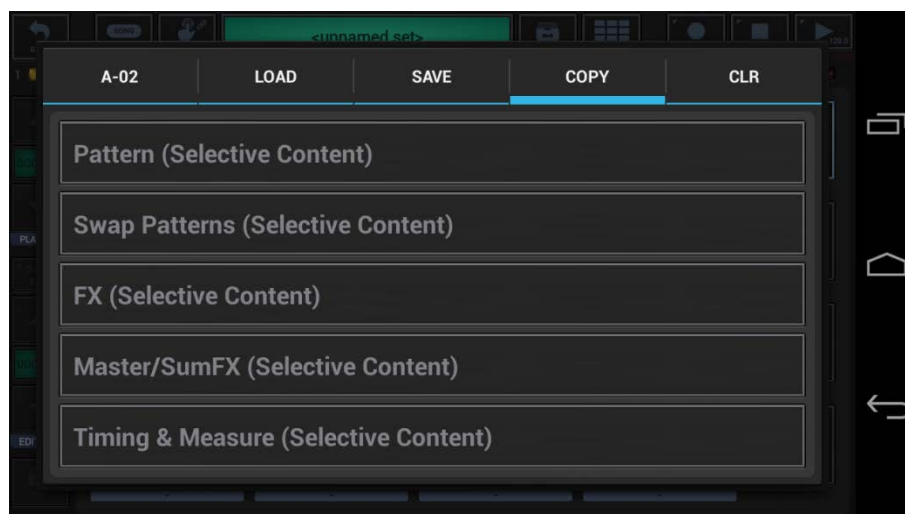
Save Pattern:

Save the Pattern of the Pattern Slot

Save User Sound Set:

Save the Sound Set of the Pattern Slot

15.3.4 Copy



Copy Pattern (Selective Content):

Copy the complete Pattern or selective Content (multiple choice) from one Slot to ..
 .. a Pattern of your choice
 .. to all Patterns in the current Pattern Set
 .. to a subset of Patterns in the current Pattern Set
 .. to a complete Pattern Bank (A, B, C, D)

Swap Patterns (Selective Content):

Swap the complete Pattern or selective Content (multiple choice) with another Pattern Slot

Copy FX (Selective Content):

Copy the complete FX section or selective Content (multiple choice) from one Slot to ..
 .. a Pattern of your choice
 .. to all Patterns in the current Pattern Set
 .. to a subset of Patterns in the current Pattern Set
 .. to a complete Pattern Bank (A, B, C, D)

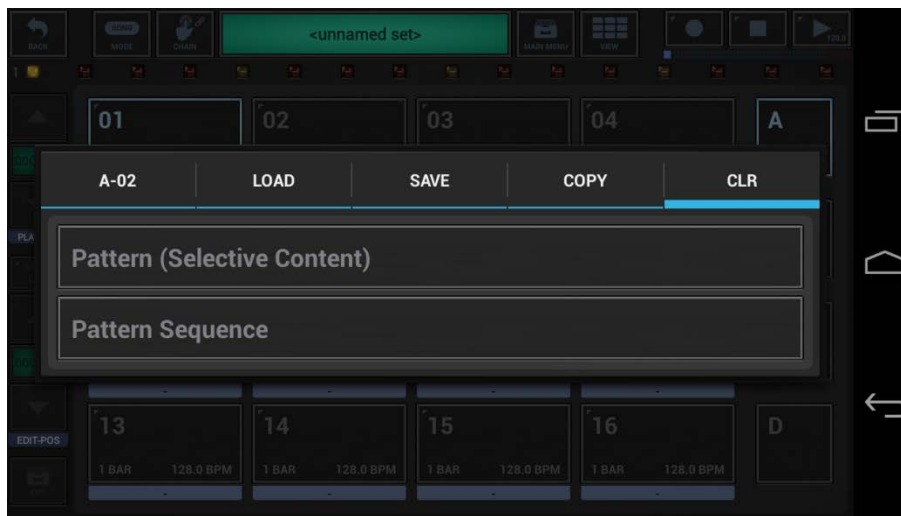
Copy Master/SumFX (Selective Content):

Copy the complete Master/SumFX section or selective Content (multiple choice) from one Slot to ..
 .. a Pattern of your choice
 .. to all Patterns in the current Pattern Set
 .. to a subset of Patterns in the current Pattern Set
 .. to a complete Pattern Bank (A, B, C, D)

Copy Timing & Measure (Selective Content):

Copy the complete Timing & Measure section or selective Content (multiple choice) from one Slot to ..
 .. a Pattern of your choice
 .. to all Patterns in the current Pattern Set
 .. to a subset of Patterns in the current Pattern Set
 .. to a complete Pattern Bank (A, B, C, D)

15.3.5 Clear

**Clear Pattern (Selective Content):**

Clear the complete Pattern or selective Content (multiple choice).

