

G-Stomper Studio

G-Stomper Rhythm

G-Stomper VA-Beast

User Manual

App Version: 5.7.1
Date: 14/03/2018
Author: planet-h.com

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

Contents

- 21 Ableton Link 2**
 - 21.1 System Requirements 2**
 - 21.2 How to use Ableton Link 2**
 - 21.2.1 Enable Ableton Link.....3
 - 21.2.2 Start/Stop Sync.....4
 - 21.2.3 Latency Compensation5
 - 21.3 Play in Sync while in Background..... 6**

21 Ableton Link

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.

All G-Stomper apps, G-Stomper Studio, G-Stomper VA-Beast and G-Stomper Rhythm, have Ableton Link integrated.

Read more about Ableton Link: <https://www.ableton.com/en/link/>

21.1 System Requirements

Min Android Version to run G-Stomper: 4.2.x (5.x or higher recommended)

All devices you want to synchronize over Ableton Link must be connected to the same Wireless LAN.

Successfully tested devices:

Google Galaxy Nexus (Android 4.2.1)

Google Nexus 7 2013 (Android 6.x)

Google Nexus 9 (Android 7.1.1)

Google Nexus 6 (Android 7.1.1)

Google Nexus 5X (Android 8.0.0)

Google Nexus 5X (Android 8.1)

Google Pixel C (Android 8.0.0)

Google Pixel C (Android 8.1)

Samsung Galaxy S5 (Android 6.0.1)

Samsung Galaxy Tab Pro 12.2 (Android 5.1.1)

21.2 How to use Ableton Link

Using Ableton Link is incredibly simple.

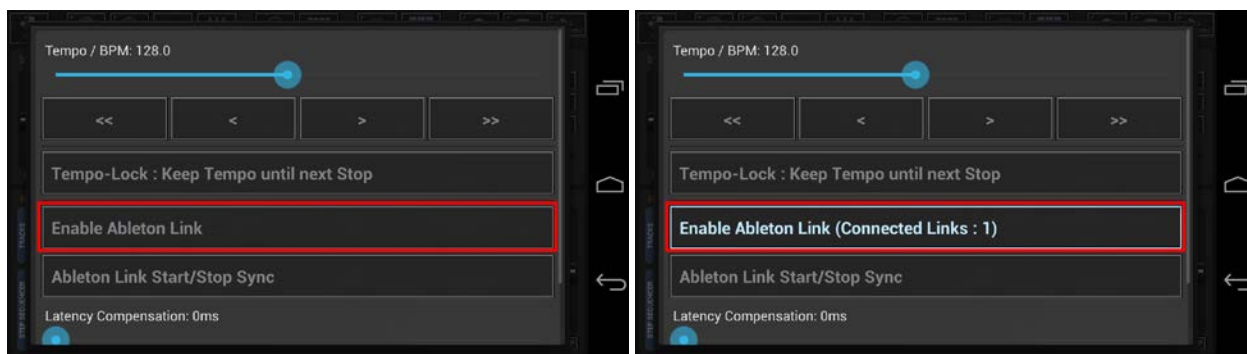
1. Connect all devices (that you want to play in time) to the same Wireless LAN.
2. Enable Ableton Link
3. Start playing music

4. If required: Adjust the Latency Compensation

Note: Adjusting the Latency Compensation is only required when you use Ableton Link for the first time, and only on devices where the synced output lags behind.

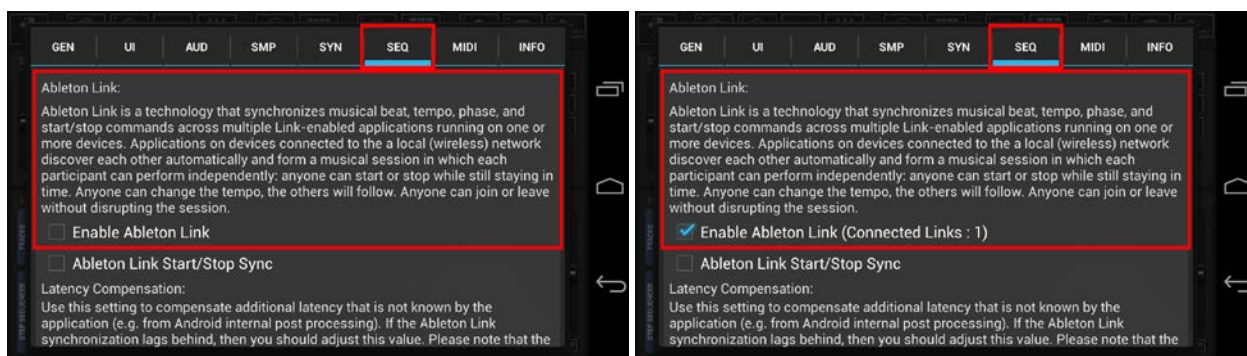
21.2.1 Enable Ableton Link

To enable Ableton Link, long press , and then activate the 'Enable Ableton Link' switch.



Once enabled, the 'Enable Ableton Link' button shows the number of connected Links at any time. 'Connected Links : 1' means that 1 other app is connected.


Note: Likewise, you can also enable/disable Ableton Link in the Sequencer Settings.

