

# G-Stomper Studio

## G-Stomper Rhythm

## G-Stomper VA-Beast

## User Manual

App Version: 5.7.2  
Date: 03/07/2018  
Author: planet-h.com

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

### Contents

<b>4</b>	<b>Performance &amp; System Requirements .....</b>	<b>2</b>
<b>4.1</b>	<b>Minimum device specs .....</b>	<b>2</b>
<b>4.2</b>	<b>Recommended device specs .....</b>	<b>2</b>
<b>4.3</b>	<b>Memory Usage.....</b>	<b>3</b>
4.3.1	What to do when running out of Memory? .....	4
<b>4.4</b>	<b>Performance Optimization .....</b>	<b>6</b>
4.4.1	Audio .....	6
4.4.2	Sampler .....	7
4.4.3	Synthesizer .....	8
4.4.4	Color Scheme .....	8
4.4.5	Animated Graphical Elements .....	9
4.4.6	Outside of G-Stomper .....	9

## **4 Performance & System Requirements**

### **4.1 Minimum device specs**

1GHz dual-core CPU  
800 \* 480 screen resolution  
Android 4.2.x

### **4.2 Recommended device specs**

1.5GHz Quad-Core CPU or faster  
1280 \* 800 screen resolution  
Android 5.x or higher  
Headphones or external speakers  
SoundCloud App installed (optional for SoundCloud upload)

## 4.3 Memory Usage



The RAM indicator bar, located in the Common section of the Main Drum Machine and in the PCM Setup of the VA-Beast Synthesizer, shows the memory usage in relationship to the max available memory per app.

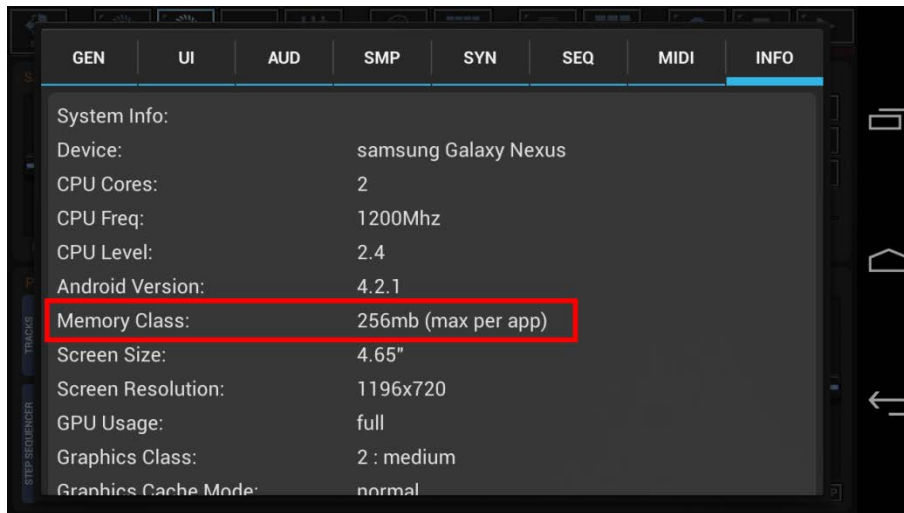
The maximum memory per app strongly depends on the device and varies from 48mb up to 512mb or even more. As more memory your device provide, as more concurrent samples you can use.

Samples that are used in multiple Tracks or Patterns are pooled and therefore only stored once in memory.

### 4.3.1 What to do when running out of Memory?

As already mentioned above, the maximum memory per app strongly depends on the hardware and varies from 48mb up to 512mb or even more. Usually devices with a higher screen resolution provide more memory per app.

You can check the actual 'Memory Class' of your device in the INFO tab of the Setup dialog.



Unfortunately some devices come with way too low Memory limitations.

One example are the Amazon Kindle Tablets:

The Kindle tablets all come with a 2560x1600px screen resolution, but provide only max 256mb per app, which is definitely too low for such a big screen.