Clear Pattern Sequence:

Clear all Sequence Data of the Pattern in the slot (Main Sequence and Parameter Automations), but keep the Sound Presets (Samples incl. Settings, Synthesizer Presets).

15.4 Live Pattern Arranger

The Live Pattern Arranger is used to switch between the different Patterns while the Sequencer is running. A switch from one Pattern to another one is called a “Pattern Change”.

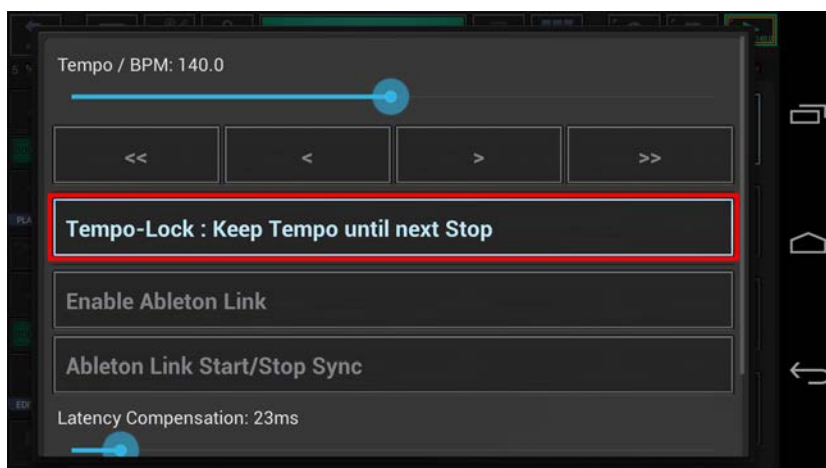
A Pattern Change occurs when you...

- tap one of the Pattern Slots
- load a Pattern or a Pattern Set from your storage
- copy a Pattern from one Pattern Slot to another one
- swap a Pattern Slot with another one
- manually change the Song playback position in Song mode

Every Pattern Change will always be Beat-Safe, which means you'll never run into abrupt beat changes. (see next Chapter: Beat-Safe Pattern Changes)

Note:

When you're using Patterns with different Tempo settings, but you want them all to run in the current Session Tempo, long press the Play button to enable the “Tempo Lock”. The Tempo Lock locks the current Tempo as long as the Sequencer is running, independent what Tempo is set in the different Patterns.



15.4.1 Beat-Safe Pattern Changes

What are Beat-Safe Pattern Changes?



If you do Pattern Changes (with a single short click to a Slot) while the Sequencer is running, then the change will actually be scheduled to the end of the currently running Pattern.

In this case the new selected Pattern Slot changes to pre-selected state (gets a yellow border). It keeps this state until the currently running Pattern ends.

Once the currently playing Pattern ends, the new (pre-selected one) gets selected and started.

Pattern changes of any kind (also when loading Patterns or Pattern Sets) are always Beat-Safe.

15.4.2 Advanced Pattern Changes

In addition to the normal (single click) Pattern changes, there are 2 advanced Pattern Change types, which can be activated with multiple consecutive clicks on the same destination Slot.

- **First click on the destination slot (yellow border)**

The known behaviour as mentioned in the chapter Beat-Safe Pattern Changes.

The current Pattern continues until its end and then changes to the beginning of the destination Pattern.



Alternative you can use initiate this Pattern Change in use of the Pattern Slot Menu (see Chapter: A/B/C/D-[..])

- **Second click on the destination slot (blue border)**

The current Pattern continues until the end of the current bar/position and then changes to the beginning of the destination Pattern.



Alternative you can use initiate this Pattern Change in use of the Pattern Slot Menu (see Chapter: A/B/C/D-[..])

