

G-Stomper Studio

G-Stomper Rhythm

G-Stomper VA-Beast

G-Stomper Producer

User Manual

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6 Timing & Measure

Timing & Measure is the dedicated view to set all parameters around Pattern Timing and Measurement. Typically, you can change Swing/Shuffle, Swing Affected Steps, Step Timing, Steps per Bar and the Length in Bars for a specific Pattern.

In G-Stomper Studio, G-Stomper Rhythm, and G-Stomper VA-Beast, the Timing & Measure section also provides controls to adjust the Tempo/BPM. Not so in G-Stomper Producer, where the Tempo/BPM controls are located on the dedicated Tempo Track in the Global Mixer section.

6.1 Show up Timing & Measure

Depending on the used App, navigating to the Timing & Measure screen might be different.

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

From any screen, use the “View” menu to navigate to the Timing & Measure section.



6.1.2 G-Stomper Producer

Use the arrows to navigate to the desired Mixer Channel/Track. Then press the “Timing” button in one of the Mixer Channels to show the Timing & Measure section for that Track.



6.2 Timing

The Timing Controls are used to set the Tempo/BPM, the Swing Quantization and the Step Timing.

All Parameters in the Timing section are generally per Pattern. But depending on the used App, a Pattern has a different context.

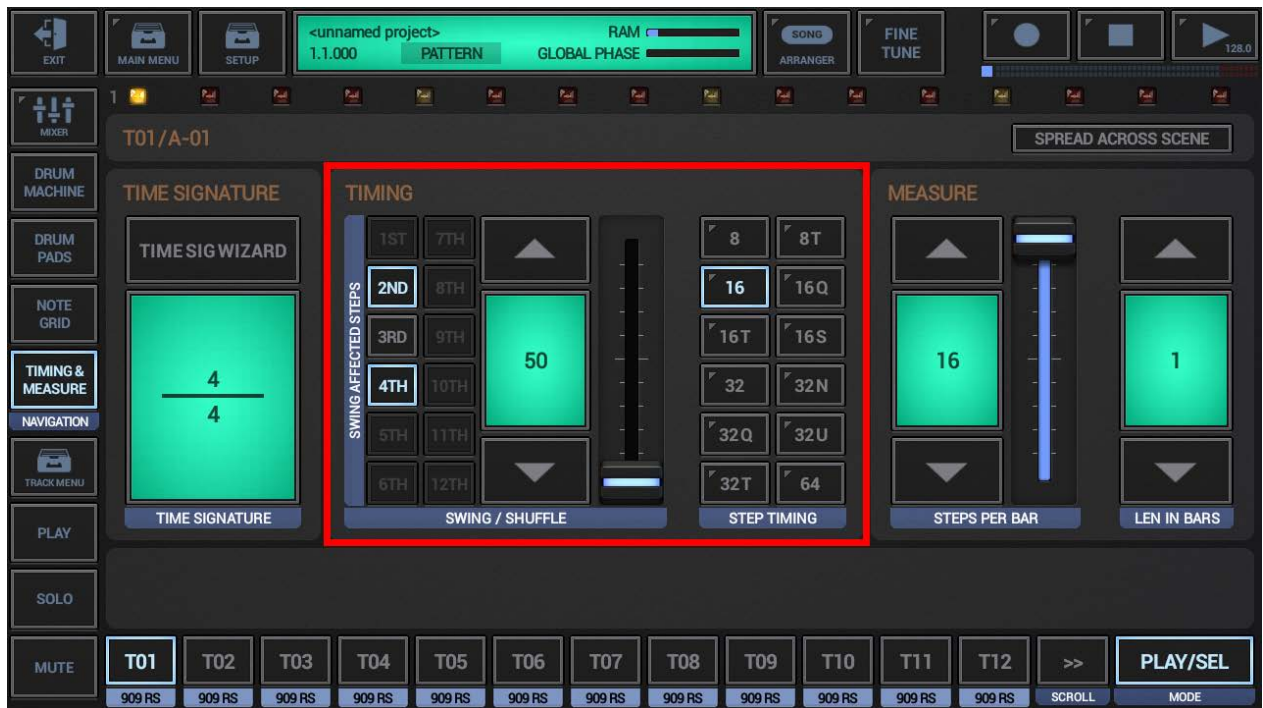
6.2.1 G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast

In G-Stomper Studio, G-Stomper Rhythm, and G-Stomper VA-Beast, a Pattern lives in the Global Sequencer and contains the complete musical setup, Drum Sampler Tracks, VA-Beast Synth Tracks, Send FX, and the complete Master Section incl. Sum FX. Therefore in these apps, the complete musical setup will always have one single timing.