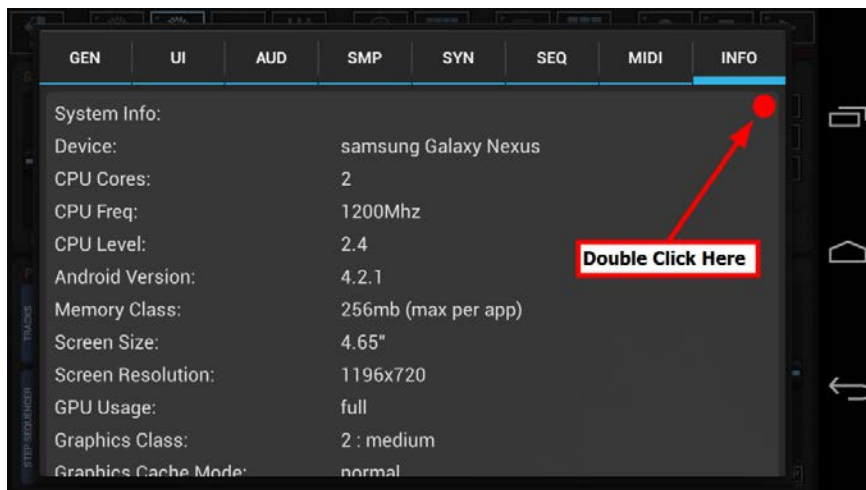
Since G-Stomper 4.4, the Kindle Tablet case is handled automatically, but there might some other constellations, where Memory can get very rare.

Since there's no way to increase the given 'Memory per app' limit (at least not without rooting the device), the only way to get more Memory Headroom is to reduce the Memory consumption of the G-Stomper app.

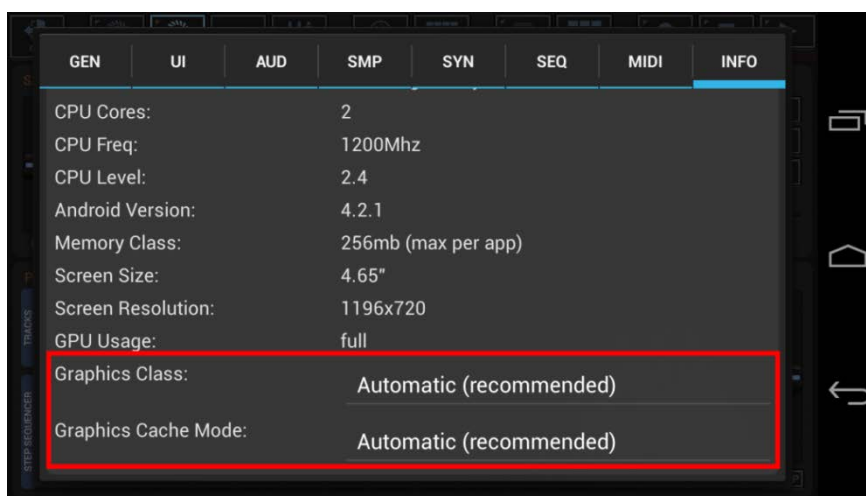
What you can do to reduce the G-Stomper Memory consumption significantly is to slightly reduce the quality of the used UI Graphics.

By default, the INFO tab offers only information about your system, but there's a hidden switch, which allows you to override some of the settings.

Double Click the upper left corner of the INFO tab to turn the 'Graphics Class' and the 'Graphics Cache Mode' into selection lists. If it won't work on the first try, just double click the spot a couple of times.



Once enabled, you can use the selection lists to override the default settings.



The easiest (and most recommended) way to reduce the UI Graphics quality is to set the Graphics Cache Mode to 'ECO'.

### Important Note:

Please keep in mind that overriding these Settings changes the G-Stomper core configuration. In 99% of all cases the default 'Automatic' settings are the best choices.

If you're not sure about it, send us a message from inside the G-Stomper app (Help / Contact Developer). A mail from inside G-Stomper provides device specific information in its header (screen resolution, memory class, graphics class, etc.). With this information we can give you a proper recommendation, which configuration is the best for you.