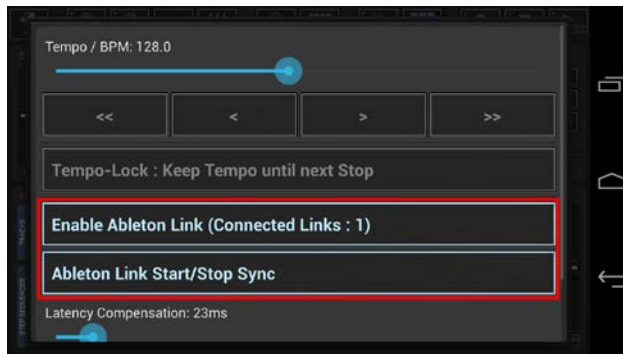


21.2.2 Start/Stop Sync

As of Ableton Link 3.0, Link allows peers to share information on the user's intent to start or stop transport with other peers that have the feature enabled. Start/stop state changes only follow user actions. This means applications will not adapt to, or automatically change the start/stop state of a Link session when they are joining. After a peer joins a session it exposes and listens to all upcoming start/stop state changes. This is different to tempo, beat, and phase that are automatically aligned as soon as an application joins a session. As every application handles start and stop commands according to its capabilities and quantization, it is not expected that applications start or stop at the same time. Rather every application should start according to its quantum and phase.

In order to synchronize start/stop commands across multiple G-Stomper devices/instances, you must activate it on all devices/instances which you want to start/stop in sync. Within the same Link session, all peers can (but not must) synchronize start/stop commands.


To enable start/stop synchronization, long press , and then activate the 'Ableton Link Start/Stop Sync' switch. And as a matter of course, Ableton Link itself must be enabled as well in order to use start/stop synchronization.



Note: Likewise, you can also enable/disable Start/Stop Sync in the Sequencer Settings.



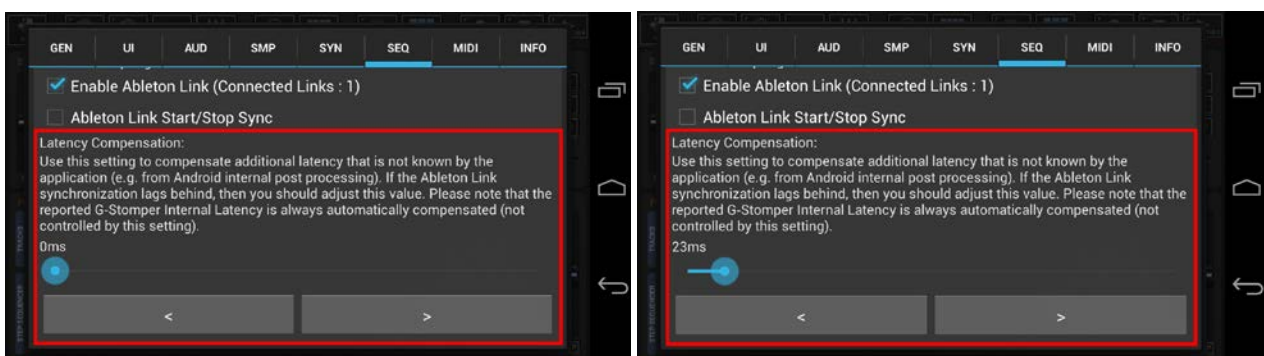
21.2.3 Latency Compensation

1. Start the playback on this and at least one other Link-enabled app (that is currently connected).
2. Long press  , and then adjust the Latency Compensation until both apps are in perfect sync.

Note: It is always the device with the higher latency that must compensate the latency. If you cannot find a working position of the slider, set it back to zero and then compensate the latency on the other app/device.



Note: Likewise, you can also adjust the Latency Compensation in the Sequencer Settings.




21.3 Play in Sync while in Background

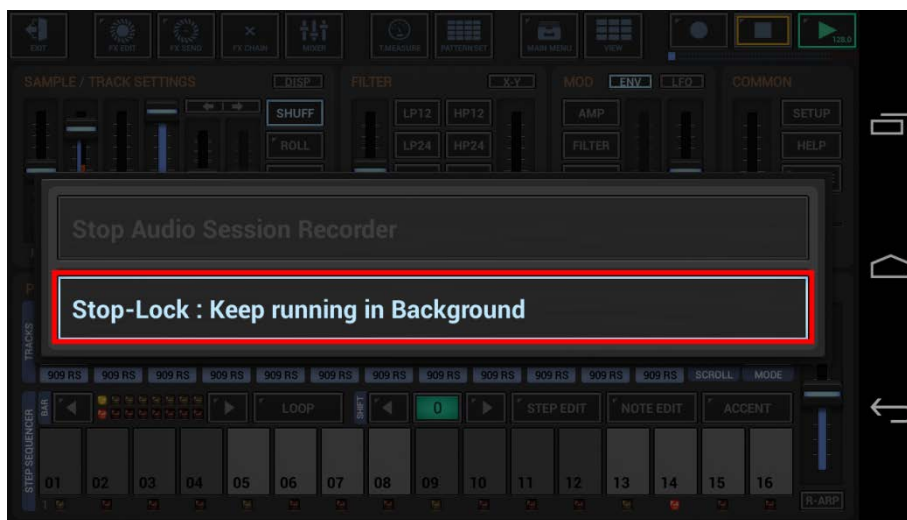
By default, G-Stomper stops its running playback when the app goes to background (e.g. when you press the home button, a phone call comes in, or if you lock the screen).

The same applies to an active Ableton Link connection. When G-Stomper goes to background, Ableton Link is temporarily disabled until the app is brought back to foreground.

If you want for some reason to keep the G-Stomper playback running and its Ableton Link connection active while the app is in background, activate the Stop-Lock feature and make sure that the G-Stomper playback is running (before you press the home button or you lock the screen).



To enable Stop-Lock, long press , and then activate the 'Stop-Lock : Keep running while in Background' switch.



Important Note:

Synchronizing G-Stomper while in background is only possible when both playback and Stop-Lock are enabled.