

# ~~G-Stomper Studio~~

# ~~G-Stomper Rhythm~~

# ~~G-Stomper VA-Beast~~

# G-Stomper Producer

## User Manual

App Version: 1.0.2  
 Date: 11/10/2019  
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### Important Note:

The Track Pattern Sets & Scene Set features (in this form) are exclusively available in G-Stomper Producer. These are not available in G-Stomper Studio, G-Stomper Rhythm, and G-Stomper VA-Beast (standalone).

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## 16 Track Pattern Sets & Scene Set

This Chapter explains what Track Patterns and Scenes are, and how to use the Track Pattern Sets and Scene Sets in G-Stomper Producer.



### 16.1 Pattern/Song Operation

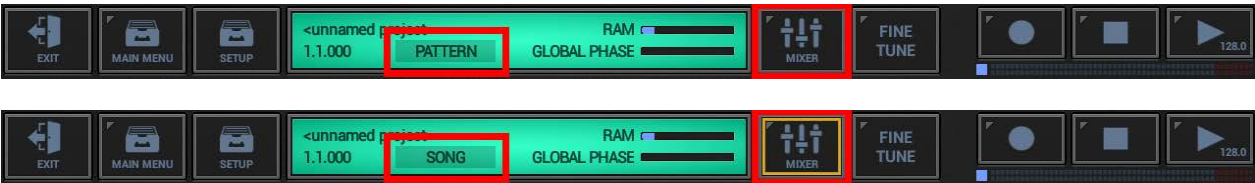
G-Stomper Producer has two main Operation Modes:

- **Pattern Operation** for live usage.  
In this mode you have the full control over the structure of your musical session. This means, you initiate all structural changes (such as Track Pattern Changes and Scene Changes) manually.
- **Song Operation** for Song creation/composition and playback.  
In this mode the Song Arranger controls the structure of your musical composition. As a matter of course, it is still you who create your composition using the Graphical Multi-Track Song Arranger. But the actual Track Pattern Changes and Scene Changes will be done by the Song Arranger during playback, based on your composition.

You can toggle between Pattern and Song Operation either by short clicking the Pattern/Song section in the green Project Info display or by long pressing the “Song Arranger” button.



While on using the Graphical Song Arranger, the “Song Arranger” Button turns into “Mixer”. Also in this state, you can toggle between Pattern and Song Operation either by short clicking the Pattern/Song section in the green Project Info display or by long pressing the “Mixer” button.



In this chapter we focus on the Pattern Operation.

16.2 Global Quantum

16.2.1 What is the Global Quantum?

G-Stomper Producer comes with a dedicated Pattern Sequencer per Track, each with a set of 64 Track Patterns, and each Track Pattern with independent size and time signature.

That way you can for example mix a 4/4 Kick Drum Pattern with a triplet Open Hi-Hat at 5/8 Pattern and a 3/16 Closed Hi-Hat Pattern. All of these Patterns (can) have a different time signature, size, and swing configuration.

All Track Patterns and their individual timings are kept in sync by the Global Sequencer. The Global Sequencer has its own global timing, specified in beats per cycle. This is what we call the “Global Quantum”.

The current position of the Global Sequencer within a Global Quantum cycle is called the “Global Phase”. It is reflected by the Global Phase progress bar in the Project Info Display in the toolbar on top.

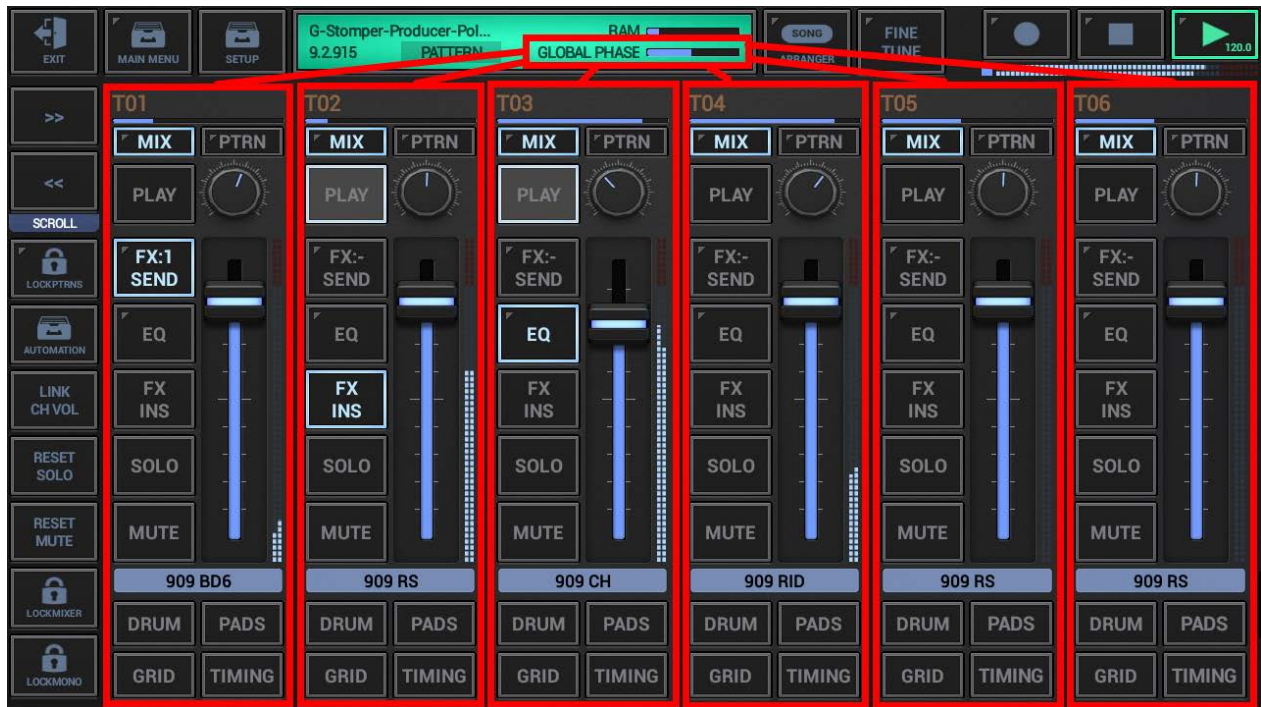


### 16.2.2 What is the Global Quantum (mainly) used for?

Even though the Global Quantum is used in many situations, there are two primary uses cases, Track Sequencer Synchronization and Ableton Link Synchronization.

#### 16.2.2.1 Track Sequencer Synchronization

The Global Sequencer uses the Global Quantum (the beats per cycle) to keep all Track Sequencers in sync with the global timing.



The Global Sequencer synchronizes musical beat, tempo, phase, and start/stop commands across all Track Sequencers, independent from the particular Track Patterns time signatures and measures.

While the Global Sequencer is running, you can stop or start every Track Sequencer independently while always staying in time.

You can schedule Scene Changes (switch all Patterns at once) at the end of a Global Quantum cycle, independent from the particular Track Pattern time signatures and measures.