**Note:** You can override either the Graphics class or the Graphics Cache Mode, but not both at once.

## 4.4 Performance Optimization

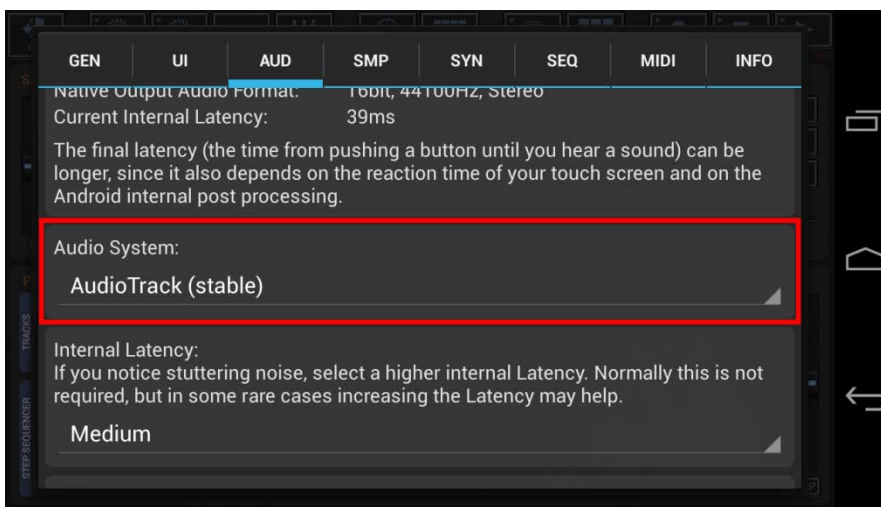


The setup dialog provides various ways to optimize your G-Stomper app for better performance. In most cases there's no need to change the settings.

But for the case that you notice some crackle noise during playback or if the screen has some lag, open the setup dialog and do one or more of the following Steps:

### 4.4.1 Audio

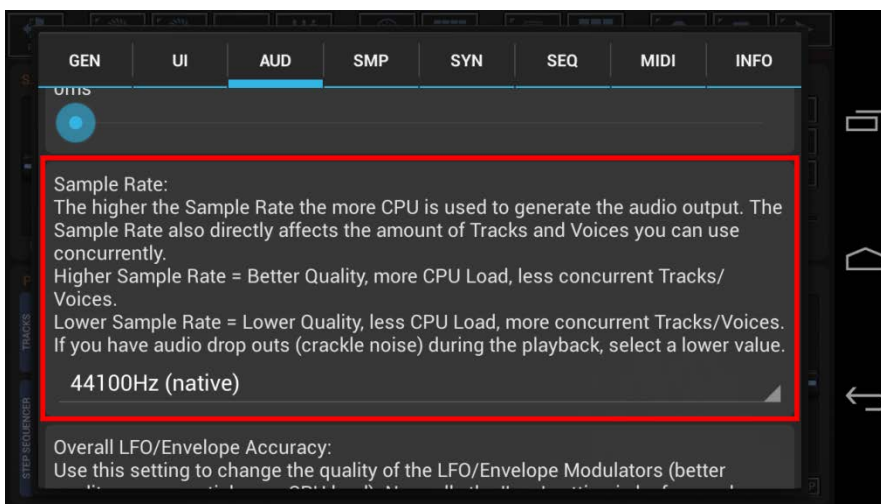
Turn off "OpenSL" and use the "AudioTrack" Audio System instead.



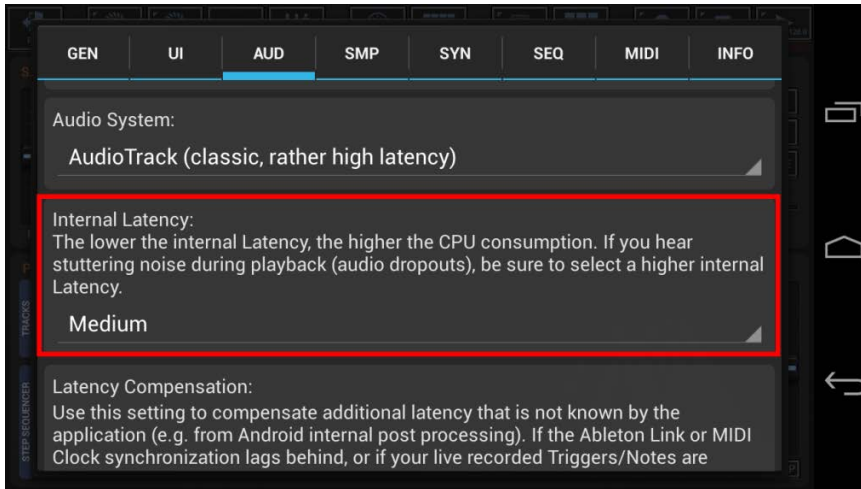
#### Note:

If you're using Android 8.1 or higher, you can also try the new "AAudio" audio System, which is optimized for low latency and best performance.