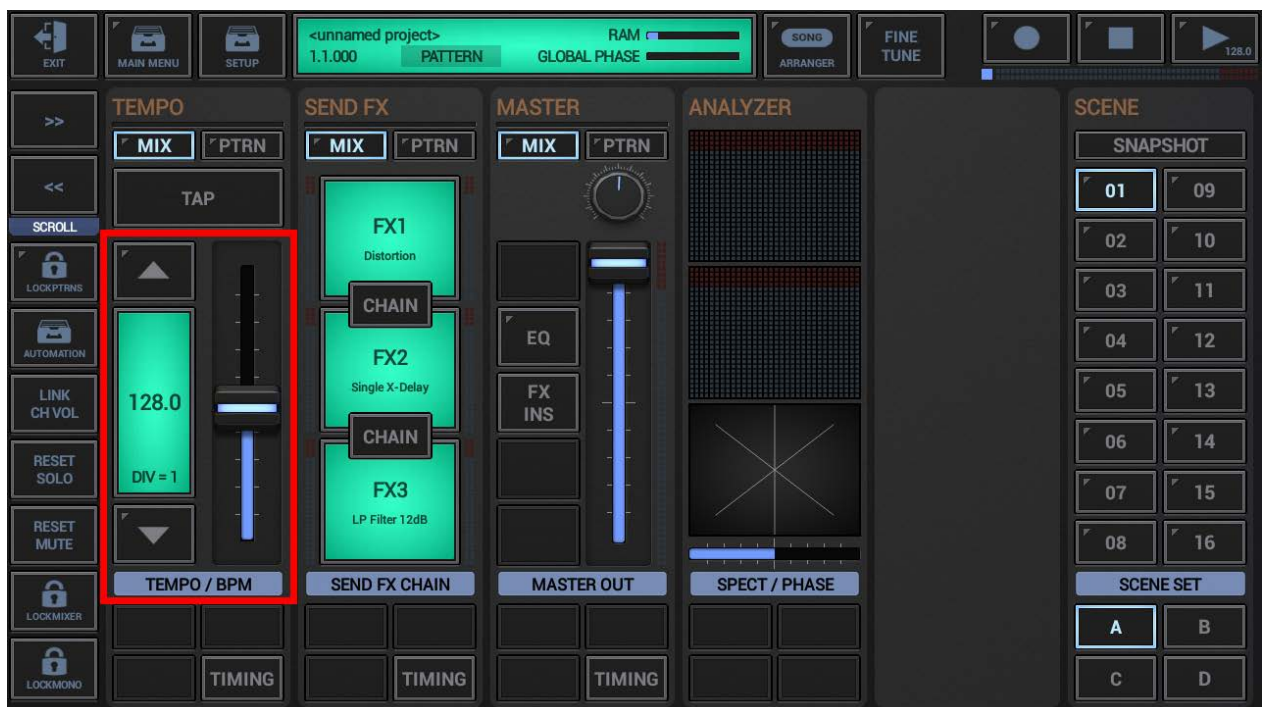


6.2.2 G-Stomper Producer

In G-Stomper Producer, a Pattern lives in the Track Sequencer of a specific Track, e.g. a Drum Sampler Track, VA-Beast Synth Track, the Send FX Track, the Master Track, or the dedicated Tempo Track. In other words, each Track in G-Stomper Producer has its own Patterns, and therefore each Track can have its own, individual timing.



Even if the Timing Parameters in G-Stomper Producer are generally per Track, the Tempo/BPM is still set globally for the complete musical setup. Therefore the Tempo/BPM controls are placed in the Global Mixer section, in the dedicated Tempo Track, and not in the Timing section like in G-Stomper Studio for example.



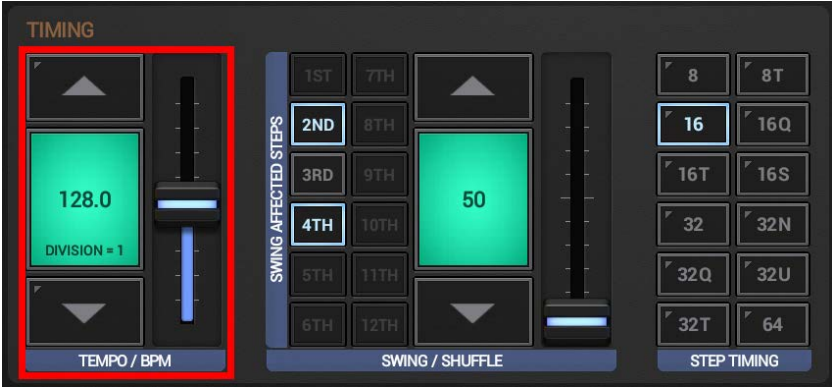
As a matter of course, also the Tempo Track, the Send FX Track, and the Master Track have their own, individual Timing. But since the only sequences in these non-instrumental Tracks are Parameter Automations, Swing Quantization is not required. Therefore their Timing section comes without Swing/Shuffle controls.