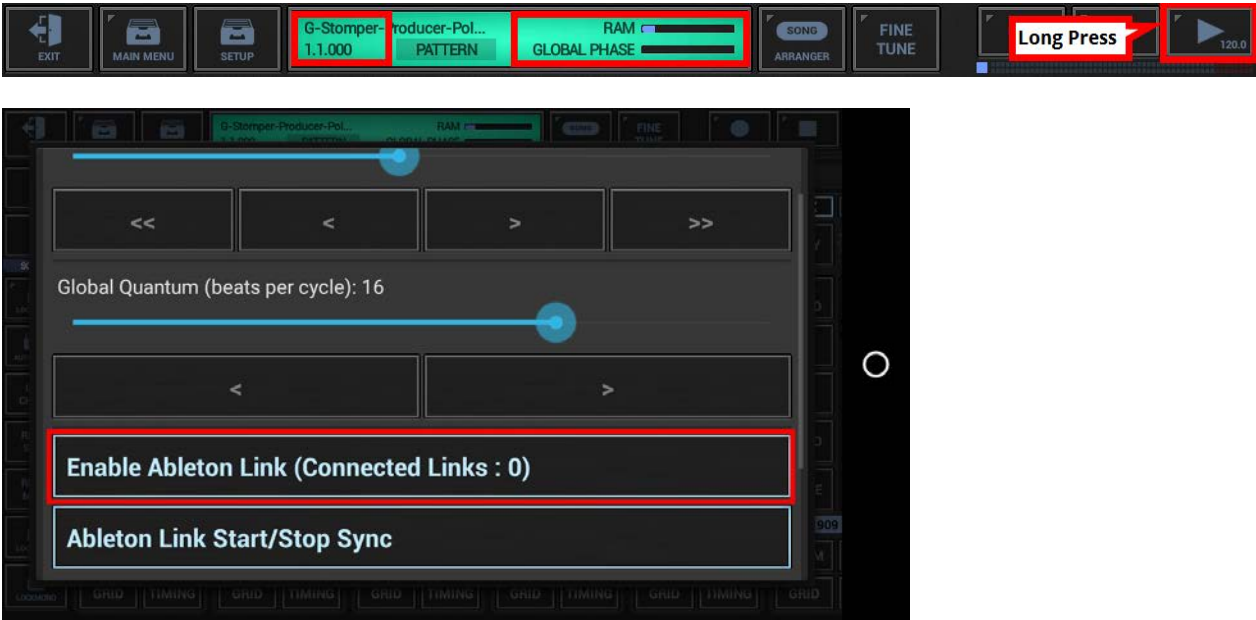
**16.2.2.2 Ableton Link Synchronization**

If you join an Ableton Link Session, then the Global Quantum (the beats per cycle) is used as loop cycle measure to be synchronized with the Ableton Link Session.

Ableton Link is a technology that synchronizes musical beat, tempo, phase, and start/stop commands across multiple Link-enabled applications running on one or more devices. Applications on devices connected to the a local (wireless) network discover each other automatically and form a musical session in which each participant can perform independently: anyone can start or stop while still staying in time. Anyone can change the tempo, the others will follow. Anyone can join or leave without disrupting the session.

Ableton Link can be enabled in the Global Sequencer settings.

To show up the Global Sequencer settings, either short click the red marked areas in the Project Info Display, or long press the Play button.

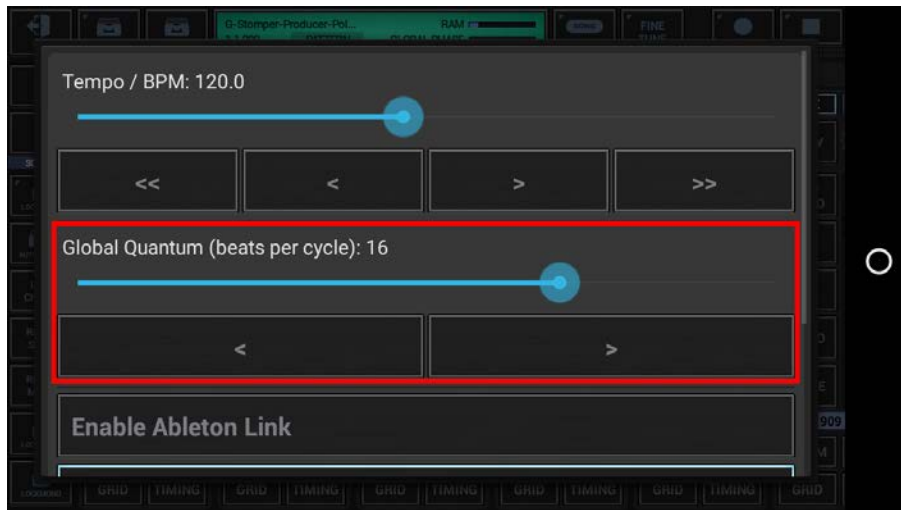


(for further details about Ableton Link, see Chapter: Ableton Link)

### 16.2.3 How to change the Global Quantum?

The Global Quantum can be changed in the Global Sequencer settings.

To show up the Global Sequencer settings, either short click the red marked areas in the Project Info Display, or long press the Play button.



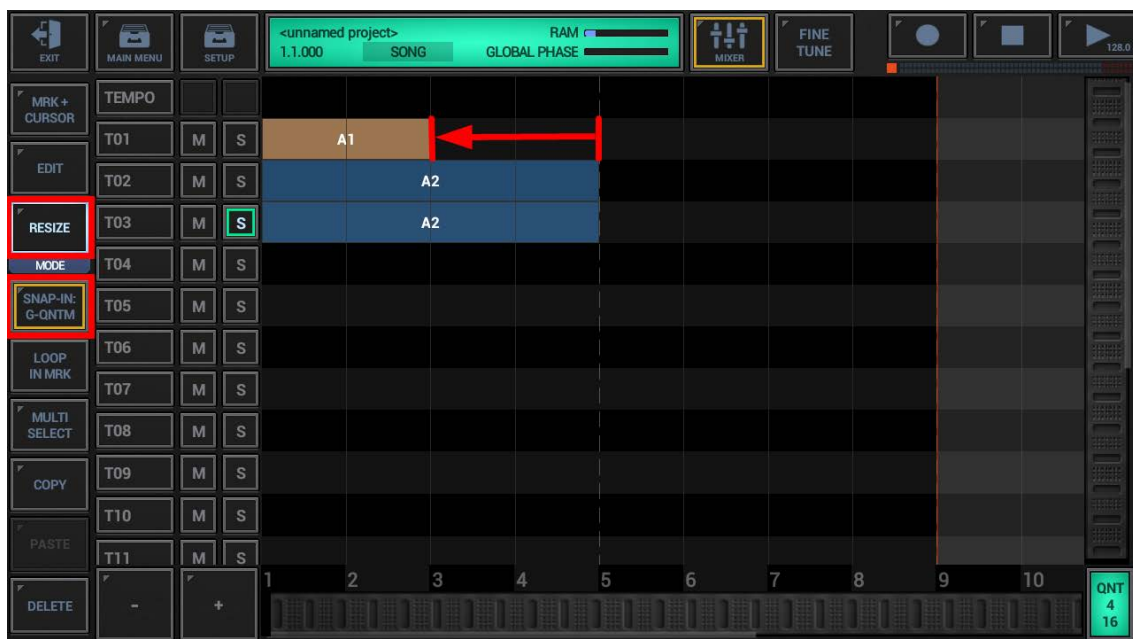
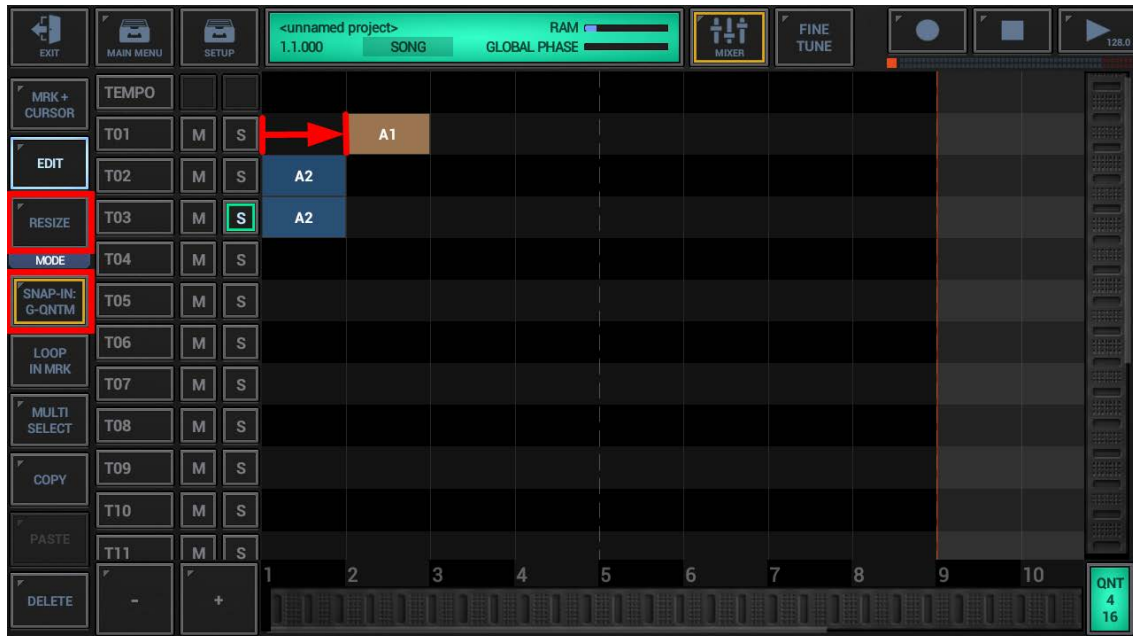
The Global Quantum is set in beats per cycle and can have one of the following values:

1/4, 1/3, 1/2, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 18, 20, 22, 24, 26, 28, 30, 32



### 16.2.4 What is the Global Quantum used for in the Song Arranger?

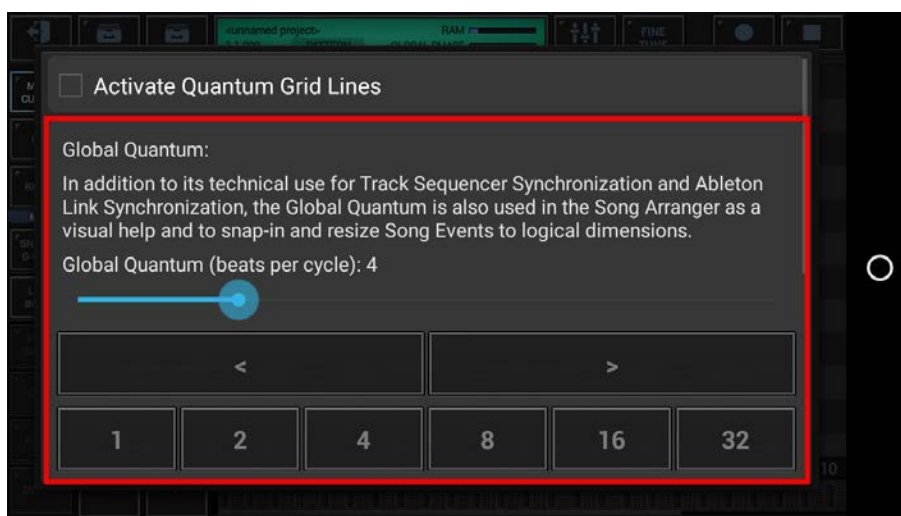
In addition to its technical use for Track Sequencer Synchronization and Ableton Link Synchronization, the Global Quantum is also used in the Song Arranger as a visual help and to snap-in and resize Song Events to logical dimensions.



(for further details, see Chapter: Graphical Multi-Track Song Arranger)

### 16.2.5 How to change the Global Quantum in the Song Arranger?

To change the Global Quantum in the Song Arranger, simply click Quantum Display in the lower right corner of the Song Arranger to show up the Quantum settings.



The Global Quantum is set in beats per cycle and can have one of the following values:

1/4, 1/3, 1/2, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 18, 20, 22, 24, 26, 28, 30, 32

Note that the Quantum Settings provides quick access buttons for the most common values:

1, 2, 4, 8, 16, 32

(for further details, see Chapter: Graphical Multi-Track Song Arranger)

### 16.3 Track Pattern Set

Each Track in G-Stomper Producer provides its own, individual Pattern Sequencer and Pattern Set.

A Track Pattern Set is a set of up to 64 Patterns of one particular Track. Those Track Patterns are bound to a specific audio module instance, which can be a Drum Sampler, a VA-Beast Synth, the Send FX rack, the Master section, or the Tempo Track.

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

This means in other words, each Track Pattern in each Track Pattern Set can have its own, individual timing, which makes the creation of real poly-rhythms easier than ever before.

Each Pattern in a Track 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).

**Note:** While the Global Sequencer is running, you can stop and start each individual Track Sequencer by tapping the currently active Pattern Slot (see Chapter: Stop/Start a particular Track Pattern).

### 16.3.1 Show/Hide Track Pattern Set(s)

To switch between Channel Strip and Pattern Set of one particular Track, simply press the MIX or PTRN button on top of the Mixer Channel.



To switch all Tracks at once, long press MIX or PTRN instead.





### 16.3.2 Track Patterns

Track Patterns are the smallest building elements in G-Stomper Producer.

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)



A Track Pattern is always bound to a particular Track in the G-Stomper Producer Mixer, resp. to a specific audio module instance (e.g., a Drum Sampler Track)



The inner structure of a Track Pattern (its actual content) depends on the associated Track, resp. the underlying audio module instance:

- Drum Sampler
  - Sampler Presets
  - Mixer Channel, EQ, Insert FX
  - Main Sequence
  - Automations
  - Timing & Measure
- VA-Beast Synthesizer
  - VA-Beast Synthesizer Presets
  - Mixer Channel, EQ, Insert FX
  - Main Sequence
  - Automations
  - Timing & Measure
- Send FX
  - Automations
  - Timing & Measure
- Master
  - Mixer Channel, EQ, Insert FX
  - Automations
  - Timing & Measure
- Tempo
  - Automations
  - Timing & Measure

**Conclusion:**

Track Patterns are Loop Sequences which can (depending on the associated Track) contain Triggers, Notes, Automations and Sound Presets, FX Presets, and so on.

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



## 16.4 Track Pattern Slots & Banks



A Track 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.



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 the Detail Pages of the associated Track.

