G-Stomper Studio G-Stomper Rhythm G-Stomper VA-Beast G-Stomper Producer

User Manual

App Version:5.7.8Date:18/06/2019Author:planet-h.com

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

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19 Audio Export & Bouncing

This Chapter explains what the Audio Export & Bouncing features are about and how you use them.

Audio Export in general means to create audio (.wav) from loops or complete songs you've created in G-Stomper apps. All full versions in the G-Stomper app family can export audio in a quality up to 32bit, 96kHz, Stereo.

The G-Stomper app family provides two main ways to export audio files:

• All G-Stomper apps:

Audio Export describes the process of exporting one or multiple Tracks as one ore multiple audio (.wav) files. For external use, e.g. in your Ableton or other studio setup, separate tracks are most suitable. If you want to share the result with the rest of the world, then a sum export (a final mixdown) is probably what you need.

• G-Stomper Studio, G-Stomper Producer:

Bouncing describes the process of exporting a particular Sample or Track and replacing the outgoing Sample or Track with the exported audio. Usually bouncing is applied, when you run out of effect slots or when the real-time audio processing gets too CPU-consuming. In such a case you can bounce a sample or a track to a single audio file with all real-time processing rendered into. A bounced Sample or Track sounds exactly the same as it sounded before it was bounced, but with the benefit that all the used audio processing is no longer applied in real-time.

19.1 Audio Export (G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast)

Audio Export describes the process of exporting one or multiple Tracks as one or multiple audio (.wav) files. For external use, e.g. in your Ableton or other studio setup, separate tracks are most suitable. If you want to share a Song with the rest of the world, then a sum export (a final mixdown) is probably what you need.

G-Stomper Studio can export either single or multiple Patterns or complete Pattern Sets/Songs. Both can be exported as sum/mixdown (one file) or track separated (multiple files, one for each Track). G-Stomper gives you the full freedom to choose what and how you want to export.

- Full mixdown
- Mixdown of a selection of Tracks
- Single Track
- Multiple Tracks in separate files
- Multiple loop cycles of Patterns/Tracks

19.1.1 Export Pattern Set (Song Arrangement) as Audio

Pattern Set / Song Audio Export is available in G-Stomper Studio only.

Show up the Main Menu.



To export a Song Arrangement, select the EXP tab, and then choose "Pattern Set (Song Arrangement) as Audio".



Select the way you want to export, Sum/Mixdown or separate Tracks. In most cases, Song Arrangements are exported as Sum/Mixdown (which is the default).

Expo	rt Song Arrangen	nent as A	udio			
Please	select the Export Typ	e.	~ -	2 A		
<u> </u>	kport Sum/Mixdow	n	U Export	Tracks sep	arately	
		Show	Tracks			

"Show Tracks" shows up controls to select/deselect particular Tracks.



Select the Tracks you want to export, or deselect the Tracks to be excluded from the process. By default, all available Tracks are selected, which is in most cases suitable for exporting Songs.



Note:

The number of available Tracks depends on the Sampler- and Synthesizer settings in the setup dialog (SMP / Number of Drum Sampler Tracks, SYN / Number of Synthesizer Tracks).

Select the Export Format.

Sample Format:		
16bit		4
Sample Rate:		
44100Hz		_
🗹 Stereo		
Post Processing:		

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs.

Here are some examples:

Final export for audio CDs: 16bit, 44100Hz, Stereo

Raw export to be mastered using external studio equipment: 24bit, 96000Hz, Stereo

Select a Post Processing method.

Sampla Pata:	
44100112	4
Stereo	
Post Processing:	
Normalize Level to -0dB (chan	nels linked)
Normalize Level to -0dB means to m the maximum possible value.	aximize the level of the exported audio file to
2 A	OK.

In most cases "Normalize Level to -0dB (channels linked)" is the best choice (which is the default for regular exports).

Note:

- Further Post Processing options:
- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

Choose a name for the exported file.

(By default, the exported file is named like the exporting Pattern Set)



Finally, confirm with OK to start the export process.



G-Stomper | Audio Export & Bouncing

19.1.2 Export Pattern as Audio

Pattern Audio Export is available in G-Stomper Studio, G-Stomper Rhythm, and G-Stomper VA-Beast.

Show up the Main Menu.



To export a single Pattern, select the EXP tab, and then choose "Pattern as Audio".



Select the way you want to export, Sum/Mixdown or separate Tracks.

Exp	ort Pattern as Audio		
Plea	se select the Export Type.	Alakatin oo a	1 -
	Export Sum/Mixdown	Export Tracks separately	
	Sh	now Tracks	
	Gli		HU.
	Canad		

Export Pattern as Audio

Please select the Export Type.

Export Sum/Mixdown

Export Tracks separately

Show Tracks

Cancel

OK

"Show Tracks" shows up controls to select/deselect particular Tracks.

Select the Tracks you want to export, or deselect the Tracks to be excluded from the process. By default, all audible Tracks are selected.

To avoid unnessecary load on the cpu and also to avoid empty (silent) export files, silent Tracks (Tracks without audible output, e.g. muted Tracks or Tracks without a sequence) are automatically excluded.

Tracks which are used as side chain signal for effects (see Chapter: Effects > FX side Chaining) are mandatory selected to ensure that side chained effects always sound as expected, even if only a single Track is exported.

