

G-Stomper Studio

G-Stomper Rhythm

~~G-Stomper VA-Beast~~

G-Stomper Producer

User Manual

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Important Note:

The Drum Sampler is available in G-Stomper Studio, G-Stomper Rhythm, and G-Stomper Producer. It is not available in G-Stomper VA-Beast (standalone).

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7 Drum Sampler

7.1 Overview

The Drum Machine in G-Stomper Studio, G-Stomper Rhythm, and G-Stomper Producer provides up to 24 Drum Sampler Tracks, where each is powered by its own Sampler instance.



The Drum Sampler has 4 main sections (per track) to tweak/modulate a sound in real-time.

- Sample / Track Settings
- Filter (Multi Filter with 8 Filter types)
- 1 Modulation LFO
- 1 Modulation Envelope

When you edit Sampler related parameters, then you always act on the currently selected Sampler Track (the highlighted one).

If you want to change the Pitch of the Sample on T01 for example, first select T01 and then change the Pitch Parameter.

Note:

The Step Sequencers for the Samplers are monophonic, but for smooth transitions between the steps (in case when new step triggers a sound and the sound of a previous step is still running), the Samplers are of course able to (internally) play multiple sounds at once. If you want true monophony (so that a sound is cut off, when a new trigger is fired on the same Track) then you can either enable the "Sampler Monophony (cut sounds when played)" in the Sampler section of the Setup dialog, or you can use the "The Mute Group 'Monophony' Extension" as described in the chapter below.

7.1.1 Differences between the Apps

Although the Drum Sampler modules are technically identical, the user interface may look slightly different depending on the used app.

7.1.1.1 G-Stomper Studio, G-Stomper Rhythm



7.1.1.2 G-Stomper Producer



7.2 Panel Reference

7.2.1 Sample / Track Settings

The Sample/Track Settings provide the all basic Parameters to manipulate a sample in real-time.



Pan: Sample Panorama (the base sample panning, independent from the mixer channel panorama)

Level: Sample Output Level/Volume (the base sample level, independent from the mixer channel volume)

Note: In Accent Mode the Level fader switches to Acc and controls the Accent amount.

Start: Sample Start Point

Leng: Sample Length



Toggle Pitch/Speed between linked and independent

Pitch: Sample Pitch Scale (if pitch/speed are linked), Sample Pitch Shift (if pitch/speed are independent)

Speed: Sample Playback Speed (doesn't affect the Sample Pitch)

Shuff: Track Shuffle/Swing ON/OFF

Roll: Roll OFF/2x/3x/4x (play the Sample 1x, 2x, 3x or 4x per Step)

Norm:

Normalize Sample to 0dB ON/OFF

Normalizing is useful to give Samples a boost, if they're recorded with low volume.

You won't hear a difference, if the sample file is already normalized.

Reverse:

Reverse Sample ON/OFF

Fill-in:

Randomized Fill-Ins at the end of the Pattern OFF / 1/2bar / 1/1bar
(for details, see Chapter: Fill-In)

7.2.2 Quick Sample Selector and Info Display



7.2.2.1 Quick Sample Selector

The Quick Sample Selector is very easy way to select samples with a single click rather than going through the regular file browser.



'<' and '>': Select the previous or next Sample within a particular sample folder.

By default, the Quick Sample Selector always adopts the folder of the currently loaded sample of a track.

So when you select another track, the '<' and '>' buttons always start at the currently loaded sample location to obtain determine the previous or next sample to be loaded.

Sample Auto Preview when using '<' and '>':

Long press 'Lock Folder' to turn the Auto Preview ON/OFF.

Lock Folder:

Adopting the location (as described above) fits very well when changing existing Patterns.

But when you start from scratch, it's often more suitable to lock the sample folder at a specific location, so that you can quick select samples for multiple tracks, all from the same folder. If the folder is locked, you can switch between the tracks and step up and down within the locked folder, regardless what sample was previously loaded at the tracks.