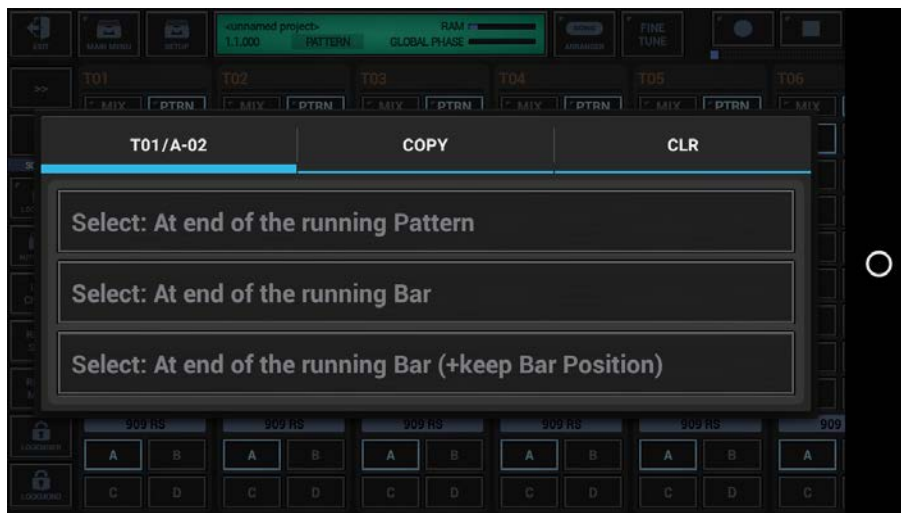
## 16.5 Track Pattern Slot Menu

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



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

### 16.5.1 <Track-ID>/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)

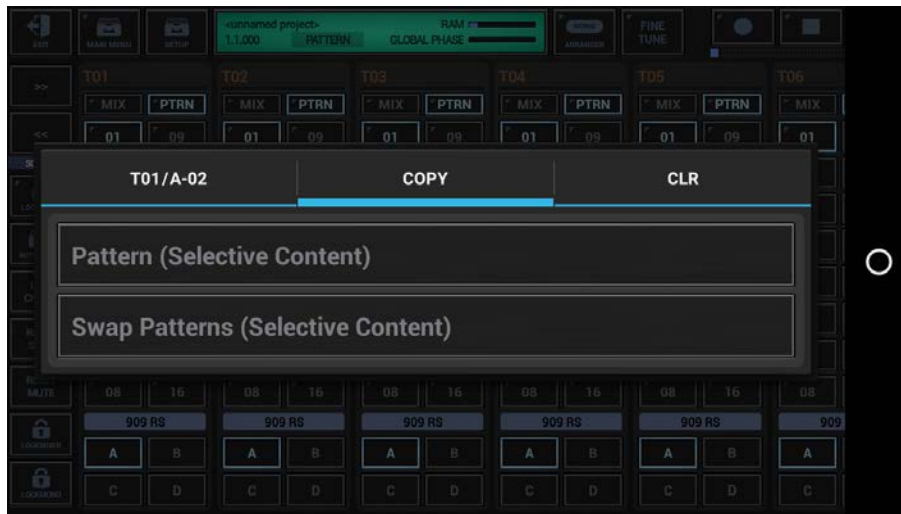
**Select: At end of the running Bar (+keep Bar Position):**

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)

### 16.5.2 Copy

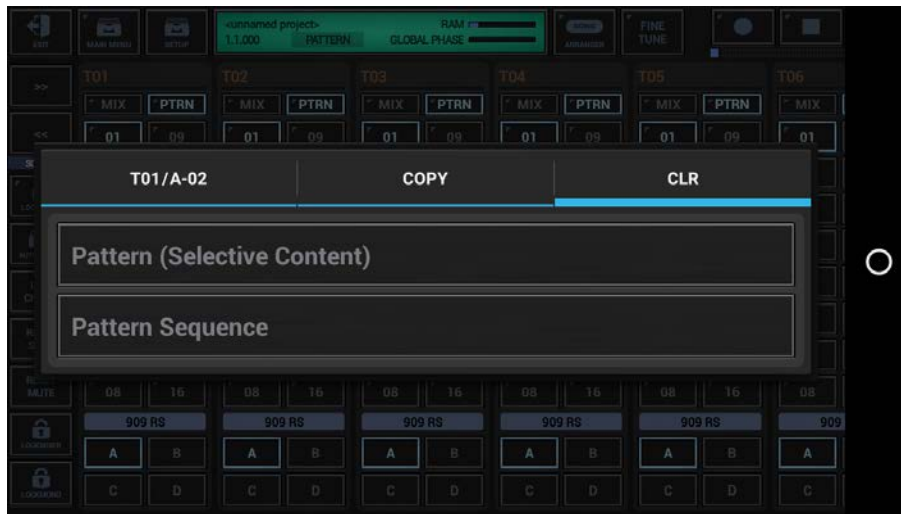
**Copy Pattern (Selective Content):**

Copy the complete Pattern or selective Content (multiple choice) from one Slot to ..  
.. a Pattern of your choice (which can be in the same or in another compatible Track)  
.. 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

### 16.5.3 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, if any (e.g., Samples incl. Settings, Synthesizer Presets).

## 16.6 Live Track Pattern Arranger

The Live Track Pattern Arranger is used to switch between the different Track Patterns or to stop or start a particular Track Pattern while the Global Sequencer is running.

A switch from one Track Pattern to another one is called a “Pattern Change”.

A Pattern Change occurs when you...

- tap one of the Pattern Slots
- load a Scene or a Project from your storage
- copy a Pattern from one Pattern Slot to another one (within the same or in another Track)
- swap a Pattern Slot with another one (within the same or in another Track)

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



### 16.6.1 Stop/Start a particular Track Pattern

In order to stop or start a particular Track Pattern, the Global Sequencer must be running.



To stop the running Track Pattern, simply tap the active Track Pattern Slot. The running Track Pattern will stop immediately. The Track Number in the center of the button will no longer be highlighted to indicate that the Track Pattern is stopped.



To start a stopped Track Pattern, simply tap the active Track Pattern Slot. A Track Pattern Start in G-Stomper Producer is always quantized, which means it will be scheduled to the end of the running Global Quantum Cycle. The “scheduled” state is indicated by the flashing Track Pattern Slot.



As soon as the Global Quantum Cycle ends, the scheduled Track Pattern starts and fits perfectly into the beat.



### 16.6.2 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 selecting a Scene or when loading Scenes or Projects) are always either Beat-Safe or Quantum-Safe (see Chapter: Quantum-Safe Scene Changes).

### 16.6.3 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-[..])

### 16.6.4 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.

Long Press "Lock Patterns" to enable the Pattern Change Chain Mode. The yellow border indicates that it is enabled.



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.





### 16.6.6 Quick Track Pattern Set Navigator

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

It is attached as a secondary (long press) action to the Mixer button in the sidebar while in the detail pages of a particular instrument or module.



**Long Press the Mixer button in the sidebar:** Opens the Quick Track Pattern Set Navigator



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

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

## 16.7 Scene Set

In addition to the Track Pattern Sets, G-Stomper Producer provides a Scene Set with up to 64 Scenes. Each Scene references the Track Patterns of a specific Track Pattern Slot in every Track.

More specifically, if you select the Scene A-01, then you actually select the Track Pattern A-01 in all existing Tracks. That is, all Drum Sampler Tracks, all VA-Beast Synth Tracks, the Send FX Track, the Master Track, and the Tempo Track.

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



To switch between the different Scenes, simply click one of the Scene Slots. This action is called a "Scene Change".