6.2.3 Tempo/BPM

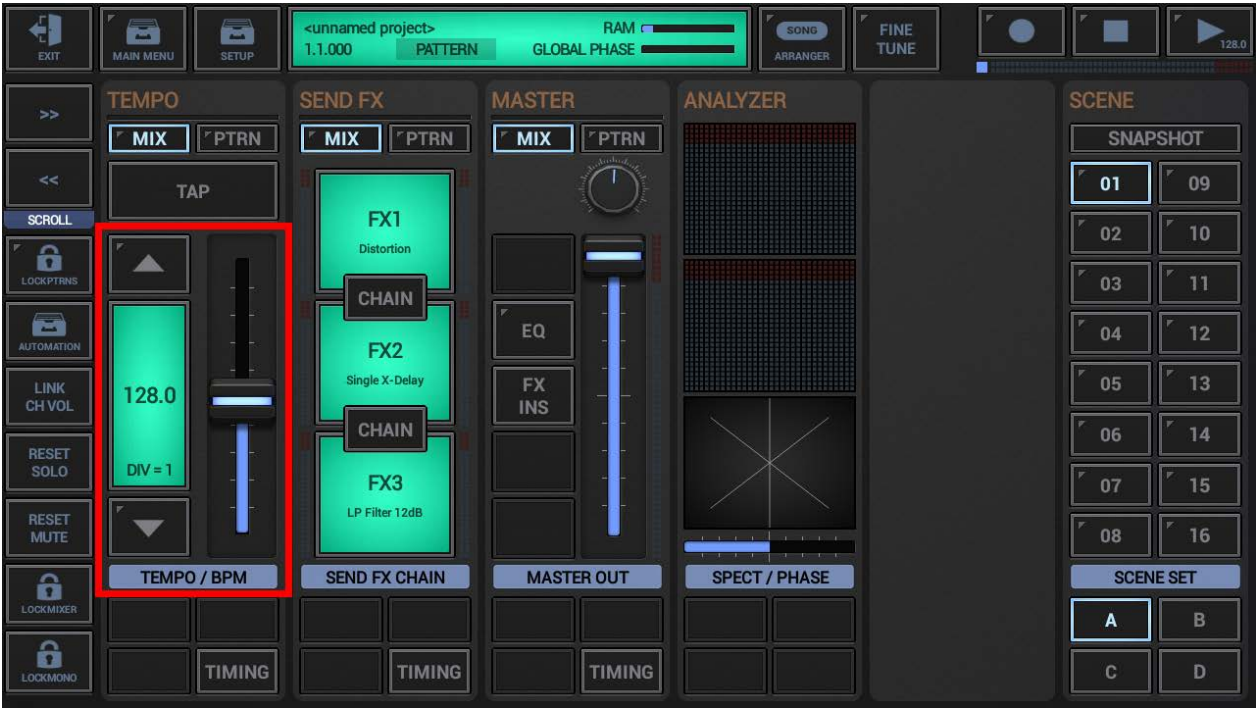
The Tempo/BPM Controls are used to set the Tempo of the Sequencer in a range from 20 to 999 bpm.

In G-Stomper Studio, G-Stomper Rhythm, and G-Stomper VA-Beast, the Tempo/BPM controls are located in the Timing frame on the Timing & Measure screen.



In G-Stomper Producer, the Tempo/BPM controls are located in the Global Mixer section, in the dedicated Tempo Track.

Even if the Timing Parameters in G-Stomper Producer are generally per Track, the Tempo/BPM is still set globally for the complete musical setup. Therefore the Tempo/BPM controls are places outside of the Timing & Measure section.



Use the fader for rough adjustments and the Up/Down Arrows for fine tuning.



Division:

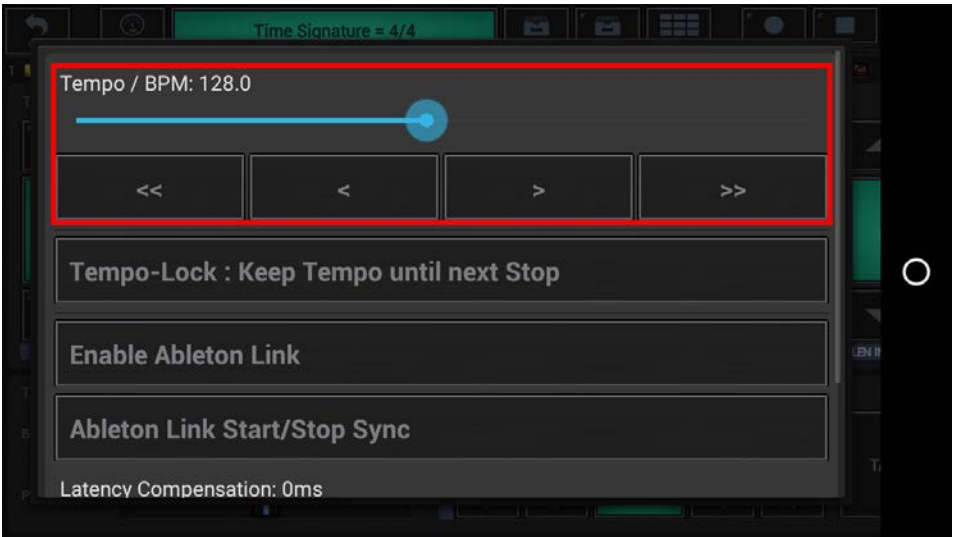
The division defines the fader (and up/down button) accuracy, or in other words the movement step. Tap the green display to change the division to 1, 5 or 10 bpm.

Up/Down Arrows:

- Short click : +/- 1, 5 or 10 bpm (depending on the division)
- Long click : +/- 0.1 bpm

Hint:

Please take note of the BPM indicator and the Tempo Quick Access on the Play button. Long press Play to show up its extended menu and fully control the Tempo/BPM on every screen.



Note that the appearance and content of the extended Play menu may vary depending on the used app.