More (or short click to the display):

Shows up the "Load Sample" menu for the currently selected track, which lets you browse your samples using the regular file browser (loading a sample with the regular file browser updates the current Quick Sample Selector folder location).

7.2.2.2 Sample Info Display

The Sample Info Display shows the relevant details of the loaded sample.



Name: The Sample name (file name without extension)

Length: The length in minutes, seconds, milliseconds (+ the sample file size)

Format: The sample format (bit rate, sample rate, channels)

Short click to the display:

Shows up the "Load Sample" menu for the currently selected track, which lets you browse your samples using the regular file browser (loading a sample with the regular file browser updates the current Quick Sample Selector folder location).

7.2.3 Roll

The Roll function allows you to simulate typical drum rolls or flams.

Technically spoken, this means to play a sample multiple times within a single Step. You can play a sample either 1x, 2x, 3x, 4x, 5x, 6x, 7x or 8x per step.

While the lower values 2x, 3x and 4x can be used to create realistic drum rolls, the higher values 5x, 6x, 7x, 8x can create very nice robotic effects as known from many genres (e.g. Trap).



Short click: Roll OFF / 2x / 3x / 4x / 5x / 6x / 7x / 8x

Roll 2x:

The 1st Trigger is fired at the Step position (like a regular trigger)

The 2nd Trigger is fired at 50% of the time frame between the current Step and the next Step

Roll 3x:

The 1st Trigger is fired at the Step position (like a regular trigger)

The 2nd Trigger is fired at 33.3% of the time frame between the current Step and the next Step

The 3rd Trigger is fired at 66.6% of the time frame between the current Step and the next Step

Roll 4x:

The 1st Trigger is fired at the Step position (like a regular trigger)

The 2nd Trigger is fired at 25% of the time frame between the current Step and the next Step

The 3rd Trigger is fired at 50% of the time frame between the current Step and the next Step

The 4th Trigger is fired at 75% of the time frame between the current Step and the next Step

Roll 5x, 6x, 7x, 8x:

Same pattern as explained in 2x, 3x, 4x, just with more Triggers per Step.

Long Click: Roll internal Accent ON/OFF

7.2.4 Roll-internal Accent

The Roll internal Accent allows you to apply Accentuation to the Roll internal Triggers, which makes the drum rolls sound much more natural.



Long Click: Roll internal Accent ON/OFF

ON:

The Roll generated Triggers are Accent aware, while the Accent Fader (in Accent Mode) controls the Accent amount. The Roll starts at full (Roll-internal) Accentuation and ends with zero (Roll-internal) Accentuation.

This means in detail, the first Roll Trigger is always fired at full Roll-internal Accentuation. The last Roll Trigger is fired at zero Roll-internal Accentuation. In case of Roll 3x/4x/5x/6x/7x/8x, the Triggers in between are fired at a partial Roll-internal Accentuation to generate a linear level change from the first to the last Roll Trigger.

OFF:

All Roll triggers are played at the same Level.

Note:

Whether an accentuated trigger is played at a higher or lower level than a non-accentuated trigger depends on the Accent Amount (which goes from -100 to +100). Accent Amount > 0 plays the sample louder, Accent Amount < 0 plays the sample less loud (also known as ghost notes) in relation to regular non-accentuated triggers.

(for further details about accentuation see Chapter Pattern-Sequencer > Main Drum Machine > Accent)

7.2.5 Fill-In

The Fill-In function allows you to apply automatically generated, randomized breaks (Fill-Ins) at the end of the Pattern per Track.

The Fill-In are (if enabled) always applied to the last Bar of a Pattern.

They can be applied either for the half or the full duration of the last Bar.



Short click: Fill-In OFF / 1/2bar / 1/1bar

1/2 bar:

The sequencer creates a randomized break on the last 1/2 Bar of the pattern for the particular Track. (1/2 Bar = 2 beats in a 4/4 Time Signature)

1/1 bar:

The sequencer creates a randomized break on the complete last Bar of the pattern for the particular Track.