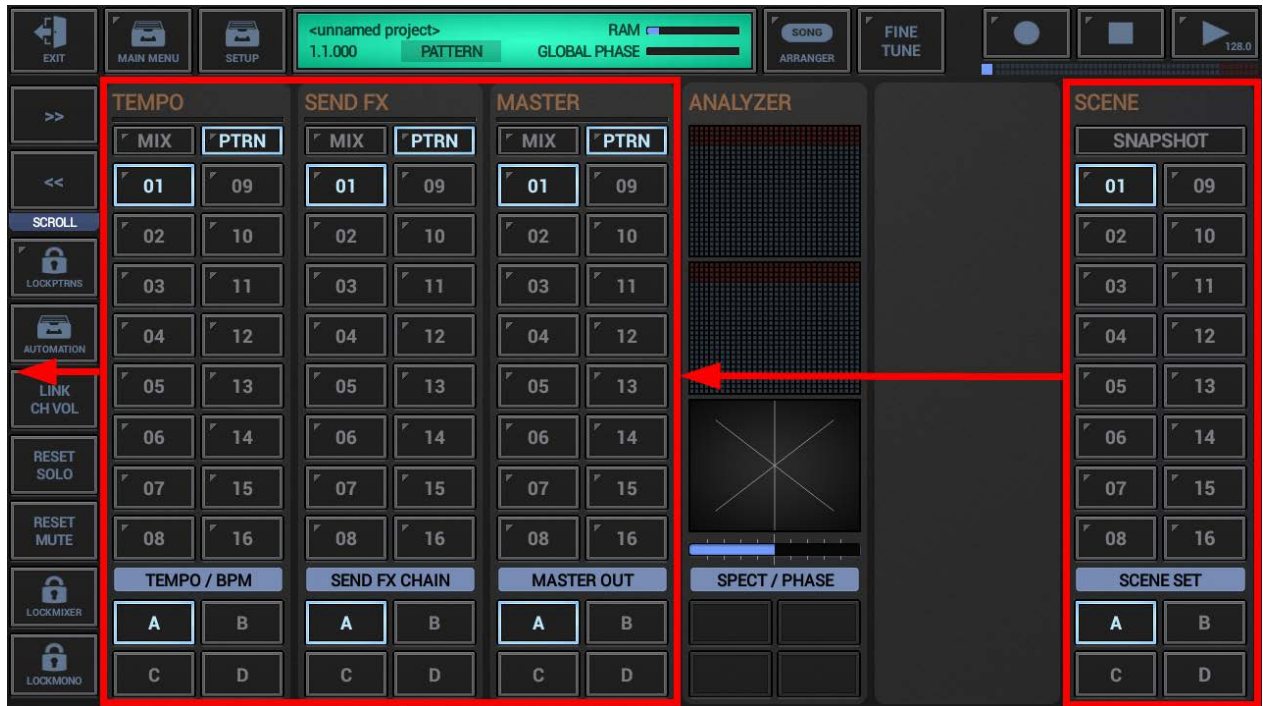
**Note:** If you do Scene Changes while the Sequencer is running, then the particular Track Pattern Changes will actually be scheduled, either per Track to the end of its currently running Pattern (see Chapter: Beat-Safe Scene Changes), or to the end of the currently running Global Quantum Cycle (see Chapter: Quantum-Safe Scene Changes), depending on your preferred default setting (see Chapter: Scene Slot Menu / A|B|C|D-[.].).

## 16.8 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 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:

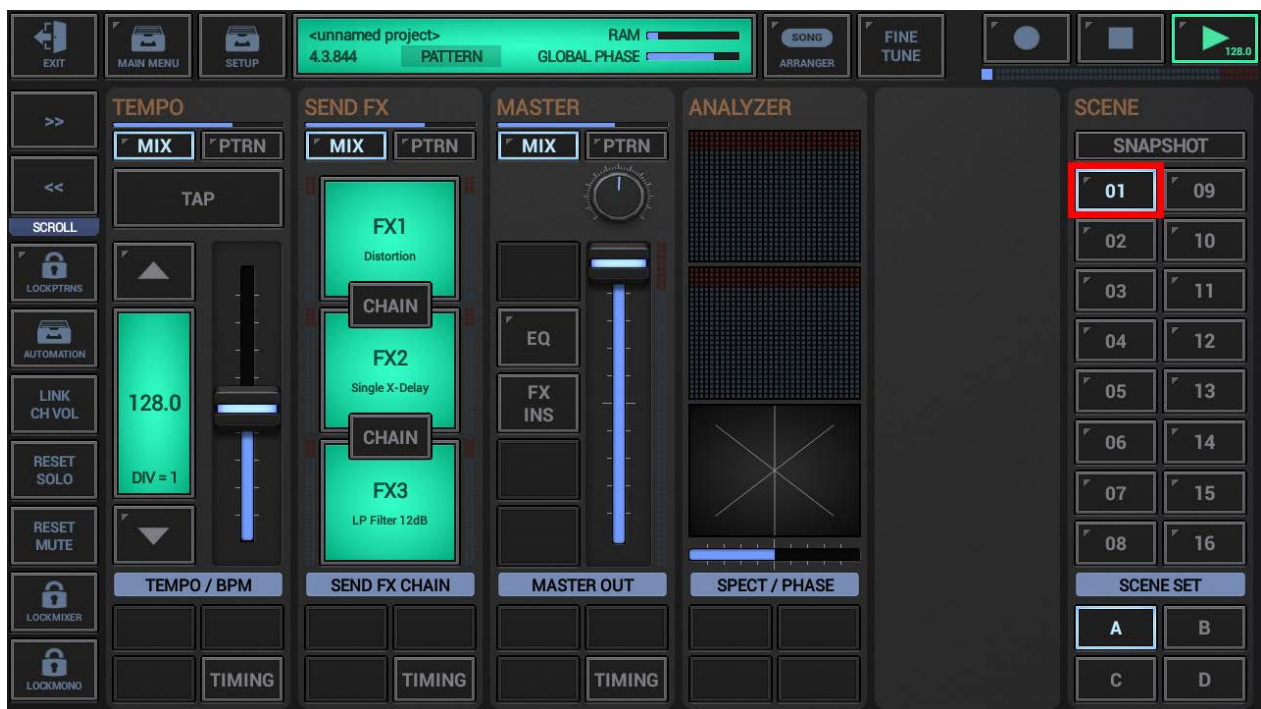
You can actually see a G-Stomper Producer Scene as something similar to a G-Stomper Studio Pattern, just with totally loosely coupled and independent tracks, each running in an independent Track Sequencer with an independent timing.



## 16.9 Scene Slots & Banks



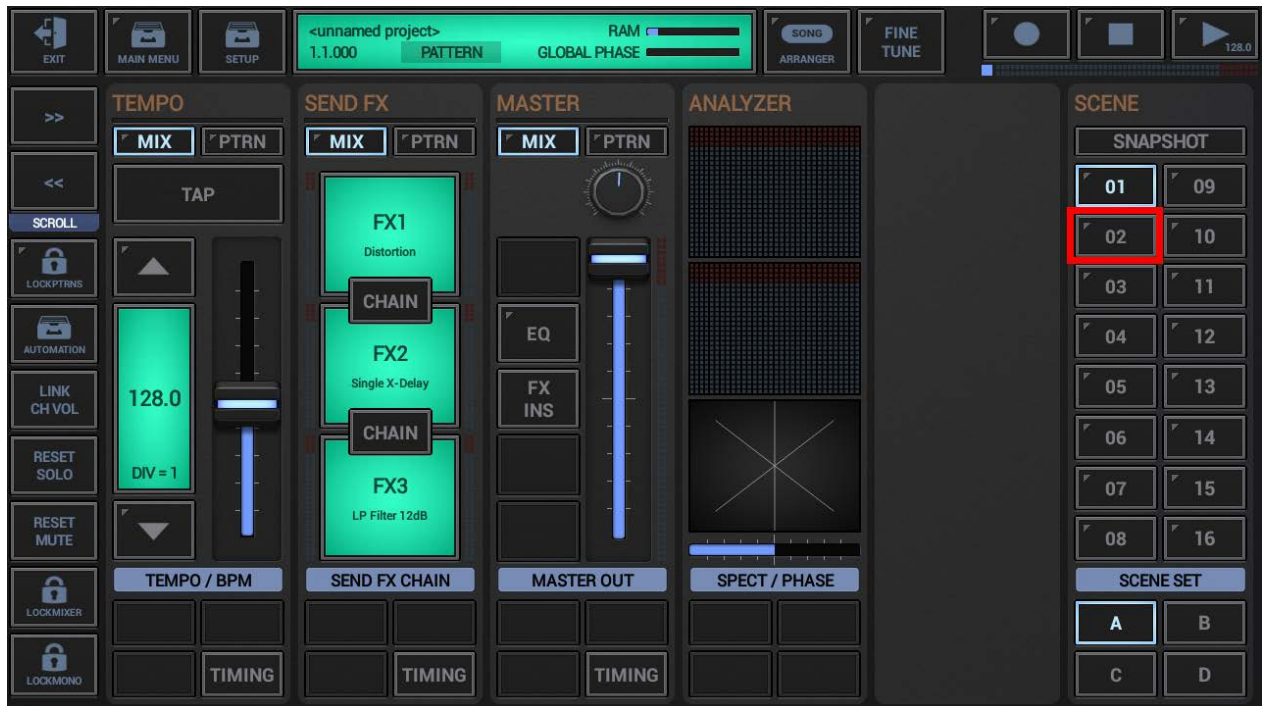
A Scene Set can contain max 64 Scenes (4 banks of 16), which can be switched by tapping one of the 16 Scene slot buttons. To switch between the banks click on A, B, C or D.