Export Pattern as Audio				Export Pa	ttern as Au	idio						
lease select th	e Export Type	e					M 101	M 102			105	💌 100
Export Su	m/Mixdow	n	C Export	Tracks sec	arately							
ease select th lent and inacti	ie Tracks you ive Tracks = d	want to inc disabled; Sic	lude. de chain signa	ls = fixed	All None	0						
🗹 T01 🔡	🗹 T02			🗹 то5	🗹 ТОб	R X				🗹 VT04		
	Cancel			OK				Cancel			OK	

Note:

The number of available Tracks depends on the Drum Sampler- and Synthesizer settings in the setup dialog (SMP / Number of Drum Sampler Tracks, SYN / Number of Synthesizer Tracks).

Select the number of loop cycles (1..32) to be exported.

Multiple loop cycles means to export a Pattern multiple times in a row. By default, 1 loop cycle is exported.



To ensure smooth running audio loops, audio parts that overlap the end of a Pattern (e.g. a long sample or a reverb or delay effect tail) can be wrapped around and mixed in at the start of the exported audio loop.

If you do not want the overlapping audio getting looped/wrapped for some reason, disable this checkbox.



Select the Export Format.

Sample Format:		
16bit		4
Sample Rate:		
44100Hz		_
🗹 Stereo		
Post Processing:		

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs.

Here are some examples:

Final export for audio CDs: 16bit, 44100Hz, Stereo

Raw export to be mastered using external studio equipment: 24bit, 96000Hz, Stereo

Select a Post Processing method.

Sample Rate: 44100Hz Stereo Post Processing: Normalize Level to -0dB (channels linked) Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.			
44100Hz Stereo Post Processing: Normalize Level to -0dB (channels linked) Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	Sample Rate:		
Stereo Post Processing: Normalize Level to -0dB (channels linked) Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	44100Hz	¥	
Post Processing: Normalize Level to -0dB (channels linked) Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	🗹 Stereo		
Normalize Level to -0dB (channels linked) Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	Post Processing:		
Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	Normalize Level to -0dB (channels	s linked)	
	Normalize Level to -0dB means to maxin the maximum possible value.	nize the level of the exported audio file to	

In most cases "Normalize Level to -0dB (channels linked)" is the best choice (which is the default for regular exports).

Note:

Further Post Processing options:

- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

Choose a name for the exported file.

(By default, the exported file is named like the exporting Pattern, with a Tempo/BPM suffix applied)



Finally, confirm with OK to start the export process.



G-Stomper | Audio Export & Bouncing

19.1.3 Export multiple Patterns as Audio

This feature (G-Stomper Studio only) lets you export multiple Patterns from the Pattern Set as separate audio files in a single operation.

Show up the Main Menu.



To export a multiple Patterns, select the EXP tab, and then choose "Multiple Patterns as Audio".



The showing dialog is just for your information. Simply press OK or, if you don't want to show it up the next time, activate the "Got it!..." checkbox in advance.

Export multiple Patterns as Auc	dio
This exports a selection of Patterns from Each Pattern is processed individually (th arrangement).	the Pattern Set as separate audio files. he export does not include the Song
Use this function to create audio stems f	or later use in the DAW of your choice.
Got it! Don't show this dialog ag	jain

Select the way you want to export, Sum/Mixdown or separate Tracks.



Select the Patterns you want to include.

	le Patterns as	Audio	
Please select the I	Export Type.		
Export Sum	n/Mixdown	 Export Tracks separately 	
Please select the f	Patterns you want	to include.	
All Patterns in	the Pattern Set	1	
Note: Silent and er from the selection	mpty Patterns/Tra ı.	acks are ignored and automatically excluded	

For this example, we leave the selection at "All Patterns in the Pattern set" (which is the default).

You can also choose ..

All Patterns in the Pattern Set A selection of Patterns in the Pattern Set All Patterns in a selection of Pattern Banks (A, B, C, D) in the Pattern Set

Note:

Silent and empty Patterns are ignored and automatically excluded from the selection.

Select the number of loop cycles (1..32) to be exported per Pattern. Multiple loop cycles means to export a Pattern multiple times in a row. By default, 1 loop cycle is exported.



To ensure smooth running audio loops, audio parts that overlap the end of a Pattern (e.g. a long sample or a reverb or delay effect tail) can be wrapped around and mixed in at the start of the exported audio loop.

If you do not want the overlapping audio getting looped/wrapped for some reason, disable this checkbox.



Select the Export Format.

Sample Format:		
16bit		4
Sample Rate:		
44100Hz		_
🗹 Stereo		
Post Processing:		

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs.

Here are some examples:

Final export for audio CDs: 16bit, 44100Hz, Stereo

Raw export to be mastered using external studio equipment: 24bit, 96000Hz, Stereo

Select a Post Processing method.

Sample Pate:	
44100Hz	
Stereo	
Post Processing: Normalize Level to -0dB (channel	ls linked)
Normalize Level to -0dB means to maxin the maximum possible value.	mize the level of the exported audio file to
Cancel	OK

In most cases "Normalize Level to -0dB (channels linked)" is the best choice (which is the default for regular exports).

Note:

Further Post Processing options:

- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

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Choose a base name for the exported files.

(By default, the export files are named like the surrounding Pattern Set, with the Pattern Slot and a Tempo/BPM suffix applied)



Finally, confirm with OK to start the export process.



19.2 Audio Export (G-Stomper Producer)

Audio Export describes the process of exporting one or multiple Tracks as one or multiple audio (.wav) files. For external use, e.g. in your Ableton or other studio setup, separate tracks are most suitable. If you want to share a Song with the rest of the world, then a sum export (a final mixdown) is probably what you need.