(1/1 Bar = 4 beats in a 4/4 Time Signature)

Long Click: Fill-In Hold ON/OFF

ON:

The Fill-In break will be created every time the sequencer passes the last Position (1/2 or 1/1).

OFF:

The Fill-In break will be created once and turns itself off afterwards.

7.2.6 Filter

The Sampler provides a Multi Filter (per Track) with 8 Filter types. The filter is applied to the audio signal right after the sample was manipulated by the Sample/Track Settings section.



The Filter section offers 8 different Filter Types:

- **LP12** (12dB Low Pass Filter)
- **HP12** (12dB High Pass Filter)
- **LP24** (24dB Low Pass Filter)
- **HP24** (24dB High Pass Filter)
- **BP** (12dB Band Pass Filter)
- **NP** (12dB Notch/No Pass Filter)
- **MGLP** (24dB Moog Low Pass Filter)
- **MGHP** (24dB Moog High Pass Filter)

Cutoff:

Controls the Filter Cutoff Frequency in a range from 1Hz to 14000Hz

Res:

Controls the Filter Resonance

Bandw (BP, NP Filter only):

Controls the Filter Bandwidth

7.2.7 Modulation Envelope

The Modulation section provides an Attack Decay Modulation Envelope (per Track) which can be used to modulate the Amplification, the Filter Cutoff or the Sample Pitch in real-time.

Depending on the used app, the user interface may look slightly different.

7.2.7.1 G-Stomper Studio, G-Stomper Rhythm



7.2.7.2 G-Stomper Producer



7.2.7.3 Destination (assign to Parameter)

You can choose from 3 parameter routings (multiple selections are possible).

**Amp:**

Apply the Modulation Envelope to Sample Amplification(Output Level) ON/OFF

Filter:

Apply the Modulation Envelope to Filter Cutoff ON/OFF

Pitch:

Apply the Modulation Envelope to Sample Pitch

7.2.7.4 Depth



Depth:

Controls the modulation depth/amount of the assigned parameter(s).

7.2.7.5 Decay

The Modulation Envelope offers 2 different Decay types.

- Linear
- Logarithmic

To choose the Decay Type, simply tap the Decay Type selector button.



Decay length:

The length of the Envelope is always matching the Sample playback length and therefore depending on the Start, Length and Pitch (if pitch/speed are linked) or Speed (if pitch/speed are independent) Parameter in the Sample/Track Settings.

7.2.7.6 Reverse

**Reverse Off:**

The Envelope starts from its max value (normal direction).

Reverse On:

The Envelope starts from zero and rises to its max value (reversed direction).

7.2.8 Modulation LFO

The Modulation section provides a Modulation LFO (per Track) which can be used to modulate the Amplification, the Filter Cutoff or the Sample Pitch in real-time.

Depending on the used app, the user interface may look slightly different.

7.2.8.1 G-Stomper Studio, G-Stomper Rhythm



7.2.8.2 G-Stomper Producer



7.2.8.3 Waveform

The LFO offers 7 invertible waveforms:

- **Triangle**
- **Saw**
- **Pulse** (Square wave, fixed at 50% pulse width)
- **Random** (similar to Pulse, but with randomized amplitude)
- **Smooth Random** (similar to Triangle, but with randomized amplitude)
- **Triple Peak** (a combination a smooth Saw approximated Sine and a 3 times faster running Sine wave)
- **Sine**



Short click: Select LFO Waveform

Long click: Invert LFO Waveform (ON/OFF)

7.2.8.4 Destination (assign to Parameter)

You can choose from 3 parameter routings (multiple selections are possible).



Amp:

Apply the Modulation LFO to Sample Amplification(Output Level) ON/OFF

Filter:

Apply the Modulation LFO to Filter Cutoff ON/OFF

Pitch:

Apply the Modulation LFO to Sample Pitch

7.2.8.5 Depth



Depth:

Controls the modulation depth/amount of the assigned parameter(s).