6.2.4 Tempo/BPM Automation

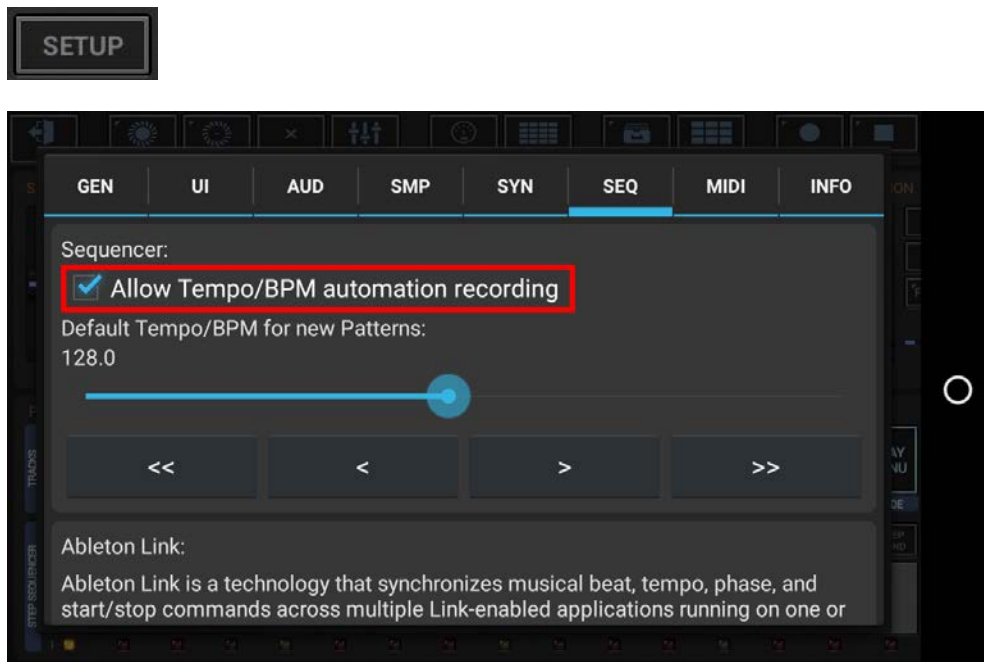
In G-Stomper Studio and G-Stomper Producer, the Tempo can be fully automated. This is useful for smooth transitions between Patterns with different BPM settings.

Note that Tempo/BPM Automation is disabled by default. If you want to automate the Tempo, you must first enable the feature in the Setup dialog.

Depending on the used App, navigating to the Setup dialog might be different.

G-Stomper Studio: On the Main Drum Machine, in the "Common" frame in the upper right corner.

G-Stomper Producer: In the Toolbar on top, on every screen.



Note:

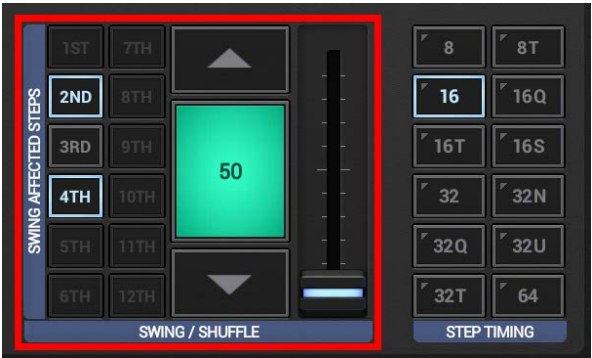
Tempo/BPM Automation is exclusive in G-Stomper Studio and G-Stomper Producer.

In G-Stomper Rhythm and G-Stomper VA-Beast (standalone), the Tempo cannot be automated.

6.2.5 Swing/Shuffle

The Swing Shuffle Controls are used to set the main Swing amount of the Sequencer as well as the Swing affected Steps.

Use the fader for rough adjustments and the Up/Down Arrows for fine tuning.



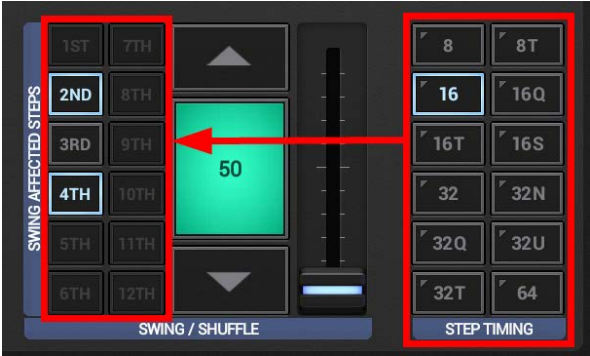
Use the Swing affected Step buttons to specify which Sequencer Steps you want to be affected by the Swing. That way you can create a Swing setup, which goes far beyond a simple shuffle.

(for further Details, see Chapter: Swing affected Steps)

6.2.5.1 Swing affected Steps

The Swing affected Steps allow you to customize the Swing Quantization.
By default (with Step Timing = 16th), every 2nd and 4th Step is affected by the Swing, which is in fact a classic Shuffle. You can turn the 2nd, 3rd, 4th Step ON/OFF to change the Swing affected Steps.

The available number of Swing affected Steps depends on the selected Step Timing.



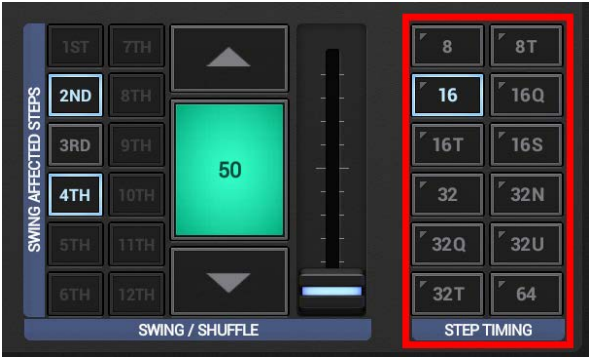
Step Timing	Number of Swing affected Steps
8	2nd
8T	2nd – 3rd
16	2nd – 4th
16Q	2nd – 5th
16T	2nd – 6th
16S	2nd – 7th
32	2nd – 8th
32N	2nd – 9th
32Q	2nd – 10th
32U	2nd – 11th
32T	2nd – 12th
64	2nd – 8th (duplicated on 9th – 16th)

Important Note for G-Stomper Studio only:

Even if the Swing configuration in G-Stomper Studio is globally set per Pattern, you can still enable/disable it independently per Track. To turn it ON/OFF, use the Track Menu (long press a Track Pad T[..] or VT[..]), or in case of the Drum Samplers use the quick access switch on the Drum Machine.