- **Third click on the destination slot (green border)**

The current Pattern continues until the end of the current bar/position and then changes to the destination pattern while keeping the position (instead of setting it to the start). E.g. you have set of two 4 bar patterns. Start on Slot 1, and then click 3 times on slot 2 (while the first bar is running) so that it gets a green border. At the end of bar 1 it changes to slot 2 and continues on bar 2.



Alternative you can use initiate this Pattern Change in use of the Pattern Slot Menu (see Chapter: A/B/C/D-[..])

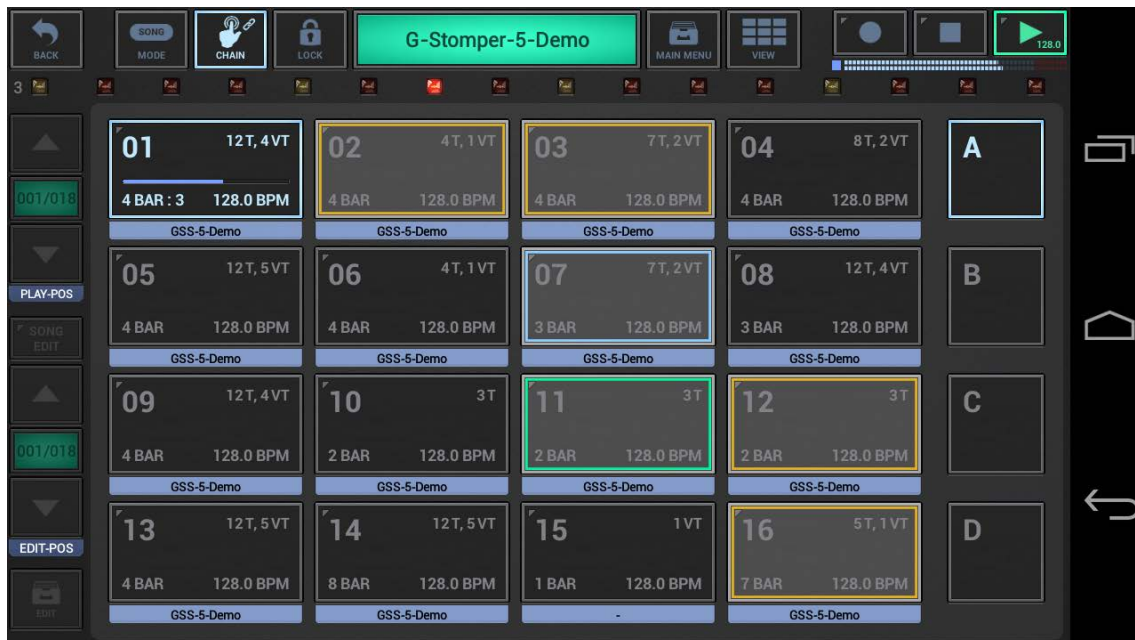
Note: As a matter of course, the advanced Pattern change types can be used in Song Arrangements.

15.4.3 Pattern Change Chain Mode

The Pattern Change Chain Mode allows you to chain multiple Pattern Changes in a row. In other words, you can pre-select an unlimited amount of upcoming Pattern Changes, and they will be executed in the exact order (and type) that you have defined.



With the Chain Mode enabled, simply tap the Slots in the order (and Pattern Change type) you want them to be executed.



That way you can enter a quick Sequence in a live situation, which gives you time to tweak Parameters on other screens while the pre-selected Pattern Slots (Changes) get executed.