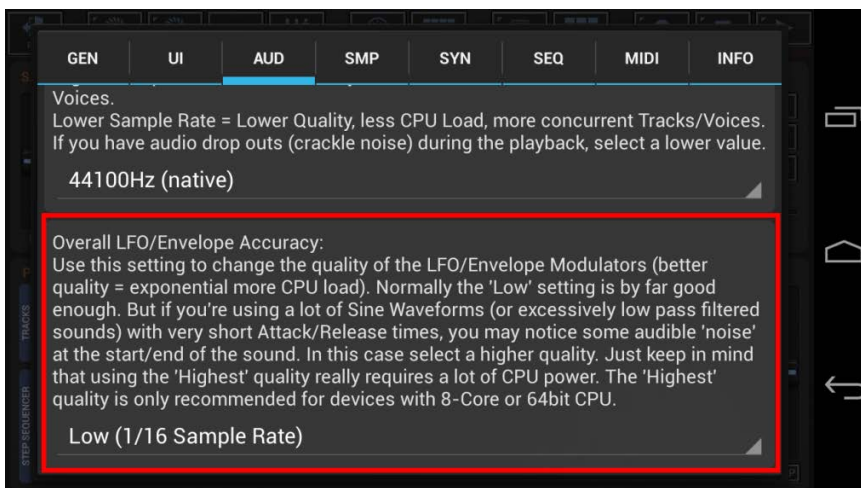
Select a lower Sample Rate.



Select a higher "Internal Latency".

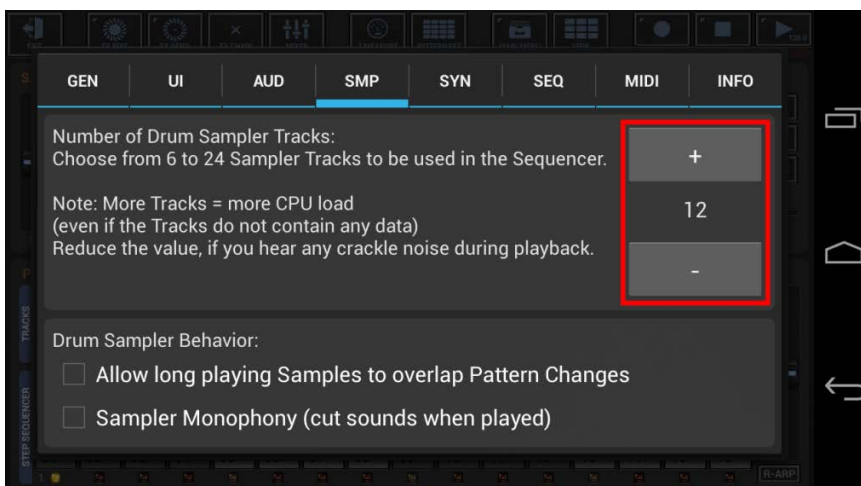


Select a lower LFO/Envelope accuracy.



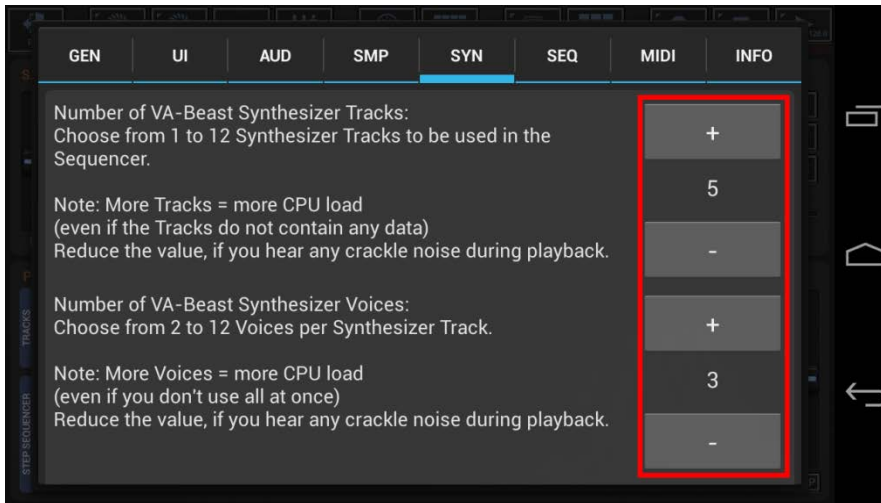
#### 4.4.2 Sampler

Reduce the Number of Sampler Tracks.