The highlighted (or selected) Scene Slot tells you which Scene is currently active. A highlighted Scene Slot will only exist, if the selected Patterns in the particular Track Pattern Sets are unambiguous. Scene A-01 for example is only highlighted, if the Track Pattern A-01 is selected in all Track Pattern Sets.

## 16.10 Scene Slot Menu

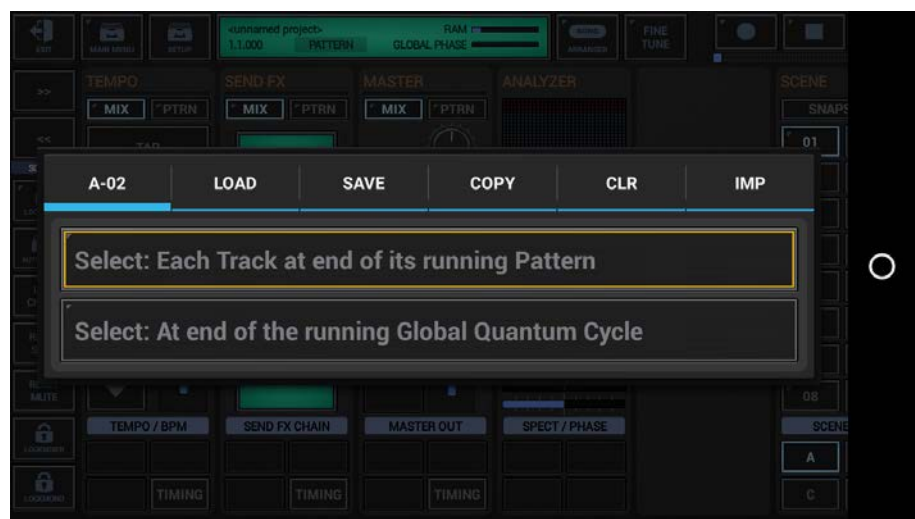
The Scene Slot Menu provides all operations for a particular Scene Slot.



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



**16.10.1 A|B|C|D[...]**



**Select: Each Track at end of its running Pattern:**

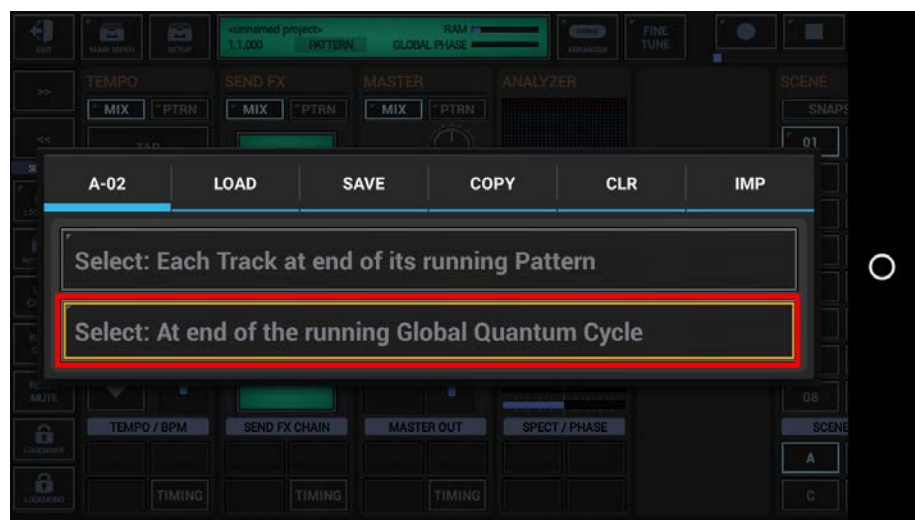
Running Sequencer: Schedules each Track Pattern Change at the end of the running Track Pattern  
Stopped Sequencer: Executes each Track Pattern Change immediately  
(see Chapter: Beat-Safe Scene Changes)

**Select: At end of the running Global Quantum Cycle:**

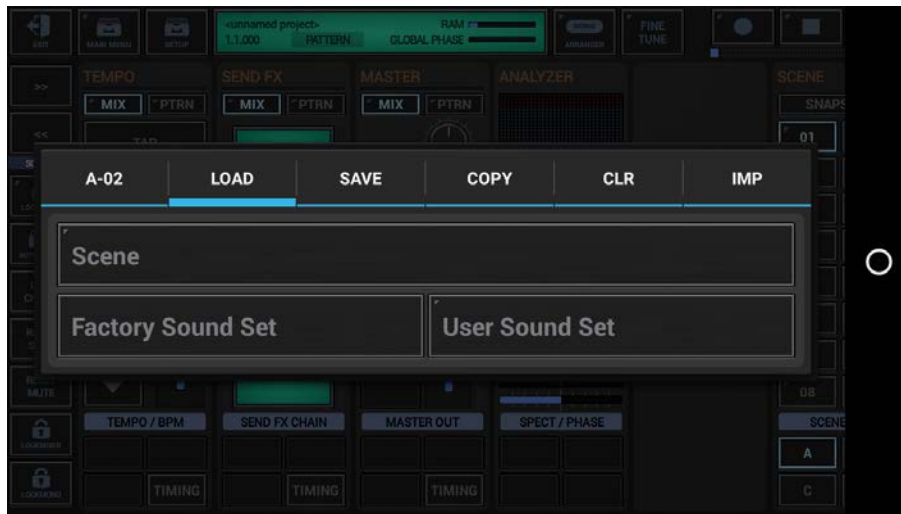
Running Sequencer: Schedules each Track Pattern Change at the end of the running Global Quantum Cycle  
Stopped Sequencer: Executes each Track Pattern Change immediately  
(see Chapter: Quantum-Safe Scene Changes)

**Note:**

The yellow border on one of the menu buttons indicates that this action is used by default when you just short click a Scene Slot in normal operation (without the menu).  
Long press one of the menu buttons to use that particular action as default (when tapping a Scene Slot).