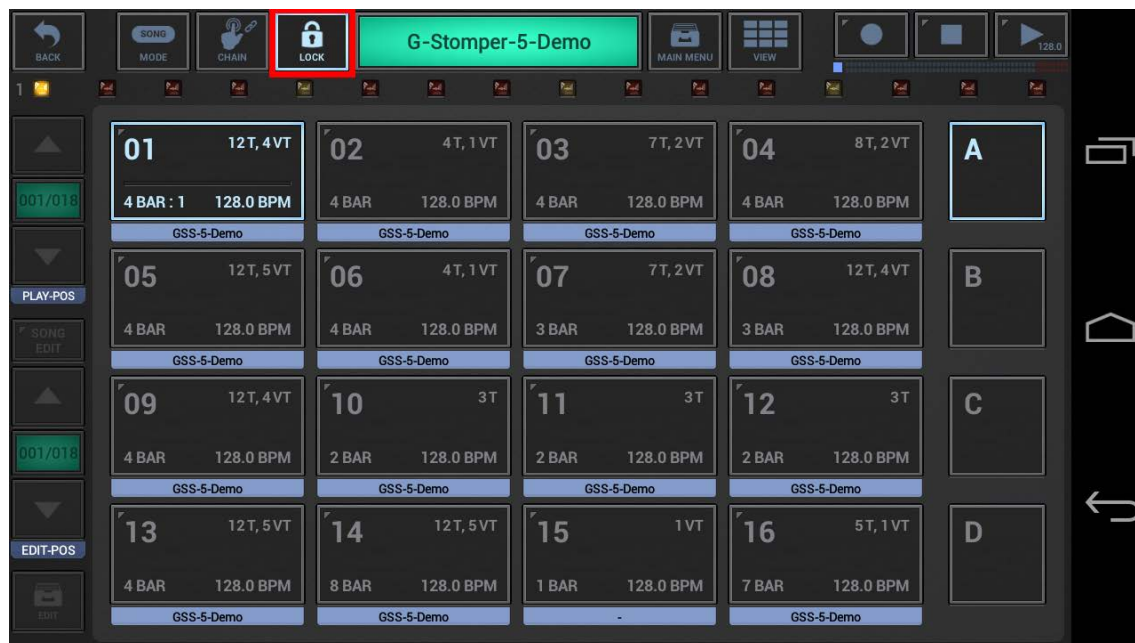
Note:

As a matter of course you can use the Pattern Change Chain Mode while recording a Song Arrangement.

15.4.4 Pattern Lock Mode

The Pattern Lock Mode is used to prevent Patterns in the Pattern Set from being permanently changed during live sessions.

In live situations it's often the case that you want to make real-time changes to particular Patterns. By default (without Pattern Lock), all these changes are directly applied to the actual Pattern in the Pattern Set. This is surely the appropriate behavior when you build or edit Patterns, but in a live situation you probably just want to tweak the sounds without permanently changing the actual Patterns. Pattern Lock covers exactly this situation.



If "Lock" is enabled, you can make changes to the currently running Pattern without affecting the actual Pattern in the underlying Pattern Set. As soon as you select a different Pattern Slot or if you switch off the "Lock", all changes you made will be discarded. This is very useful if you want to jam live across multiple Patterns, but want to keep the underlying Pattern Set intact.

Note:

If you come to a situation want to keep a changed Pattern while "Lock" is enabled, just save it as a new Pattern (Main Menu / SAVE / Pattern). The same applies to Sound Sets and VA-Beast presets.

Please also note that the "Lock" will be automatically deactivated, if you load, import, copy, swap or clear Patterns, if you copy, swap or clear Pattern Contents, if you load, import or clear a Pattern Set, or if you export a song or multiple patterns as Audio or MIDI.

15.4.5 Quick Pattern Set Navigator

The Quick Pattern Set Navigator is a quick access to the to all basic Pattern Set operations including the long press menu. It allows you to switch between different Patterns in a Pattern Set without navigating to the Pattern Set view.

It is attached as a secondary (long press) action to the Main Menu button on every screen (except on the Pattern Set screen itself).

Note: The Quick Pattern Set Navigator (as well as the Pattern Set) exists exclusively in G-Stomper Studio.



Long Press the Main Menu: Opens the Quick Pattern Set Navigator (G-Stomper Studio only)



Short Click the Banks/Slots to switch between the Patterns.

Long Click the Pattern Slots to show up the Pattern Slot Menu.

15.5 Song Mode

The Song Mode is used to create Song Arrangements, which are basically an automated Sequence of Pattern Changes. The Song data is saved together with the Pattern Set.



You can chain up to 999 Pattern Changes to a Song.

There are two main ways create a Song arrangement:

- Record your Pattern changes during Playback (record your live session as a song).
- Create/Edit your Song step-by-step in use of the Song Edit mode.

Of course, you can switch between Song Recording and Song Edit Mode at any time you want.

15.5.1 Song Position Controls

The Song Position Controls are used to navigate forward and backward within a Song arrangement.