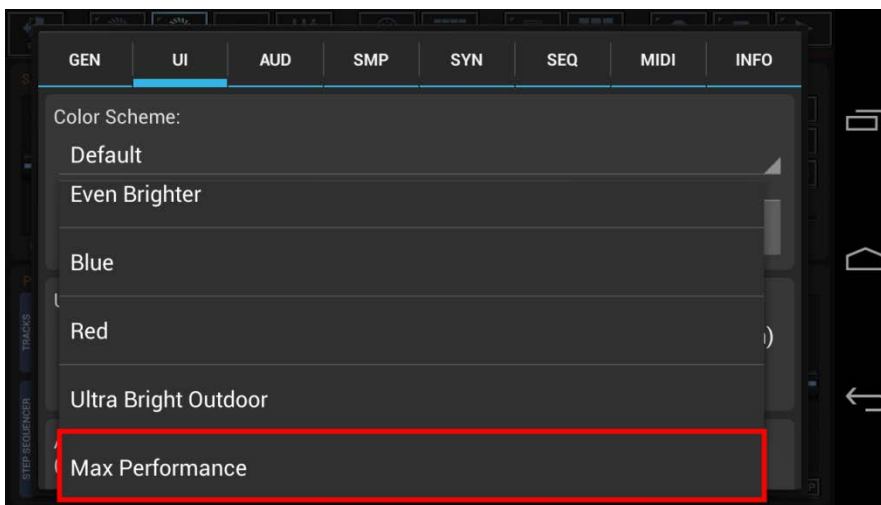
### 4.4.3 Synthesizer

Reduce the Number of Synthesizer Tracks and/or Voices.



### 4.4.4 Color Scheme

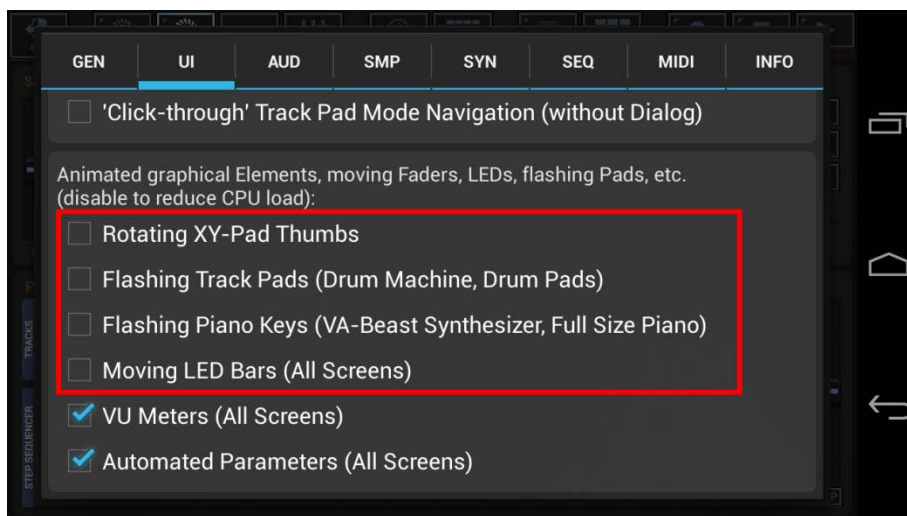
The Max Performance Color Scheme is optimized for best performance.





#### 4.4.5 Animated Graphical Elements

Disable the Rotating XY-Pad Thumbs, the Flashing Track Pads, the Flashing Piano Keys and/or the Moving LED Bars.

**Note:**

If you need the very last bit of performance, you can also disable the VU Meters and the Automated Parameters. But since these are essential, it is recommended to disable them only as a very last resort.

#### 4.4.6 Outside of G-Stomper

Turn off power saving functions, if there are any (those reduce the CPU speed when the battery gets low).

Turn off CPU hungry services like WIFI, GPS, Bluetooth, etc. or apps with heavy CPU or audio usage. Running the device in flight mode for example gives you a lot more performance head room.

To turn off an app or service, go to:

System Settings / Apps / <whatever app you want to close> / Force Stop

Also a fresh boot may help a lot in some situations, since it resets all background processes.