G-Stomper Producer can export either single or multiple Scenes or complete Projects/Songs. Both can be exported as sum/mixdown (one file) or track separated (multiple files, one for each Tracks). G-Stomper Producer gives you the full freedom to choose what and how you want to export.

- Full mixdown
- Mixdown of a selection of Tracks
- Single Track
- Multiple Tracks in separate files
- Multiple loop cycles of Scenes/Tracks

19.2.1 Export Project (Song Arrangement) as Audio

Show up the Main Menu.



To export a Song Arrangement, select the EXP tab, and then choose "Project (Song Arrangement) as Audio".

LOAD	SAVE	CLR	IMP	EXP	SHR	HELP		
Project	t (Song Arr	angement) as Audi	o				
Scene	ene as Audio		Mu	Multiple Scenes as Audio				
Scene as MIDI			Multiple Scenes as MIDI					
Export,	/Bounce m	ultiple Tra	icks					

Select the way you want to export, Sum/Mixdown or separate Tracks. In most cases, Song Arrangements are exported as Sum/Mixdown (which is the default).

Export Song Arrangement	as Audio	
		-1
Please select the Export Type. Export Sum/Mixdown	Export Tracks separately	
c	thow Tracks	
5		

"Show Tracks" shows up controls to select/deselect particular Tracks.



Select the Tracks you want to export, or deselect the Tracks to be excluded from the process. By default, all audible Tracks are selected, which is in most cases suitable for exporting Songs.

To avoid unnessecary load on the cpu and also to avoid empty (silent) export files, silent Tracks (Tracks without audible output, e.g. muted Tracks or Tracks without a sequence) are automatically excluded.



Note:

The number of available Tracks depends on the Sampler- and Synthesizer settings in the setup dialog (SMP / Number of Drum Sampler Tracks, SYN / Number of Synthesizer Tracks).

Select the Export Format.

Export Format and Post Proce	essing	
Sample Format: 16bit		
Sample Rate: 44100Hz		
📝 Stereo		
Post Processing:		
Cancel	ок	

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs.

Here are some examples:

Final export for audio CDs: 16bit, 44100Hz, Stereo

Raw export to be mastered using external studio equipment: 24bit, 96000Hz, Stereo

Select a Post Processing method.



In most cases "Normalize Level to -0dB (channels linked)" is the best choice (which is the default for regular exports).

Note:

Further Post Processing options:

- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

Choose a name for the exported file.

(By default, the exported file is named like the exporting Project)

				ducer-Demo SONG	GLOBAL PH	tam international and the second s				
Sa /s	ave Au torag	udio F e/emi	File: ulated/0	/gston	nper/e	xport				
<re< td=""><td>ecent f</td><td>olders</td><td>;></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></re<>	ecent f	olders	;>							
									I	С
G-	Stom	per-P	roducer-	Demo						
	C	ancel) S	Create Fo	older	C	ж		

Finally, confirm with OK to start the export process.

				-Deno NG	FLA GLOBAL PHAS				
								AD	
		F	Please	e wait					
					- 14				0
			69/						
		4	0%						

Show up the Main Menu.



To export a single Scene, select the EXP tab, and then choose "Scene as Audio".



Select the way you want to export, Sum/Mixdown or separate Tracks.



 Concel
 OK

 Cancel
 OK

 Cancel
 OK

"Show Tracks" shows up controls to select/deselect particular Tracks.

Select the Tracks you want to export, or deselect the Tracks to be excluded from the process. By default, all audible Tracks are selected.

To avoid unnessecary load on the cpu and also to avoid empty (silent) export files, silent Tracks (Tracks without audible output, e.g. muted Tracks or Tracks without a sequence) are automatically excluded.

Tracks which are used as side chain signal for effects (see Chapter: Effects > FX side Chaining) are mandatory selected to ensure that side chained effects always sound as expected, even if only a single Track is exported.

ort Scene as Audio			Export Sce	ne as Aud	io			
and colorit the Evenent Turne				102	103	104	💌 105	100
Export Sum/Mixdown	C Export Tracks sep	arately	🗹 Т07	🗹 Т08	🗹 Т09		🗹 T11	🗹 T12
			1 113					
ase select the Tracks you want nt and inactive Tracks = disabl	to include. ed; Side chain signals = fixed	All None						
тот 🗹 тог 🗹 т	03 🗹 TO4 🗹 TO5	🗹 T06	5 D VT01			🗹 VT04	🗹 VT05	
тот 🗹 тов 🗹 т	09 🗌 T10 🗹 T11	🗹 T12						_ VT12
Cancel	ок			Cancel			OK	

Note:

The number of available Tracks depends on the Drum Sampler- and Synthesizer settings in the setup dialog (SMP / Number of Drum Sampler Tracks, SYN / Number of Synthesizer Tracks).

Select the number of loop cycles (1..32) to be exported.

Multiple loop cycles means to export a Scene multiple times in a row. By default, 1 loop cycle is exported.

Export Scene as A	udio		
Number of Global Quant	um Loop Cycles to export:		
	1	+	
🗹 Loop/Wrap overl	apping audio?		
If checked, audio materi tails or FX output) will be	al that overlaps the end of the mixed in at the start of the ex	exported loop (e.g. Sample xported loop.	