6.2.6 Step Timing

The Step Timing defines the Note value (duration) of each Step.

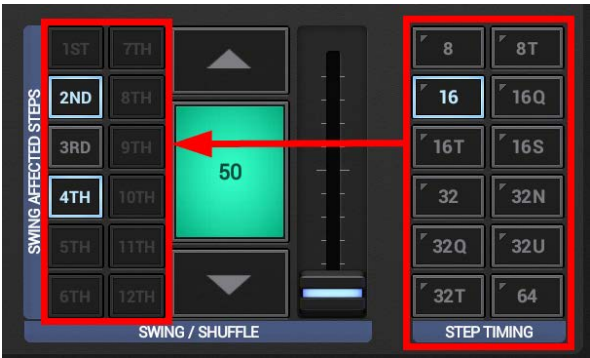


Step Timing Traditional Notation *	Step Timing Mathematical Notation *	Steps per Beat	1 Step Duration
8	8	2	8th Note
8T	12	3	12th Note = 8th Note Triplet
16	16	4	16th Note
16Q	20	5	20th Note = 16th Note Quintuplet
16T	24	6	24th Note = 16th Note Triplet
16S	28	7	28th Note = 16th Note Septuplet
32	32	8	32nd Note
32N	36	9	36th Note = 32nd Note Nonuplet
32Q	40	10	40th Note = 32nd Note Quintuplet
32U	44	11	44th Note = 32nd Note Undecuplet
32T	48	12	48th Note = 32nd Note Triplet
64	64	16	64th Note

* Depending on your personal preference, you can select whether the Step Timing selector shows the Traditional or Mathematical Notation as button labels. To toggle between Traditional and Mathematical, simply tap the blue 'Step Timing' label bar at the bottom of the selector, or swipe over the label bar from top to bottom.

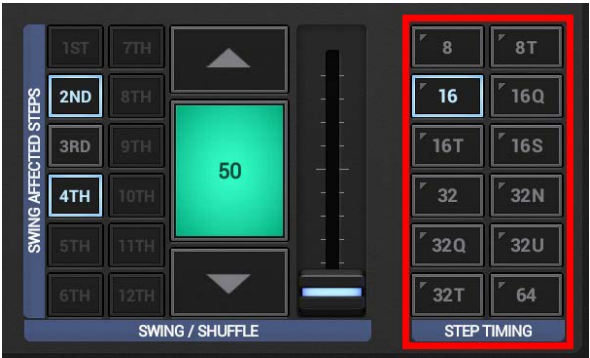
Both Traditional and Mathematical Notations are based on the number of steps per whole-note (i.e., number of steps per 4 beats). The Traditional Notation uses Tuplet initials to indicate beat divisions, e.g., T for Triplet, Q for Quintuplet, S for Septuplet, etc. The Mathematical Notation simply shows the number of steps per four beats without the use of Tuplets.

Note that changing the Step Timing automatically changes the available number of Swing affected Steps in the Swing Shuffle controls.



You can change the Step Timing in two ways, depending on your needs:

Short click: Change Step Timing (simple)



This simply changes the Step Timing, but keeps all the Sequencer Steps at their original position. This means that an existing Sequence will sound different after the change since the new Step Timing has a different Timing for the Steps.

Note:

When you change the Step Timing with a Short Click, then the number of Steps per Bar will be automatically set to the predefined default of the selected Step Timing.

Triplets (8T, 16T, 32T)	12 Steps per Bar
Quadruplets (8, 16, 32, 64)	16 Steps per Bar
Quintuplets (16Q, 32Q)	10 Steps per Bar
Septuplets (16S)	14 Steps per Bar
Nonuplets (32N)	9 Steps per Bar
Undecuplets (32U)	11 Steps per Bar

As a matter of course, you can always adjust the Steps per Bar manually to create asynchronous beats.

Long click: Change Step Timing + Auto-Rearrange Sequence



This changes the Step Timing and auto-rearranges the Sequence to the new Timing.

Please take note that an existing Sequence might (depending on various factors) not fit into the new Timing.

If you switch to a higher Timing (e.g. from 16 to 64) and your Pattern length is already at 8 Bars, then the rearranged Sequence would exceed the max Pattern length. In this case the exceeding parts will be cut off.

If you switch to a lower Timing (e.g. from 64 to 16), then there might be Steps which won't exist anymore in the new Timing since the lower Timing provides less Steps for the same time period. In this case these Steps will be dropped.

Note: Please take note that the Shuffle/Swing setup and the Auto Fill-In parameter of the main Drum Machine cannot be rearranged.

6.3 Measure

The Measure Controls are used to set the Steps per Bar and the Pattern Length in Bars.