Use the Up/Down arrows to change the Song playback position.

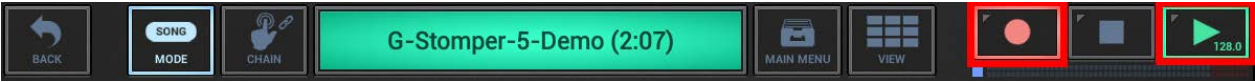
The display between the Up/Down arrows shows the current Song playback position and the Song length.

<song-playback-position>/<song-length>

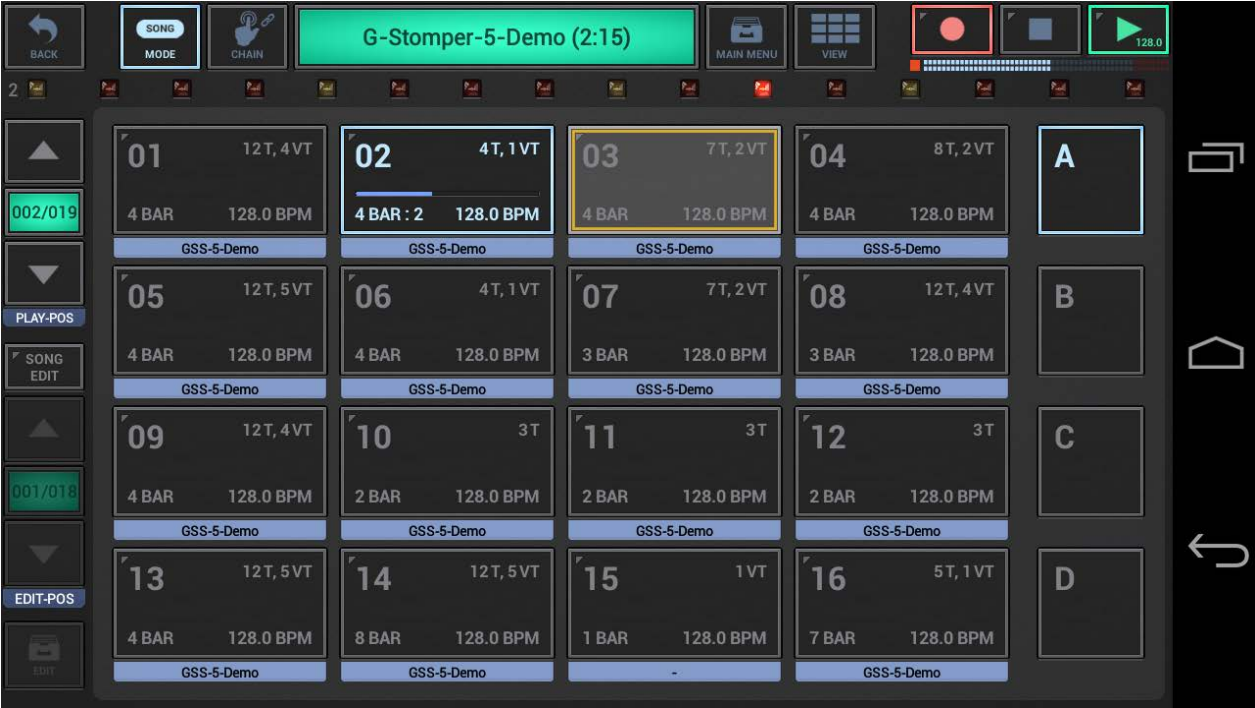
You can change the playback position at any time, on stopped or running Sequencer.

15.5.2 Song Live Recording

Enable the Song Mode and Press Record and Play to start recording.



Now, while the sequencer is running and recording, tap the slots in the way you want the Patterns to be changed.



Every executed Pattern Change is recorded to the Song arrangement, or in other words, every Pattern Change creates an item in the Song Arrangement.

A Song arrangement item is also created, if you don't change the Pattern while recording (when you leave the Slots as they are), then when the current Pattern reaches its end and starts over again.