To ensure smooth running audio loops, audio parts that overlap the end of a Scene (e.g. a long sample or a reverb or delay effect tail) can be wrapped around and mixed in at the start of the exported audio loop.

If you do not want the overlapping audio getting looped/wrapped for some reason, disable this checkbox.

Export Scene as Audi	o		
Number of Global Quantum	Loop Cycles to export:		
	1	+	
Loop/Wrap overlap; If checked, audio material th tails or FX output) will be mi	nat overlaps the end of the exection of the ex	exported loop (e.g. Sample ported loop.	
Cancel		ок	

Select the Export Format.

Export Format and Post Proc	essing	
Sample Format: 16bit		
Sample Rate: 44100Hz		
Stereo		
Post Processing: Cancel	ок	

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs.

Here are some examples:

Final export for audio CDs: 16bit, 44100Hz, Stereo

Raw export to be mastered using external studio equipment: 24bit, 96000Hz, Stereo

Select a Post Processing method.



In most cases "Normalize Level to -0dB (channels linked)" is the best choice (which is the default for regular exports).

Note:

Further Post Processing options:

- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

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Choose a name for the exported file.

(By default, the exported file is named like the surrounding Project, with the Scene Slot, if a unique Scene is selected (or otherwise "X-XX") and a Tempo/BPM suffix applied)

Save Audio File: /storage/emulated	/0/gstomper/export	
/storage/emulated/0,	/gstomper/export	
-		I.
C-Stomp	ar-Droducer-Demo	
G-Stomper-Produc	er-Demo_A-01_126.9	
Cancel	Create Folder	ОК

Finally, confirm with OK to start the export process.

		G-Stomper Producer-Dem 29.471 PMTTEIN	IVAN FILM GLOBAL PHASE F		FINE	
	MIX PTRN	MIX	MIX TPTON	MIX PTRN	MIX CPTR	N MIX
ECROLL						
.	EX3 SEND	Please w	vait		FX- SEND	FX:2 SEND
ALCOLUMN.						E0 0
LUNK OTVOL		75%				FX INS
HERE'S COLO		75%				
PRESET METTY						
8	FLPH_Kick1	FLPH_Clap1	FLPH_Snare1	FLPH_EL.luck_C5		
110.0000						
the sector	GRID	GRID	GRID TIMING	GRID TIMING	GRID	GRO

G-Stomper | Audio Export & Bouncing

19.2.3 Export Multiple Scenes as Audio

This feature lets you export multiple Scenes from the Project as separate audio files in a single operation.

Show up the Main Menu.



To export a multiple Scenes, select the EXP tab, and then choose "Multiple Scenes as Audio".



The showing dialog is just for your information. Simply press OK or, if you don't want to show it up the next time, activate the "Got it!..." checkbox in advance.

Ехро	rt multiple Scenes as Audio		
This e Each S arrang Use th	xports a selection of Scenes from th Scene is processed individually (the erment). is function to create audio stems fo Sot it! Don't show this dialog agi	he Scene Set as separate audio files. export does not include the Song r later use in the DAW of your choice. ain	

Select the way you want to export, Sum/Mixdown or separate Tracks.



Select the Scenes you want to include.

Export multiple Scenes as Audi	0	
Please select the Export Type. Export Sum/Mixdown	Export Tracks separately	
Please select the Scenes you want to inc All Scenes in the Scene Set	lude.	
Note: Silent and empty Scenes/Tracks ar from the selection.	e ignored and automatically excluded	

For this example, we leave the selection at "All Scenes in the Scene Set" (which is the default).

You can also choose ..

All Scenes in the Scene Set A selection of Scenes in the Scene Set All Scenes in a selection of Scene Banks (A, B, C, D) in the Scene Set

Note:

Silent and empty Scenes/Tracks are ignored and automatically excluded from the selection.

Select the number of loop cycles (1..32) to be exported per Scene. Multiple loop cycles means to export a Scene multiple times in a row. By default, 1 loop cycle is exported.

Export multiple Scer	ies as Audio		
Number of Global Quantun	n Loop Cycles (per Scene) to	export:	
	1	÷	
🗹 Loop/Wrap overlag	pping audio?		
If checked, audio material tails or FX output) will be n	that overlaps the end of the e nixed in at the start of the exp	xported loop (e.g. Sample ported loop.	

To ensure smooth running audio loops, audio parts that overlap the end of a Scene (e.g. a long sample or a reverb or delay effect tail) can be wrapped around and mixed in at the start of the exported audio loop.

If you do not want the overlapping audio getting looped/wrapped for some reason, disable this checkbox.

Export multiple Sce	enes as Audio		
Number of Global Quanti	um Loop Cycles (per Scene) to	o export:	
	1	+	
Loop/Wrap overla If checked, audio materia tails or FX output) will be	apping audio? I that overlaps the end of the mixed in at the start of the ex	exported loop (e.g. Sample ported loop.	
Cancel		ок	

Select the Export Format.

Export Format and Post Proce	essing	
Sample Format:		
16bit		₽
Sample Rate:		
44100Hz		
🗹 Stereo		
Post Processing:		
<u> </u>	or	

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs.

Here are some examples:

Final export for audio CDs: 16bit, 44100Hz, Stereo

Raw export to be mastered using external studio equipment: 24bit, 96000Hz, Stereo

Select a Post Processing method.