7.2.8.6 Rate (Tempo)



Rate (Sync off):

Controls the LFO Rate in Hz in a range from 100s to 50Hz

Rate (Sync on):

Controls the LFO Rate in Partial

16/1, 8/1, 4/1, 2/1, 1/1, 3/4, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 1/12, 1/16, 1/32, 1/64

7.2.8.7 Tempo Sync



Sync off:

The LFO rate is independent.

Sync on:

The LFO is synchronized with the tempo.

Note:

Depending on the Sync switch, the LFO Rate is set in Hz or in Partial (see Chapter: Rate (Tempo)).

7.2.8.8 Keyboard Sync

Long press the Sync button to turn KB Sync on/off.



KB Sync off:

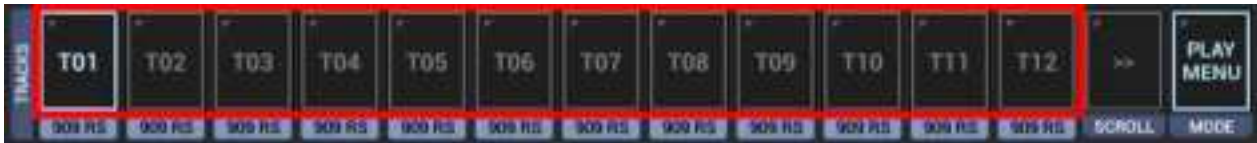
The LFO will not be re-started when a Sound is triggered.

KB Sync on:

With every triggered Sound the LFO gets re-started.

7.3 Sampler Tracks

7.3.1 Sampler Track Pads T01 - T24



Track Pads (T[.]) are located on all screens that are related to the Drum Samplers (such as the Drum Machine).

To scroll to the upper 12 Tracks (13-24) simply tap the scroll button right beside the Tracks.



Note: The number of available/enabled Tracks depends on the 'Number of Sampler Tracks' setting in the Setup dialog.

7.3.2 Sampler Track Pad Mode

Depending on the selected Track Pad Mode, the T[.] Buttons have different actions applied.
Tap the Track Pad Mode Button to switch between the different modes.



Depending on the used app, the Track Pad Modes might be different.

7.3.2.1 G-Stomper Studio, G-Stomper Rhythm



In G-Stomper Studio and G-Stomper Rhythm, each Track Pad Mode has two actions, and is therefore defined with two terms.
The term before the “/” is the short click action.
The term after the “/” is the long click action.

7.3.2.2 G-Stomper Producer



In G-Stomper Producer, each Track Pad Mode has one single action (the Track Pad short click).

Note: Track Pads in G-Stomper Producer are not long clickable. Check the sidebar at the left side for additional actions.

7.3.3 Actions for Track Pads in the different Modes

The following list describes the actions which are applied to the Track Pads (T[...]) in the different modes.

Depending on the used app, the available modes as well as the actions might be different.

7.3.3.1 G-Stomper Studio, G-Stomper Rhythm



Play(+Select)/Menu:

Click : Play Sample (+select Track)
Click (while recording) : Record Trigger (+select Track)
Long Click : Show up the Track Menu

Select/Mute:

Click : Select Track, silent
Long Click : Track Mute ON/OFF

Mute/Select:

Click : Track Mute ON/OFF
Long Click : Select Track, silent

Solo/Select:

Click : Track Solo ON/OFF
Long Click : Select Track, silent

Play(live)/<no long click>:

Click : Play Sample instantly, on-touch (dedicated for live playing/recording)
Click (while recording) : Record Trigger instantly
Long Click : No function

Rhythm Arp/Select<2-click>:

Touch : Activate the Rhythm Arpeggio for the particular Track
Release : Deactivate the Rhythm Arpeggio for the particular Track
Long Click : No function
Double Click : Select Track, silent

Note: The Rhythm Arpeggio can only be used when the sequencer is running.