All Parameters in the Measure section are generally per Pattern. But depending on the used App, a Pattern has a different context.

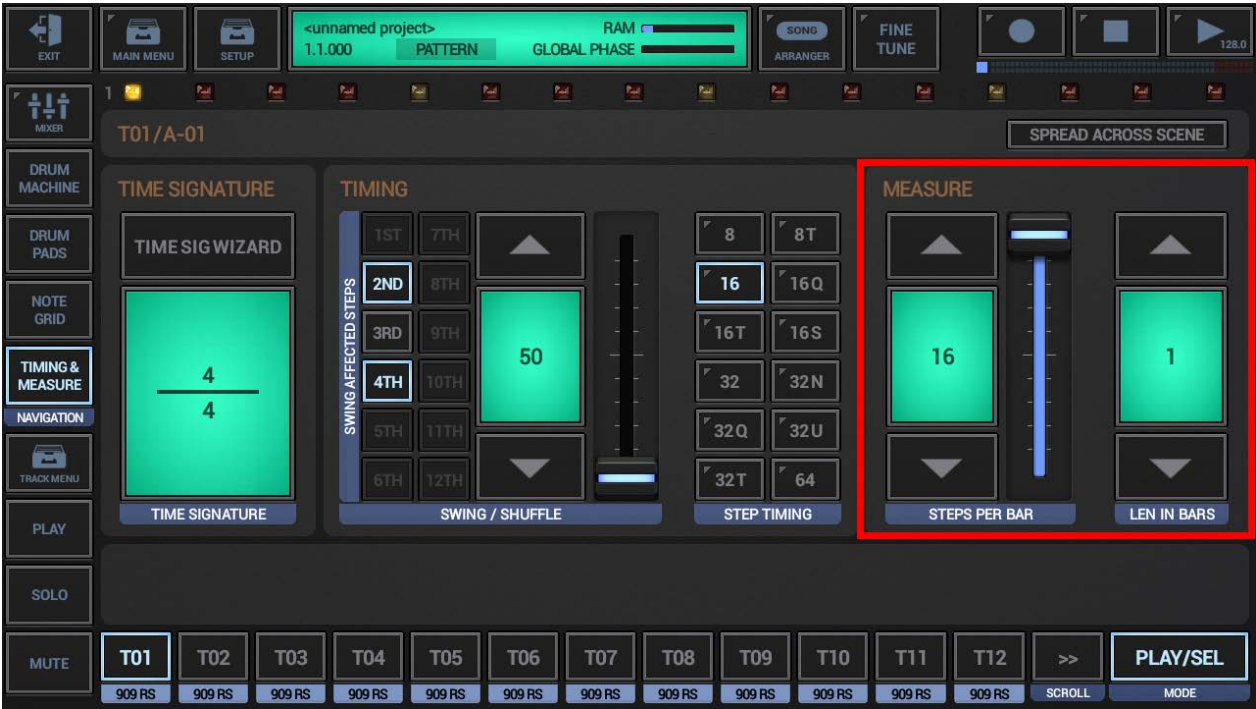
6.3.1 G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast

In G-Stomper Studio, G-Stomper Rhythm, and G-Stomper VA-Beast, a Pattern contains the complete musical setup, Drum Sampler Tracks, VA-Beast Synth Tracks, Send FX, and the complete Master Section incl. Sum FX. Therefore in these apps, the complete musical setup will always have one single measurement.



6.3.2 G-Stomper Producer

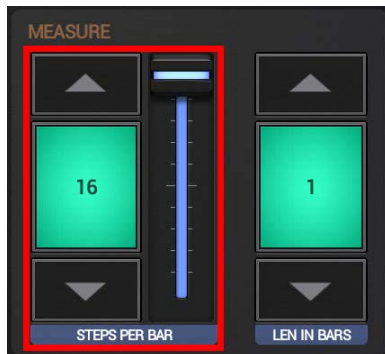
In G-Stomper Producer, a Pattern exists in a specific Track, e.g. a Drum Sampler Track, VA-Beast Synth Track, the Send FX Track, the Master Track, or the dedicated Tempo Track. In other words, each Track in G-Stomper Producer has its own Patterns, and therefore each Track can have its own, individual measurement.



6.3.3 Steps per Bar

Use these controls to set the length (in Steps) for each Bar in the Pattern. This allows you to create asynchronous beats of any length. If you set the Steps per Bar to 8 for example, then the Steps 9-16 on all Step Sequencer screens get disabled (greyed out).

Use the fader for rough adjustments and the Up/Down Arrows for fine tuning.



Note:

The Timing & Measure settings in G-Stomper allow for a great deal of flexibility. However, there are some cases where the definition of a 'Bar' is not consistent with the intended Time Signature.

The 'Step Timing' allows for a maximum of 16 steps per beat.

The 'Steps per Bar' allows for a maximum of 16 steps per bar.

The 'Length in Bars' allows for a maximum of 8 bars per pattern.

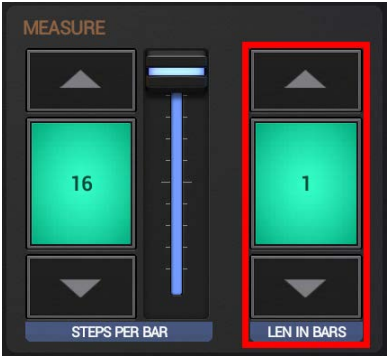
When the 'Step Timing' and intended Time Signature requires more than 16 Steps, then 'Steps per Bar' may actually refer to 'Steps per Beat' or even 'Steps per two Beats'.