Export Format and Post Proces	ssing	
Sample Rate: 44100Hz		
Stereo		
Post Processing: Normalize Level to -0dB (channel	ls linked)	
Normalize Level to -0dB means to maxin the maximum possible value.	mize the level of the exported audio file to	
Cancel	OK	

In most cases "Normalize Level to -0dB (channels linked)" is the best choice (which is the default for regular exports).

Note:

Further Post Processing options:

- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

G-Stomper Audio Export & Bouncing	
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Choose a base name for the exported files.

(By default, the export files are named like the surrounding Project, with the Scene Slot and a Tempo/BPM suffix applied)

Save Audio File: /storage/emulated	/0/gstomper/export		
<recent folders=""></recent>		4	
-		- I	
G-Stomper-Produc	er-Demo		
The Scene Slot and name filename(s).	(if any) will be automatically appl	ied as a suffix to the	
			Sh

Finally, confirm with OK to start the export process.

		G-Stomper-Producer-Dem 1,16,705 PATTERN	RAM real GLOBAL PHASE F		TTNE TUNE			
	MIX	MIX	MIX [PTBN.]	MIX. PTRN	MIX		MIX	
CC BOROLL								
Licomet	FX:- SEND	Please w	vait				FX:2 SEND	
								0
LINK GILVOL		50%)
FIEBET SOLO		0010						
HERET MATE								
6	FLPH_Kick4	FLPH_Clap1	FLPH_Snare1	FLPH_Perc4		LPerc1		
LICOMPRESS.								
THOMAN	GRID TIMING	GRID TIMING	GRID TIMING	GRID	GRID	TIMING	GRIÓ	

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19.3 Audio Session Recorder / Real-Time Audio Export

The Audio Session Recorder lets you record the Master Out Signal as .wav in real-time.

While the regular Audio Export is dedicated to export already created Loops or Songs, the Audio Session Recorder is used to capture the audio output while you're doing live jams.

The Audio Session Recorder captures the signal right before it leaves the G-Stomper Audio Engine, which means you have zero quality loss due to D/A - A/D conversion.

What quality you actually get only depends on your format selection and the setting of the audio engine.

(see Chapter: Export/Bounce in Studio Quality)

19.3.1 Start a new Recording Session

19.3.1.1 G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast, G-Stomper Producer

Long press Record to show up the extended Record menu.



In the menu, press 'Start Audio Session Recorder'.



Select the Recording Format.

Recording Format and Fost Fr	ocessing	
Sample Format:		
16bit		
Sample Rate:		
44100Hz		
Post Processing:		
	04	

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs.

Here are some examples:

Final export for audio CDs: 16bit, 44100Hz, Stereo

Raw export to be mastered using external studio equipment: 24bit, 96000Hz, Stereo

Select a Post Processing method.

Recording Format and Post P	rocessing
Sample Rate:	
44100Hz	4
Stereo	
Post Processing:	
Normalize Level to -0dB (channed	els linked)
Normalize Level to -0dB means to max he maximum possible value.	imize the level of the recorded audio file to
	OK

In most cases "Normalize Level to -0dB (channels linked)" is the best choice (which is the default for Audio Session Recordings).

Note:

Further Post Processing options:

- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

Choose a name for the recorded file.

(By default, the recorded file is named like the currently loaded Pattern Set)



Once you've entered the file name, the recording session starts.

Please take note that the Audio Session Recorder remains in paused state, if no sound is playing in the moment you start a recording session. In this case the Timer flashes and remains at zero.



The recording will start as soon as the first sound starts playing.



Once started, the recording will run unil you stop it manually (see next Chapter) or until an auto-stop is triggered (if the app goes to background, the storage is full or if silence of more than 15 seconds occurs).

19.3.2 Stop the running Recording Session

19.3.2.1 G-Stomper Studio, G-Stomper Rhythm, G-Stomper VA-Beast, G-Stomper Producer

Long press Record to show up the extended Stop menu.



In the menu, press 'Stop Audio Session Recorder'.



	139 sec./	6.6 MB				
SAMPLE / TRACK SETTINGS			MOD CENY			
1111	BHUFF LP12					
	Please wait					
THE LEVEL STORT LEVEL PITC						0
PATTERN / STEP SEQUENCER			1			
T01 T02 T03	100%				PLAY MENU	
RP.ski FLP.spli FLP.spli			n2 FLP.m3 FL		MOCE	
01 02 03 04	05 06 07 08 09	10 11	12 13	14 15	16	
The second se						

19.4 Bouncing

Bouncing describes the process of exporting a particular Sample or Track and replacing the outgoing Sample or Track with the exported audio. Usually bouncing is applied, when you run out of effect slots or when the real-time audio processing gets too CPU-consuming. In such a case you can bounce a sample or a track to a single audio file with all real-time processing rendered into.

A bounced Sample or Track sounds exactly the same as it sounded before it was bounced, but with the benefit that all the used audio processing is no longer applied in real-time.

Bouncing is supported by G-Stomper Studio and G-Stomper Producer. Both can bounce single Samples, complete Tracks, and multiple Tracks.

19.4.1 Bounce Sample from a Sampler Track

Bouncing a Sample means to create a new Sample from a Track Sound with all Track related audio processing (Sample/Track Settings, Filter, Mod Env and Mixer Channel settings including Channel Insert Effects and Channel EQ) rendered into, and to load the bounced sample to the original Track afterwards.

Please note that bouncing a Sample does not include the Sequence. Also note that the main Effect chain is not included when bouncing single Samples. To include the Sequence and the Effect chain to the bounced result, bounce the complete Track instead (see Chapter(s): Bounce complete Sampler/VA-Beast Track).