### 16.10.2 Load

**Load Scene:**

Load an existing Scene into the selected Scene

**Load Factory Sound Set:**

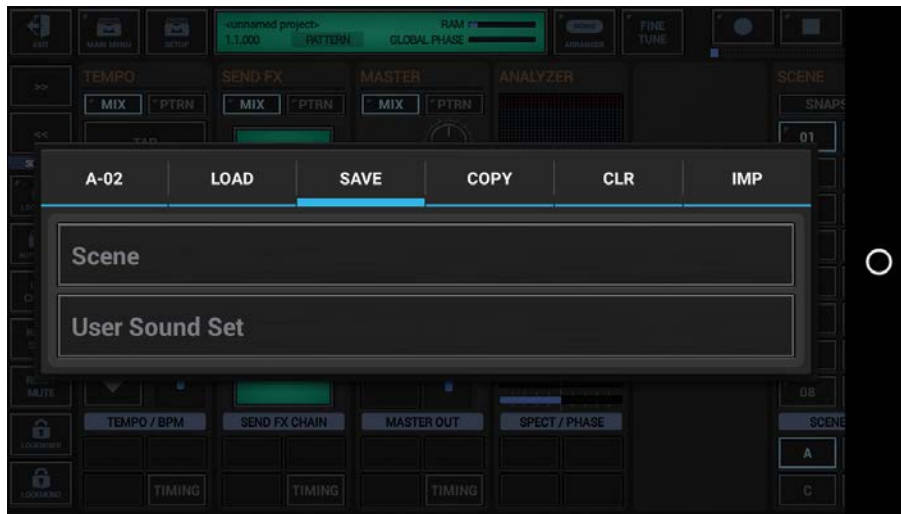
Load a Sound Set provided by the G-Stomper app into the selected Scene

**Load User Sound Set:**

Load one of your own Sound Sets into the selected Scene.

To load a Sound Set provided by an Add-On Pack, long press "User Sound Set" (see Chapter: Add-On Packs for further details)

### 16.10.3 Save

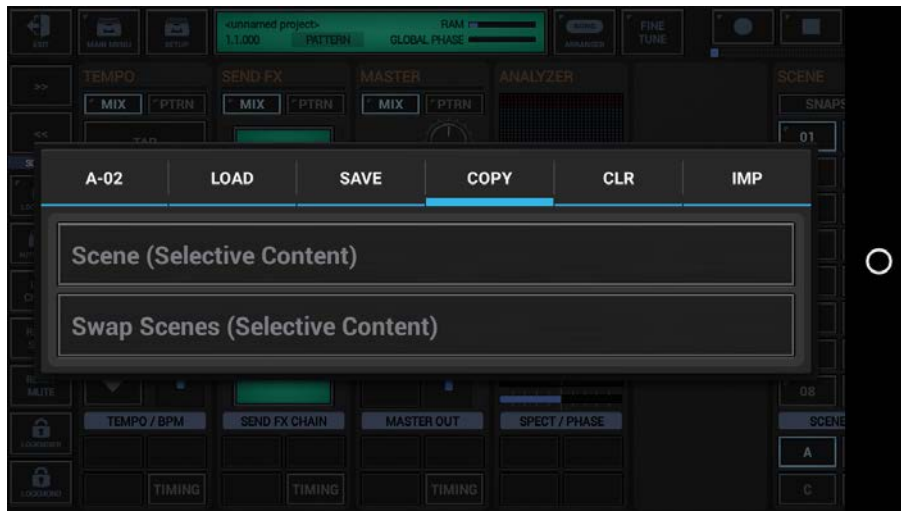
**Save Scene:**

Save the selected Scene

**Save User Sound Set:**

Save the Sound Set of the selected Scene

#### 16.10.4 Copy

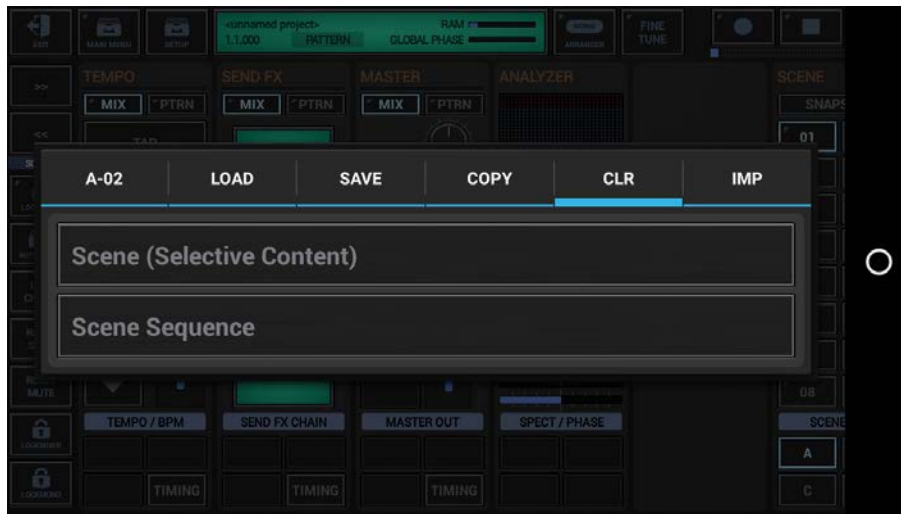
**Copy Scene (Selective Content):**

Copy the complete Scene or selective Content (multiple choice) to another Scene Slot

**Swap Scenes (Selective Content):**

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

### 16.10.5 Clear

**Clear Scene (Selective Content):**

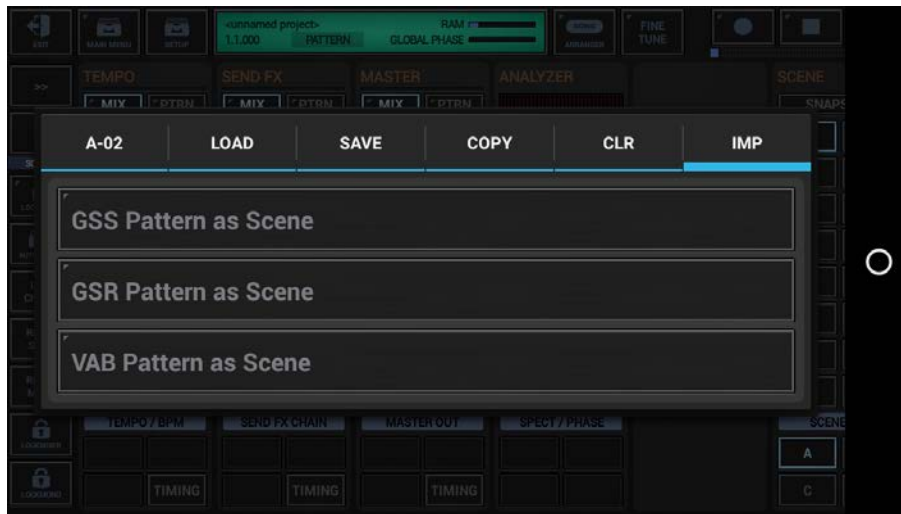
Clear the complete Scene or selective Content (multiple choice).

**Clear Scene Sequence:**

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



### 16.10.6 Import

**GSS Pattern as Scene:**

Import an existing G-Stomper Studio Pattern as Scene

**GSR Pattern as Scene:**

Import an existing G-Stomper Rhythm Pattern as Scene

**VAB Pattern as Scene:**

Import an existing G-Stomper VA-Beast Pattern as Scene

### 16.11 Live Scene Arranger

The Live Scene Arranger is used to switch between the different Scenes while the Global Sequencer is running.

A switch from one Scene to another one is called a “Scene Change”.

A Scene Change occurs when you...