7.3.3.2 G-Stomper Producer



Play(+Select):

Click : Play Sample (+select Track)
Click (while recording) : Record Trigger (+select Track)

Select:

Click : Select Track, silent

Mute:

Click : Track Mute ON/OFF

Solo:

Click : Track Solo ON/OFF

Play(live):

Click : Play Sample
Click (while recording) : Record Trigger

Note:

Please take note that the Track Pads in G-Stomper Producer always react instantly “on-touch” (rather than like in G-Stomper Studio after a normal click “on-release”). Therefore the G-Stomper Producer Track Pads are not long clickable

7.3.4 Actions for the Track Pad Mode Button in the different Modes

Depending on the used app, the actions might be different.

7.3.4.1 G-Stomper Studio, G-Stomper Rhythm



All Modes:

Click : Select Mode

Play(+Select)/Menu:

Long Click : Multi-Mute ON/OFF (see Chapter: Programmable Multi-Mute)

Select/Mute:

Long Click : Multi-Mute ON/OFF (see Chapter: Programmable Multi-Mute)

Mute/Select:

Long Click : All Track Mute OFF

Solo/Select:

Long Click : All Track Solo OFF

Play(live)/<no long click>:

Long Click : No function

Rhythm Arp/Select<2-click>:

Long Click : No function

7.3.4.2 G-Stomper Producer



In G-Stomper Producer, the Track Pad Mode button is not long clickable, and therefore provides only one single short click action: Select Mode.

7.3.5 Sampler Track Pad Instant Mode (G-Stomper Studio, G-Stomper Rhythm)

On the Main Drum Machine, you have the possibility to change the main behavior of the Track Pads from normal click to “on-touch”.

Normal behavior:

The Track Pads react to a regular click, which means in fact when you release a Track Pad (a click from a technical point of view is always a combination of touch and release).

Instant (on-touch) behavior:

The Track Pads react on-touch rather than on-release. This is, especially in a live situation, much faster and more direct.

Note: In Instant Mode, long click is not possible due to technical reasons

To switch between Normal and Instant (on-touch) behavior, long press the scroll button.



Note:

This switch is available exclusively for the Track Pads on the Main Drum Machine. On all other screens the Track Pad behavior is automatically set to the most suitable setting for the particular modes.

Sampler Drum Pads : All Modes except Play/Menu behave on-touch

Track Pads on FX and Master : All Modes behave on-touch

Sampler Track Grid, Note Grid : All Modes except Play(live) and Rhythm Arp behave Normal (on-click)

Note:

Also Note that this switch is not available in G-Stomper Producer, since the Track Pads in G-Stomper Producer always react instantly “on-touch” (rather than like in G-Stomper Studio after a normal click “on-release”).

7.3.6 Sampler Drum Pads

Depending on the used app, the user interface may look slightly different.

The Sampler Drum Pads provide 24 Pads to be used for live playing. Since the Drum Pads are in fact a specialized form of the Sampler Track Pads, they can also be used like regular Sampler Track Pads, e.g. to mute/un-mute, solo/un-solo, load samples, etc.
(for details see Chapter: Sampler Track Pads T01 - T24)

The advantage of the Drum Pads is that you see all 24 Sampler Tracks at once.

7.3.6.1 G-Stomper Studio, G-Stomper Rhythm



Furthermore the Drum Pads generally react instantly “on-touch” in all Track Pad Modes except Play/Menu.

Reacting “on-touch” is much more direct than the normal “on-click” behavior and therefore more suitable for Drum Pads.