Note:

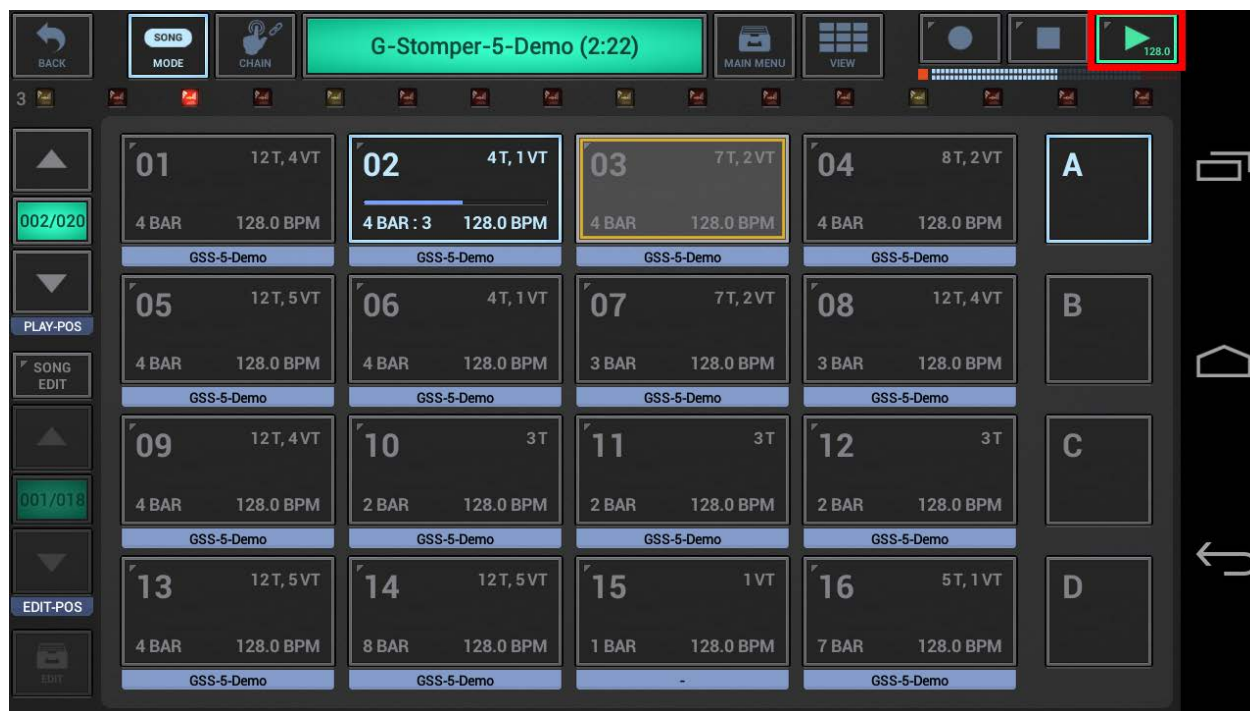
As a matter of course you can use the Pattern Change Chain Mode as well as the advanced Pattern Changes while recording a Song Arrangement.

Note:

To record Pattern Changes the Song Edit Mode must be disabled (which is the default).
(see Chapter: Song Edit Mode)

15.5.3 Song Playback

Once you recorded or loaded a Song (a Pattern Set that contains Song data), simply enable the Song Mode and Press play.



During Song Playback, you always see where you are (which Pattern is currently playing) and where you go next (which Pattern Change is pending). The pending Change is indicated with a yellow, blue or green border, depending on the Pattern Change Type (see Chapter: Advanced Pattern Changes).

If you do manual Pattern Changes in Song Mode while a Song is playing, but not recording, then the Song stays at its current playback position and the playback turns live, as long you do manual Pattern Changes. The Song continues automatically, when you stop doing Pattern Changes.

In other words, you can have a predefined Song structure, and you can do live Pattern changes at any position you like, within that structure.