- tap one of the Scene Slots
- load a Scene from your storage
- copy a Scene from one Scene Slot to another one
- swap a Scene Slot with another one
- snapshot the currently running setup to a new Scene

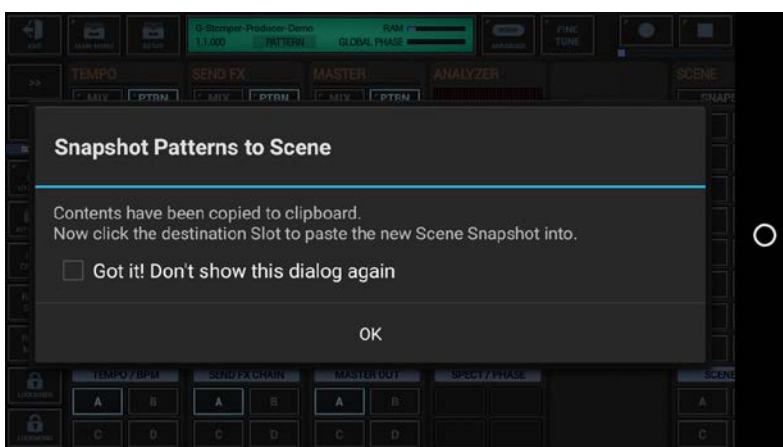
If you do Scene Changes while the Sequencer is running, then the particular Track Pattern Changes will actually be scheduled, either per Track to the end of its currently running Pattern (see Chapter: Beat-Safe Scene Changes), or to the end of the currently running Global Quantum Cycle (see Chapter: Quantum-Safe Scene Changes), depending on your preferred default setting (see Chapter: Scene Slot Menu / A|B|C|D-[..]. In other words, you'll never run into abrupt beat changes.

### 16.11.1 Snapshot Scene

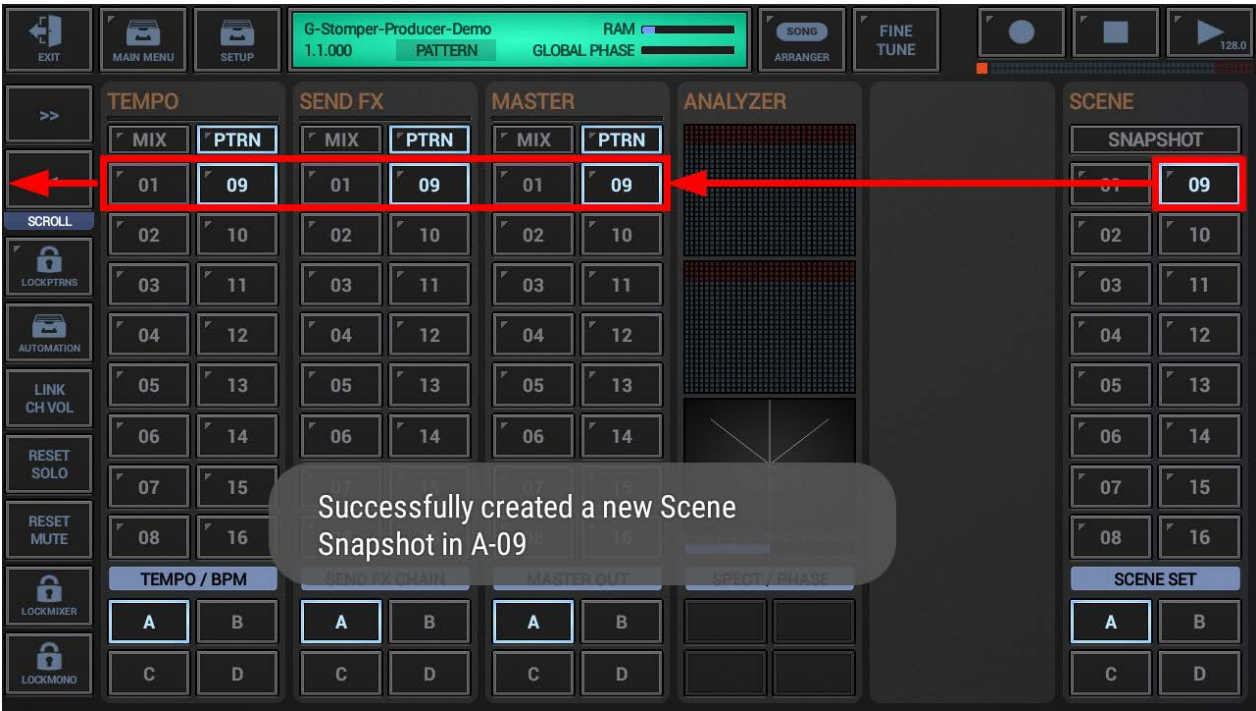
Use this feature to take a snapshot of the currently selected Patterns and copy them to a new Scene. This is useful if you have found a good sounding combination of Patterns from different Scenes and want to store them as a new Scene for later use.



To take a snapshot of the currently running Track Patterns, simply press the Snapshot button.



Then press the destination Scene Slot to store the new Scene into.



**Note:** As a matter of course, you can take Scene snapshots while the Sequencer is running.

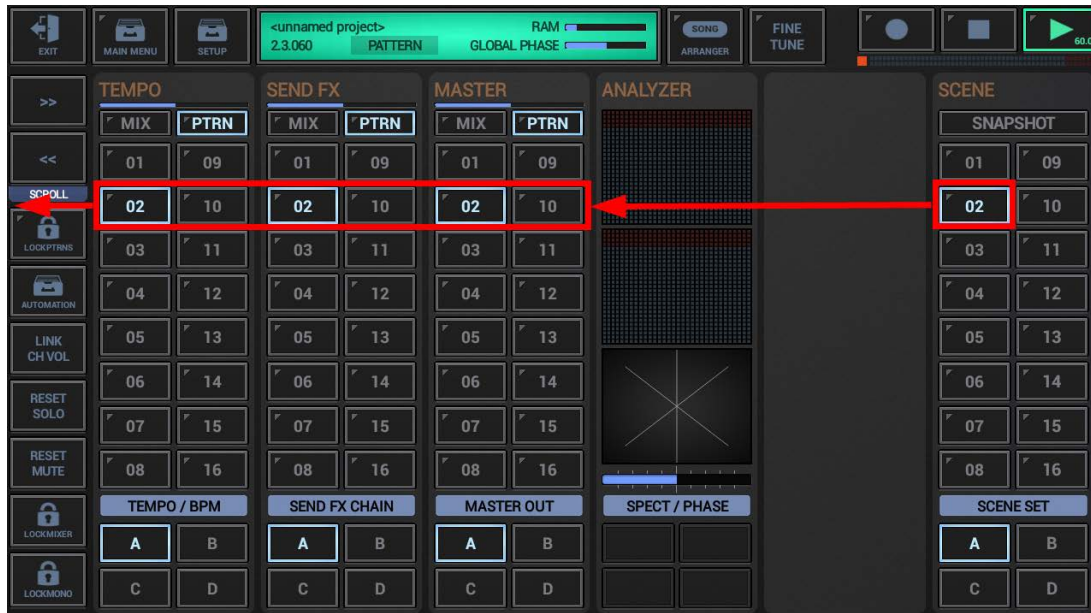
### 16.11.2 Beat-Safe Scene Changes

What are Beat-Safe Scene Changes?



If you do Scene Changes while the Sequencer is running, then the particular Track Pattern Changes will actually be scheduled, per Track, to the end of its currently running Pattern. This applies of course only if you have set "Select: Each Track at end of its running Pattern" as default action when tapping a Pattern Slot.

In this case the new selected Scene Slot changes to pre-selected state (gets a yellow border). It keeps this state until all resulting Pattern Changes are complete.



Scene changes of any kind (also when loading Scenes or Projects) are always either Beat-Safe or Quantum-Safe, depending on your preferred default setting (see Chapter: Scene Slot Menu / A|B|C|D- [..]). In other words, you'll never run into abrupt beat changes.





### 16.11.4 Quick Scene Set Navigator

The Quick Scene Set Navigator is a quick access to the to all basic Scene Set operations including the long press menu. It allows you to switch between different Scenes in a Scene Set without navigating to the Mixer and using the main Scene Set UI.

It is attached as a secondary (long press) action to the Main Menu button.



**Long Press the Main Menu:** Opens the Quick Scene Set Navigator



**Short Click** the Banks/Slots to switch between the Scenes.

**Long Click** the Scene Slots to show up the Scene Slot Menu.