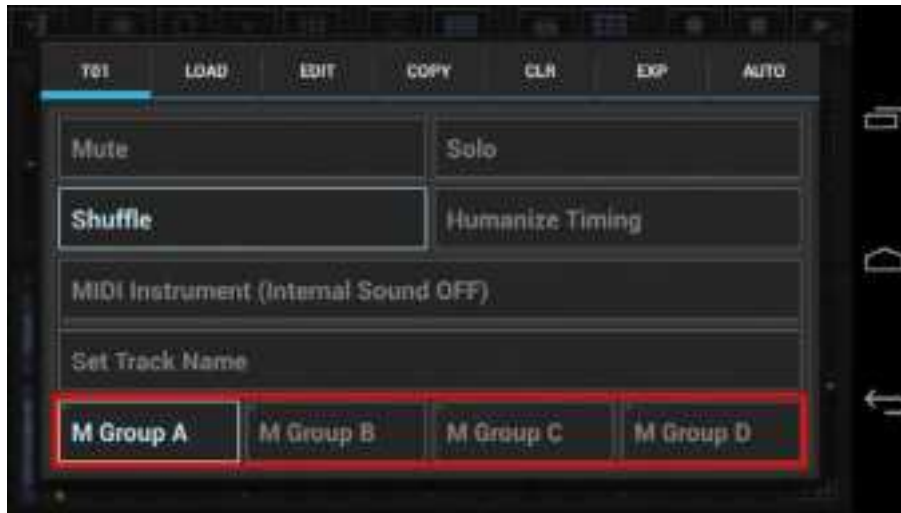
7.3.6.2 G-Stomper Producer



7.3.7 Sampler Mute Groups

Mute Groups are used to let two or more sounds mute each other when triggered. This is typically used for open and closed high hats to simulate their natural behavior (when you close the high hat in a real drum set while the open high hat was hit before, then the open high hat gets muted immediately).

G-Stomper Studio provides 4 independent Mute Groups for the Drum Samplers. To add a Track (resp. its sound) to a particular group, simply show up the Track Menu (see Chapter: Sampler Track Menu) and enable M Group A, B, C or D.



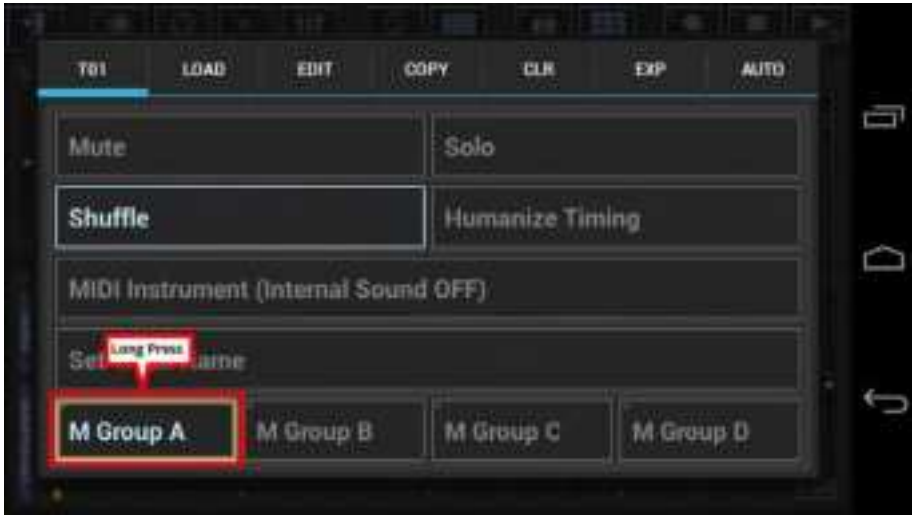
When you add two or more drum sampler tracks to the same Mute Group (e.g. M Group A), then every triggered sample by one of these tracks does cut/mute the the currently playing samples (if any) of the other tracks (only of the other tracks).

Conclusion: Adding a Track to a Mute Group (without 'Monophony' extension) has only an effect if at least one other Track is in the same Mute Group.

Note: Mute Groups in G-Stomper are stored per Pattern and can be different for each Pattern in a Pattern Set. Also note that a Track can be in more than one Mute Groups at once.