Show up the Track Menu of the Track you want to bounce. Depending on the used App, the Track Menu location and its content might be different.

G-Stomper Studio:

Long press a T[..] pad to show up the Track menu (Track Pad Mode must be Play/Menu).



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G-Stomper Producer:

Press the "Drum" button in one of the Mixer Channels to show up the Drum Machine, and then open the Track Menu in the sidebar.



To bounce the Track Sample, select the EXP tab, and then choose "Export/Bounce Sample".

TO1 LOAD EDIT COPY CLR EXP AUTO Export/Bounce Sample Export/Bounce complete Track	LOAD EDIT COPY CLR EXP AUTO			SHUFF			AMP		
Export/Bounce Sample Export/Bounce complete Track	ort/Bounce Sample	т01	LOAD	EDIT	COPY	CLR	EXP	AUTO	D
		Export,	/Bounce S	ample					
		Export Export	/Bounce S /Bounce c	ample omplete Ti	rack				

By default, the bounced Sample gets automatically loaded to the Track, once the bouncing process is done.

If you don't want to auto-load the bounced Sample, disable this checkbox.

								L. EDT.		
то	11: Exp	ort/Bo	ounce	Sample	•					
This	s exports	/bound	es the	sample (N	IOT the	sequence) of the s	elected T	rack	
incl loca the	luding all ated in th regular s	Track F ie folde ample	Parame r 'users selectio	ters (but I amples/b on.	NOT the ounced_	FX chain) samples	. The exp and can	orted file be loade	e will be d in use c	of
incl loca the	luding all ated in th regular s Auto-l	Track F le folde ample oad b	Parame r 'users selectic ounce	ters (but I amples/b on. d Sample	NOT the ounced_ e when	FX chain) samples finished	. The exp and can ?	orted file be loade	e will be d in use c	of Vi
incl loca the	luding all ated in th regular s Auto-I	Track F le folde ample oad b Car	Parame r 'users selectic ounced	ters (but I amples/b on. d Sample	NOT the ounced_ e when	FX chain) samples finished	. The exp and can ? (orted file be loade)K	e will be d in use c	of Vu

Select the Export Format.

Export Format and Post Proces	sing			
Sample Format:				
_16bit			4	
Sample Rate: 44100Hz				
🗹 Stereo				
Post Processing:				
Cancel		ок		

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs. In most cases, the best choice for bounced Samples is to keep the defaults.

Select a Post Processing method.

44100Hz Stereo Post Processing: No Post Processing Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	Sample Rate:	
Stereo Post Processing: No Post Processing Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	44100Hz	4
Post Processing: No Post Processing Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	Stereo	
Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	Post Processing: No Post Processing	
	Normalize Level to -0dB means to the maximum possible value.	maximize the level of the exported audio file to

For bouncing, in most cases "No Post Processing" is the best choice (which is the default for all bouncing operations).

Note:

Further Post Processing options:

- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

Choose a name for the bounced sample.

(By default, the bounced file is named as the original Sample)



Finally, confirm with OK to start the bounce process.

Important Note:

Be aware of overwriting already bounced Samples. Overwriting a bounced sample will replace the Sample on all Patterns/Tracks where it was used already. If you're not sure about that, choose a new (non-existing) file name instead.



19.4.2 Bounce single Sampler Track

Bouncing a Sampler Track means to create an audio loop from a single Track with all audio processing rendered into (with exception of the Master/SumFX section), and to replace the original Track with that bounced loop.

Bouncing a complete Track does include the Sequence as well as the Effect chain. Since the bounced Track (once it's rendered) still passes through the regular Master/SumFX section, the bounced loop does not include the Master/SumFX section.

Show up the Track Menu of the Track you want to bounce. Depending on the used App, the Track Menu location and its content might be different.

G-Stomper Studio:

Long press a T[..] pad to show up the Track menu (Track Pad Mode must be Play/Menu).



G-Stomper Producer:

Press the "Drum" button in one of the Mixer Channels to show up the Drum Machine, and then open the Track Menu in the sidebar.



To bounce the complete Track, select the EXP tab, and then choose "Export/Bounce complete Track".



Important Note:

Bouncing a Track replaces the complete Track Sequence with a static audio loop, which means that the Track has a fixed tempo once it is bounced. A bounced Track cannot be un-bounced, so choose wisely or at least backup the Pattern in advance.

To ensure smooth running audio loops, audio parts that overlap the end of a Pattern (e.g. a long sample or a reverb or delay effect tail) can be wrapped around and mixed in at the start of the exported audio loop.

If you do not want the overlapping audio getting looped/wrapped for some reason, disable this checkbox.



Select the Export Format.

Export Format and Post P	rocessing		
Sample Format:			
16bit		i	
Sample Rate:			
44100Hz		_	
📝 Stereo			
Post Processing:			

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs. In most cases, the best choice for bounced Tracks is to keep the defaults.

Select a Post Processing method.

44100Hz Stereo Post Processing: No Post Processing Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	Sample Rate:	
Stereo Post Processing: No Post Processing Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	44100Hz	4
Post Processing: No Post Processing Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	Stereo	
Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	Post Processing: No Post Processing	
	Normalize Level to -0dB means to the maximum possible value.	maximize the level of the exported audio file to

For bouncing, in most cases "No Post Processing" is the best choice (which is the default for all bouncing operations).