In these cases, the 'Length in Bars' takes its definition of 'Bars' not from the intended Time Signature, but rather as defined by the 'Steps per Bar' setting. It basically means the number of pages/screens in the Pattern.

The maximum number of Steps per Pattern regardless of the Step Timing is 128.

6.3.4 Pattern Length in Bars

Use these controls set the Pattern length in Bars.



Use the UP/Down Arrows to set a value from 1 up to 8 Bars.

If you increase the length of an existing Pattern, then the existing Bars get automatically copied to the newly created Bars according to the following copy rule:

Bar 2	Copy of Bar 1
Bar 3	Copy of Bar 1
Bar 4	Copy of Bar 2
Bar 5	Copy of Bar 1
Bar 6	Copy of Bar 2
Bar 7	Copy of Bar 3
Bar 8	Copy of Bar 4

That way you'll never lose any already programmed variations, e.g. when changing the Pattern Length from 4 to 8 Bars.

Note:

The Timing & Measure settings in G-Stomper allow for a great deal of flexibility. However, there are some cases where the definition of a 'Bar' is not consistent with the intended Time Signature.

The 'Step Timing' allows for a maximum of 16 steps per beat.
 The 'Steps per Bar' allows for a maximum of 16 steps per bar.
 The 'Length in Bars' allows for a maximum of 8 bars per pattern.

When the 'Step Timing' and intended Time Signature requires more than 16 Steps, then 'Steps per Bar' may actually refer to 'Steps per Beat' or even 'Steps per two Beats'.

In these cases, the 'Length in Bars' takes its definition of 'Bars' not from the intended Time Signature, but rather as defined by the 'Steps per Bar' setting. It basically means the number of pages/screens in the Pattern.

The maximum number of Steps per Pattern regardless of the Step Timing is 128.

6.4 Time Signatures

The Time Signature is a notational convention used in Western musical notation to specify how many beats are to be contained in each musical measure and which note value is equivalent to one beat.

A Time Signature is a set of two numbers, one on top of the other one, written right after the Key Signature in a piece of music. The two numbers in a Time Signature tell you how many of one kind of note there are in each measure in the song.



The Numerator (the upper number in the Time Signature):

Tells you how many of a certain kind of note there are in each measure.

The Denominator (the lower number in the Time Signature):

Tells you what kind of note is used a certain number of times in each measure.

For example, 4/4 means that there are 4 beats in each measure while one beat lasts one quarter note, and a 3/4 means that there are 3 beats in each measure while one beat lasts one quarter note.

That sounds quite simple in theory. But in reality, it is a bit more complicated, as Time Signatures are much more than just their technical specification. The meaning of a specific Time Signature is often a combination of tradition, common usage, and the technical specification.

The probably best known special cases are 3/8, 6/8, 9/8, and 12/8.

Following the specification, 12/8 would mean that there are 12 beats in each measure and one beat lasts one eighth note. And in fact, there are some rare cases where this is true. But most of the time, a 12/8 means actually that there are 4 beats per measure and one beat lasts one dotted-quarter note (or 3 eighth notes). Therefore a 12/8 can also be called a 4/4 with Triplet feeling.

Read more about Time Signatures at: https://en.wikipedia.org/wiki/Time_signature

6.4.1 Time Signature Display

Setting up a Pattern with a specific Time Signature in one of the G-Stomper apps is always a combination of the following settings in the Timing & Measure section:

- **Step Timing**
The Note value (duration) of each Step
- **Steps per Bar**
The Number of Steps per Bar
- **Length in Bars**
The Number of Bars in this Pattern

You can either set these values manually (see Chapters: Step Timing, Steps per Bar, Pattern Length in Bars), or you can use the Time Signature Wizard to choose one of the predefined musical Time Signatures (see Chapter: The Time Signature Wizard).

The Time Signature display always shows the musical Time Signature that corresponds with the Step Timing, the Steps per Bar, and the Length in Bars. To show you the Time Signature interpretation that makes the most sense, it uses a combination of tradition, common usage, and the technical specification.

Depending on the used app, the Timing & Measure UI might appear slightly different.

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



6.4.1.2 G-Stomper Producer



6.4.2 The Time Signature Wizard

Finding the right settings for Step Timing, Steps per Bar, and Length in Bars might be tricky in some situations, e.g. if you want to create Patterns of a specific musical Time Signature.

The Time Signature Wizard offers a number of predefined musical Time Signatures (such as 3/4, 5/4, 12/8, etc.) to choose from. All you have to do is to select a Time Signature, and the Wizard automatically assigns the correct settings for you.



Note: The Time Signature Wizard is designed to setup new, empty Patterns. If you use the Wizard to change the Time Signature of an existing Pattern, then the sequence might sound different after the change. There is no guarantee that an existing sequence will sound the same or that it will fit in the measures of the new Time Signature.

6.4.3 Even Time Signatures

Here's a quick overview how to setup a number of even Time Signatures manually.

On the Timing & Measure screen, set the following values for...