7.3.8 The Mute Group ‘Monophony’ Extension

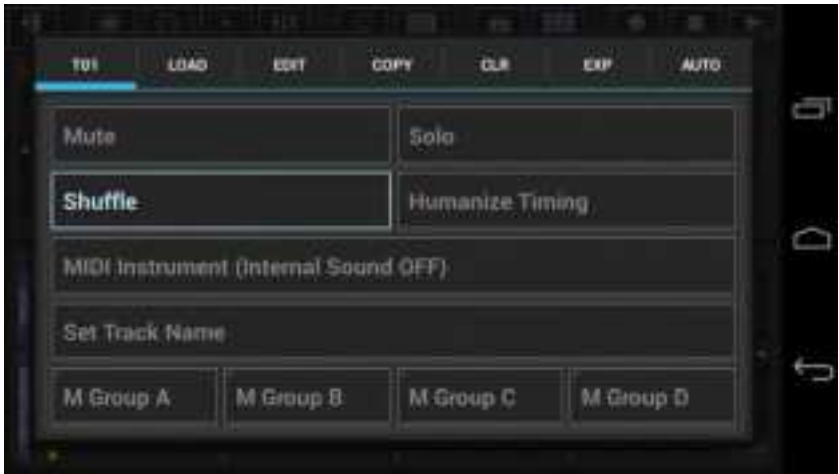
If you want a particular Mute Group to make all its members 100% monophonic, so that every trigger does not only cut/mute all currently playing samples of the other tracks, but also those of the same track, then you can enable the Mute Group ‘Monophony’ extension by long pressing a particular Group.



Note: The ‘Monophony’ extension can be used on Mute Groups with one or more members. This comes in handy, if you want to have a particular track true monophonic.

7.4 Sampler Track Menu

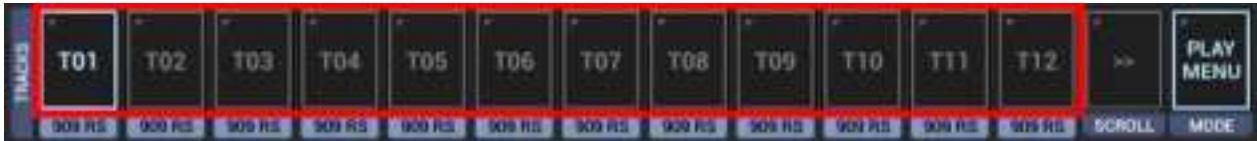
The Sampler Track Menu provides all operations for a particular Sampler Track.



7.4.1 Show up the Track Menu

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

7.4.1.1 G-Stomper Studio, G-Stomper Rhythm



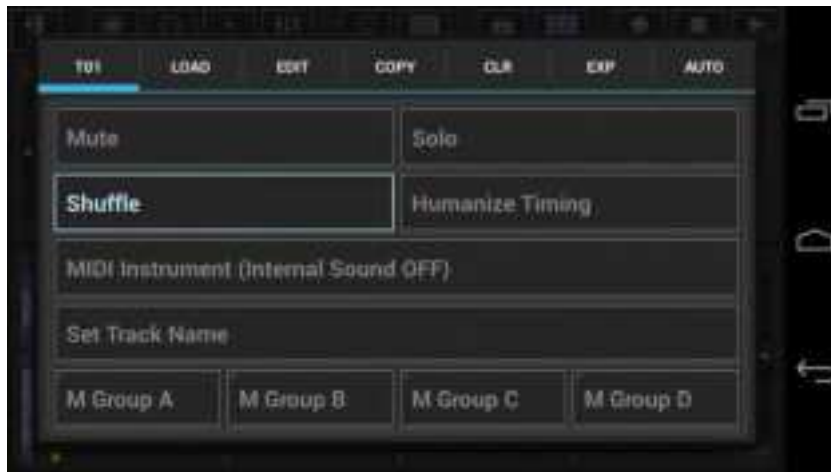
Make sure that the Track Pad mode is set to Play/Menu (which is the default).
Long click a Track Pad to open to the Track Menu.

7.4.1.2 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.



7.4.2 T[..]



Mute:

Track Mute ON/OFF

Solo:

Track Solo ON/OFF

Shuffle:

Track Shuffle/Swing ON/OFF

Humanize Timing:

Use this feature to add micro timing inaccuracies to your sequence to simulate a human musician. The inaccuracies are generated while the sequence is running, based on the selected humanization level and a randomly generated inaccuracy depth. E.g. 'Humanize Timing : 1/16 Step' means that the generated inaccuracies (micro delays) will be in a range from zero up to 1/16 of a single step. Please keep in mind that the inaccuracies are only in micro timing, and therefore almost unnoticeable. But they'll add a lot more groove to your sequences. The right amount strongly depends on the particular music. Just don't overdo it.