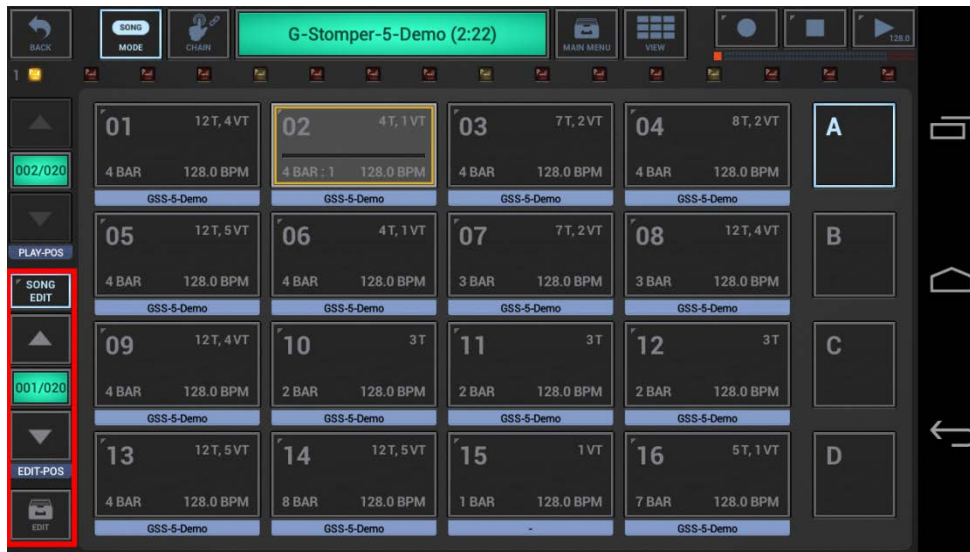
If you want to record these live interactions, just hit the record button and the recorded Pattern changes will be inserted at the current Song position.

Note:

While playing a song, you can leave the Song Mode at any time you want. Simply press the Song Mode button to switch to Live Mode. If you enable the Song Mode again, then the Song continues automatically at its previous playback position.

15.5.4 Song Edit Mode

The Song Edit Mode is used to create and edit a Song arrangement step-by-step instead of recording it live.



Use the Up/Down arrows to change the Song edit position.

The display between the Up/Down arrows shows the current Song edit position and the Song length.
<song-edit-position>/<song-length>

When you tap through the Song using the Up/Down arrows, you always see what Pattern Change will be done at the particular positions, actually where it'll go, and what type of Pattern Change is applied.

To change a particular position, simply navigate to it and then press one of the Pattern Slots to change Song item.

Note:

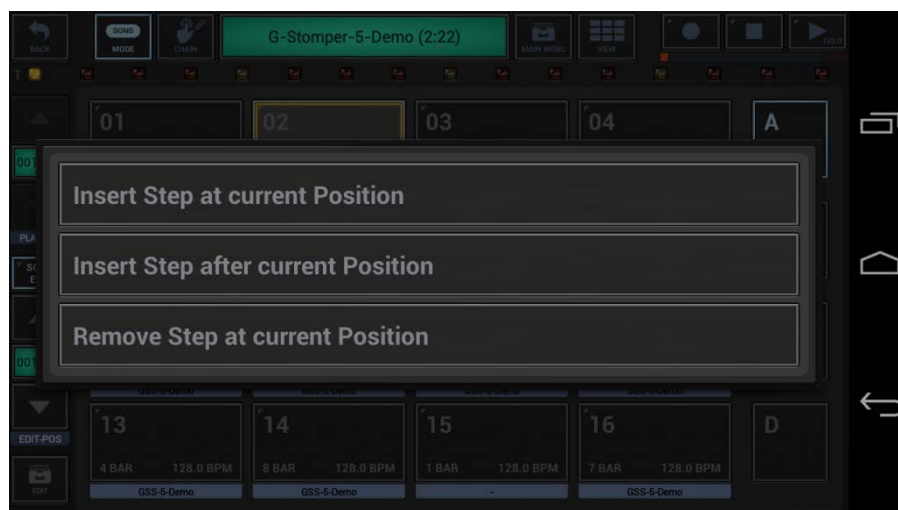
By default, the Song playback position and edit position are independent from each other. In other words, you can edit the Song at one position and let it playback at another position.

If you want to link the playback and edit position, long press the Song Edit button to enable the Link Mode. If turned on, then the edit position follows the playback position and vice versa.



15.5.5 Song Edit Menu

The Song edit Menu is used to insert or remove Song Steps (Pattern Change Elements) at a particular edit position.



Insert Step at current Position:

Inserts a Song Step (Pattern Change Element) at the current edit position.

Insert Step at current Position:

Inserts a Song Step (Pattern Change Element) right after the current edit position.

Remove Step at current Position:

Removes the Song Step (Pattern Change Element) at the current edit position.