Note:

Further Post Processing options:

- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

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Choose a name for the bounced loop. The Track number will be automatically applied as a suffix. (By default, the bounced loop is named like the containing Pattern/Project, with a Tempo/BPM suffix applied)



Finally, confirm with OK to start the bounce process.

Important Note:

Be aware of overwriting already bounced loops. Overwriting a bounced loop will replace the loop on all Patterns/Tracks where it was used already. If you're not sure about that, choose a new (non-existing) file name instead.



19.4.3 Bounce single VA-Beast Track

Bouncing a VA-Beast Track means to create an audio loop from a single Track with all audio processing rendered into (with exception of the Master/SumFX section), and to load that bounced loop to a Sampler Track of your choice.

Bouncing a complete Track does include the Sequence as well as the Effect chain. Since the bounced Track (once it's rendered) still passes through the regular Master/SumFX section, the bounced loop does not include the Master/SumFX section.

Note: Bouncing a VA-Beast Track requires a Sampler Track to bounce into.

Show up the Track Menu of the Track you want to bounce. Depending on the used App, the Track Menu location and its content might be different.

G-Stomper Studio:

Long press a VT[..] pad to show up the Track menu (Track Pad Mode must be Sel/Menu).



G-Stomper Producer:

Press the "Grid" button in one of the VA-Beast Mixer Channels to show up the VA-Beast Poly Grid, and then open the Track Menu in the sidebar.



To bounce the complete Track, select the EXP tab, and then choose "Export/Bounce complete Track".



Important Note:

Bouncing a Track replaces the complete Track Sequence with a static audio loop, which means that the Track has a fixed tempo once it is bounced. A bounced Track cannot be un-bounced, so choose wisely or at least backup the Pattern in advance.

To ensure smooth running audio loops, audio parts that overlap the end of a Pattern (e.g. a long sound or a reverb or delay effect tail) can be wrapped around and mixed in at the start of the exported audio loop.

If you do not want the overlapping audio getting looped/wrapped for some reason, disable this checkbox.



Select the Sampler Track to bounce the VA-Beast Track into.

•			
	VT01: Select a destination Sampler Track to bounce the Synth Track into		
	Т09		
	Т10		0
	Т11		
Cum 2	T12	INVE	
	تحصي مندر المركب القراب التي المركب المحلي المعلي المعلي المعلي المعلي المعلي المعلي المعلي المعلي ال	SEL	

Select the Export Format.

Export Format and Post Processi	ing	
Sample Format:		
16bit		
Sample Rate:		
44100Hz		
🗹 Stereo		
Post Processing:		

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs. In most cases, the best choice for bounced Tracks is to keep the defaults.

Select a Post Processing method.

	-4
	-
he exported audio f	file to
ок	
1	he exported audio f

For bouncing, in most cases "No Post Processing" is the best choice (which is the default for all bouncing operations).

Note:

Further Post Processing options:

- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

Choose a name for the bounced loop. The Track number will be automatically applied as a suffix. (By default, the bounced loop is named like the containing Pattern/Project, with a Tempo/BPM suffix applied)



Finally, confirm with OK to start the bounce process.

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Important Note:

Be aware of overwriting already bounced loops. Overwriting a bounced loop will replace the loop on all Patterns/Tracks where it was used already. If you're not sure about that, choose a new (non-existing) file name instead.



Once the bouncing process is done, the bounced loop will automatically be loaded to the selected Sampler Track, while the original VA-Beast Track got muted.



19.4.4 Bounce multiple Tracks

Bouncing a multiple Tracks means to create an audio loop (mixdown) from a selection of Sampler and/or VA-Beast Tracks with all audio processing rendered into (with exception of the Master/SumFX section), and to load that bounced loop to a Sampler Track of your choice.

Bouncing multiple Tracks does include the Sequence as well as the Effect chain. Since the bounced Track (once it's rendered) still passes through the regular Master/SumFX section, the bounced loop does not include the Master/SumFX section.

Note: Bouncing multiple Tracks requires a Sampler Track to bounce into.

Show up the Main Menu.

Depending on the used App, the Main Menu location and its content might be different.

G-Stomper Studio:



G-Stomper Producer:



To bounce muliple tracks, select the EXP tab, and then choose "Export/Bounce multiple Tracks".



The following dialog is just for your information. Simply press OK or, if you don't want to show it up the next time, activate the "Got it!..." checkbox in advance.



G-Stomper | Audio Export & Bouncing

Select the Tracks you want to export, or deselect the Tracks to be excluded from the process. By default, no Tracks are selected.

To avoid unnessecary load on the cpu and also to avoid empty (silent) export files, silent Tracks (Tracks without audible output, e.g. muted Tracks or Tracks without a sequence) are automatically excluded and not available for selection.

Tracks which are used as side chain signal for effects (see Chapter: Effects > FX side Chaining) are mandatory selected to ensure that side chained effects always sound as expected, even if only a single Track is exported.