6.4.3.1 2/4

Step Timing = 16
Steps per Bar = 8
Length in Bars = 1
Beats at Step = 1, 5

6.4.3.2 4/4

Step Timing = 16
Steps per Bar = 16
Length in Bars = 1
Beats at Step = 1, 5, 9, 13

6.4.3.3 6/8 (2/4T)

Step Timing = 8T (12)
Steps per Bar = 6
Length in Bars = 1
Beats at Step = 1, 4

6.4.3.4 12/8 (4/4T)

Step Timing = 8T (12)
Steps per Bar = 12
Length in Bars = 1
Beats at Step = 1, 4, 7, 10

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6.4.4 Odd Time Signatures

Here's a quick overview how to setup a number odd Time Signatures manually.

On the Timing & Measure screen, set the following values for...

6.4.4.1 1/4

Step Timing = 16
Steps per Bar = 4
Length in Bars = 1
Beat at Step = 1

6.4.4.2 3/4

Step Timing = 16
Steps per Bar = 12
Length in Bars = 1
Beats at Step = 1, 5, 9

6.4.4.3 3/8 (1/4T)

Step Timing = 8T (12)
Steps per Bar = 3
Length in Bars = 1
Beat at Step = 1

6.4.4.4 9/8 (3/4T)

Step Timing = 8T (12)
Steps per Bar = 9
Length in Bars = 1
Beats at Step = 1, 4, 7

6.4.4.5 5/4

Step Timing = 16
Steps per Bar = 4
Length in Bars = 5
Beats at Step = 1 (at all bars)

6.4.4.6 7/4

Step Timing = 16
Steps per Bar = 4
Length in Bars = 7
Beats at Step = 1 (at all bars)

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6.4.4.7 3.5/4

Step Timing = 16

Steps per Bar = 14

Length in Bars = 1

Beats at Step = 1, 5, 9, 13

6.4.4.8 5/8

Step Timing = 16

Steps per Bar = 10

Length in Bars = 1

Beats at Step = 1, 5, (9 optional)

6.4.4.9 7/8

Step Timing = 16

Steps per Bar = 14

Length in Bars = 1

Beats at Step = 1, 5, 9, (13 optional)

6.4.5 Polyrhythms

A Polyrhythm is the simultaneous use of two or more conflicting rhythms with different Time Signatures.

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

Since G-Stomper cannot have multiple Timing/Measure settings in one pattern, creating Polyrhythms might be tricky, but can be done with some tricks. However, if Polyrhythms are essential for you, then you should take a look at G-Stomper Producer, which specially designed to create Polyrhythms easily.

Mixing Triplets and Quadruplets:

Time Signature = 16T (or 32T for higher granularity)

Steps per Bar = 12

Length in Bars = 2 (or higher)

While using Step 1 and 7 for beats, ...

... use 1, 3, 5, 7, 9, 11 for Triplets, ...



... and 1, 4, 7, 10 for Quadruplets.



Note:

You can also create the triplet beat, then bounce it as audio, and then switch over to quadruplet and program the quadruplets (while the triplets remain in the bounced audio). But with this method you'll lose the ability to change the tempo, as a bounced track is a fixed audio loop, and no longer a trigger sequence.

6.4.5.2 G-Stomper Producer

In G-Stomper Producer, each Track can have its own individual Timing/Measure settings. In other words, you can create Polyrhythms easily by simply setting different Time Signatures per Track.

Simply show up the Timing & Measure section of a particular track by pressing the "Timing" button in one of the Mixer channels, e.g. T01.



Now choose a Time Signature for T01 (e.g. 4/4).



Then select another Track and choose another Time Signature (e.g., 9/8).



6.5 Tempo- & Beat-Matcher (G-Stomper Studio, G-Stomper Rhythm, VA-Beast)

The Tempo- & Beat Matcher is a powerful tool to synchronize the G-Stomper Applications with any playing Music from any equipment; in the same way DJ's match the beats from two turntables using a DJ Mixer and Headphones. It is typically used in a live situation when it's not possible to use Ableton Link or any other automatic synchronisation system.

All settings in the Tempo- & Beat-Matcher are global, which means they're applied to the Sequencer rather than the Pattern. Everything you do in this section is only temporary and not saved anywhere.



To bring your G-Stomper Beat in sync with Track from a Turntable, Radio, CD, or from anywhere else, do as followed:

1. Plug in Headphones to your Mobile device (where G-Stomper is running) and put the Headphones on so that one of your ears is free to hear the Music coming from a CD Player for example (from the regular speakers, NOT from the Android device), and the other ear is covered by the Headphones, so that you can hear the G-Stomper Beat at the same time.
2. Use the Tap Button to tap the rough Tempo in. As longer you tap to the beat from the CD as more accurate is the tapped Tempo.
3. If the G-Stomper Beat is not running already, press play to start it, and if you start it try to match the "1st Bar" of the Music coming from the CD Player. As more accurate you match it as less you adjustments you have to do later.
4. Now give the Tempo some pushes up- or downwards (using the BPM Nudge) to bring the G-Stomper Tempo in sync with the Music from the CD Player. And while you do so, use the BPM Pitch to fine adjust the Tempo. By default, the range of the BPM Pitch Fader is +/-15bpm, you can adjust the range using the Pitch Range fader.
5. Once you matched the Tempo, it might be that the 1st Bar of the G-Stomper beat does not match the 1st Bar of the Music from the CD Player, even if it's at the same Tempo. In this case use the Skip Controls to jump one Beat/Bar barward or forward until 1st Bar of the G-Stomper beat is in sync with the 1st Bar of the Music from the CD Player.