Export/Bounce multiple Tracks						Export,	Bounce mult	iple Tracks			
lease select	t the Tracks ye active Tracks	ou want to incl = disabled; Sic	lude. le chain signal	s = fixed	All None	Please se Silent and	elect the Tracks y I inactive Tracks	ou want to inc = disabled; Sid	lude. Je chain signa	ls = fixed	All None
	🗹 Т02	🗹 ТОЗ	🗹 T04		🗌 ТОб	- Tot	🗹 Т02	🗹 тоз	🗹 Т04		Г06
🗌 тот	🗌 тов	🔲 Т09	🗌 T10			О 🗆 тол	тов	Т09	🗌 T10		
						💭 🛄 T13					
VT01						VTC	1 VT02				
	Cancel			ок			Cancel			ок	

Note:

The number of available Tracks depends on the Sampler- and Synthesizer settings in the setup dialog (SETUP / SMP / Number of Sampler Tracks, SETUP / SYN / Number of Synthesizer Tracks).

To ensure smooth running audio loops, audio parts that overlap the end of a Pattern (e.g. a long sample or a reverb or delay effect tail) can be wrapped around and mixed in at the start of the exported audio loop.

If you do not want the overlapping audio getting looped/wrapped for some reason, disable this checkbox.



Select the Sampler Track to bounce the Tracks into.



Select the Export Format.

Sample Format: 16bit Sample Rate: 44100Hz	xport Format and Post Proces	sing	
16bit Sample Rate: 44100Hz	imple Format:		
Sample Rate: 44100Hz	16bit		
44100Hz	imple Rate:		
Stereo	44100Hz		
	🗹 Stereo		
Post Processing:	ost Processing:		
Post Processing:	Stereo		

Bit Rates: 8bit, 16bit, 24bit, 32bit(float)

Sample Rates: 22050Hz, 32000Hz, 44100Hz, 48000Hz, 64000Hz, 88200Hz, 96000Hz

Note:

What sample format you choose strongly depends on your personal needs. In most cases, the best choice for bounced Tracks is to keep the defaults.

Select a Post Processing method.

Comple Pote:	
44100Hz	
Stereo	
Post Processing: No Post Processing	
Normalize Level to -0dB means to the maximum possible value.	maximize the level of the exported audio file to

For bouncing, in most cases "No Post Processing" is the best choice (which is the default for all bouncing operations).

Note:

Further Post Processing options:

- Normalize Level to -0dB (channels linked)
- Normalize Level to -0dB (each channel independently)
- No Post Processing (leave the mix as is)

Choose a name for the bounced loop. The Track number(s) will be automatically applied as a suffix. (By default, the bounced loop is named like the containing Pattern/Project, with a Tempo/BPM suffix applied)



Finally, confirm with OK to start the bounce process.

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Important Note:

Be aware of overwriting already bounced loops. Overwriting a bounced loop will replace the loop on all Patterns/Tracks where it was used already. If you're not sure about that, choose a new (non-existing) file name instead.



Once the bouncing process is done, the bounced loop will automatically be loaded to the selected Sampler Track, while all the original Tracks are muted.

Note: The original Track T02 in this example was replaced with the bounced loop.



19.5 Export/Bounce in Studio Quality

All full versions in the G-Stomper app family support audio export formats up to 32bit, 96kHz, Stereo.

For best results, when exporting audio with Sample Rates of 44100Hz or higher, it is important to run G-Stomper in the same Sample Rate as you want to export.

Then, and only then, the complete audio pipeline is processed in the higher Sample Rate.

If you export with a higher Sample Rate than the current audio engine Sample Rate, then a Conversion is required, which results in quality loss. In such a case the audio engine shows up a Sample Rate Conversion warning (see next Chapter: Sample Rate Conversion Warning).

19.5.1 Sample Rate Conversion Warning

<u> </u>

If you run G-Stomper on 44100Hz for example, and export at 96000Hz, then a Sample Rate conversion will be applied, which is always a quality loss.

If this is the case, you'll get a Sample Rate conversion warning.



You're of course free to export anyway.

But you'll get much better results, if you change the Sample Rate of the G-Stomper audio engine to 96000Hz in advance. Once you're finished with the exporting, you can switch the Sample Rate back to your regular setting (see next Chapter: Change the G-Stomper Sample Rate).

G-Stomper | Audio Export & Bouncing

19.5.2 Change the G-Stomper Sample Rate

Show up the Setup dialog

Depending on the used App, the Setup dialog location and its content might be different.

G-Stomper Studio:



G-Stomper Producer:

1		1012	G-Stomper-Studio-4-Demo RAM T									•
>>												
	MIX *P	PTRN	MIX	PTRN	MIX	PTRN	MIX	PTRN	MIX	PTRN	MIX	PTRN
SCROLL	PLAY		PLAY		PLAY	\bigcirc	PLAY		PLAY		PLAY	
1.000711HE	FX:1 SEND		FX:2 SEND		" FX:- SEND		FX:2 SEND	F	" FX:- SEND		' FX:- SEND	
					ΕQ		EQ		ΕQ			
LINK CH VOL	FX INS		FX INS		FX INS	-	FX INS		FX INS		FX INS	
RESET SOLO					SOLO		SOLO		SOLO			
RESET MUTE	MUTE		MUTE		MUTE	1	MUTE		MUTE			
â	BigStrr_lo_C4		BigStrr_lo_C4		Elec BD2		909 RS		Elec CP1		S09 CH	
LODOWINE	DRUM	PADS	DRUM	PADS	DRUM	PADS	DRUM	PADS	DRUM	PADS	DRUM	PADS
10000000	GRID	MING	GRID	TIMING	GRID	TIMING	GRID	TIMING	GRID	TIMING	GRID	TIMING

G-Stomper VA-Beast (standalone):



Change the Sample Rate to your desired value.



Close the Setup dialog and restart the G-Stomper App.