MIDI Instrument (Internal Sound Off):

Enable this option to control an external MIDI Instrument with this Track, rather than the internal Audio Source. Using a Track as [MIDI Instrument] means, the internal Sound will be disabled and only MIDI events will be fired from the Track. Be sure to configure the MIDI Channels, IN/OUT Interfaces in the G-Stomper Setup before you enable this option.

Set Track Name:

Set a logical Track Name, independent of its content.

Mute Groups A, B, C, D:

Mute Groups are used to let two or more sounds mute each other when triggered. This is typically used for open and closed high hats to simulate their natural behavior (when you close the high hat in a real drum set while the open high hat was hit before, then the open high hat gets muted immediately). To add the current Track to a particular Mute Group enable M Group A, B, C or D. (see also Chapter: Sampler Mute Groups)

7.4.3 Load



Load Factory Sample:

Load a single Factory Sample into the Track.
(this includes Samples from installed Sample Packs)

Load User Sample:

Load a single User Sample into the Track.
(this can be a Sample from anywhere on your storage)

Load Currently used Sample:

Load a single "already used" Sample into the Track.
Here you can chose from a List of samples which are currently in use (in Memory), in other words which are already loaded in some other Track or Pattern.

Record Sample from Microphone:

Start a new (empty) Audio Editor, ready to record a new Sample.
(for details see Chapter: Audio Editor > Capture/Record Samples)

7.4.4 Edit

**Open Sample in Audio Editor:**

Open the current Track Sample in the Audio Editor.
(for details see Chapter: Audio Editor > ...)

New Audio Editor:

Start a new (empty) Audio Editor.
(for details see Chapter: Audio Editor > ...)

Note:

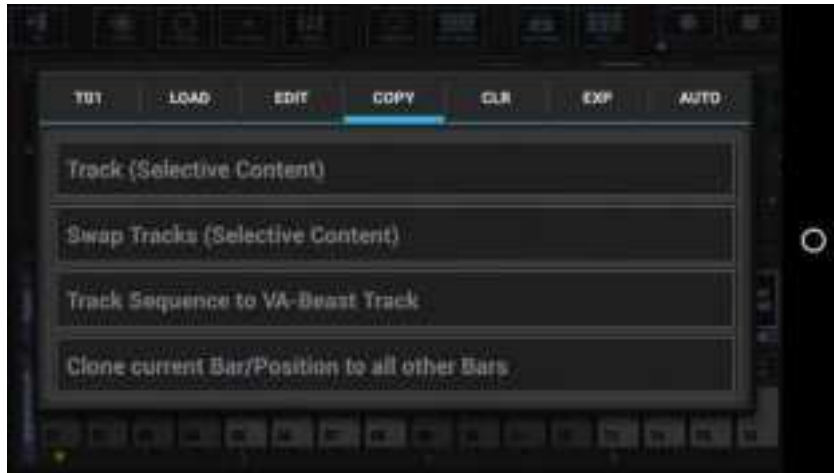
The graphical Audio Editor lets you edit/chop/process all supported .wav and .aif/.aiff samples.



7.4.5 Copy

Depending on the used app, the functions in the Copy tab might be different.

7.4.5.1 G-Stomper Studio



Copy Track (Selective Content):

Copy the complete Track or selective Content (multiple choice) to ..
 .. a Track of your choice (in a Pattern of your choice)
 .. to the same Track in all Patterns in the Pattern Set
 .. to the same Track in a selection of Patterns in the Pattern Set
 .. to the same Track in all Patterns in a selection of Pattern Banks (A, B, C, D) in the Pattern Set
 (for details see Chapter: Data Copy & Clear Framework)

Swap Tracks (Selective Content):

Swap the complete Track or selective Content (multiple choice) with a Track of your choice in a Pattern of your choice
 (for details see Chapter: Data Copy & Clear Framework)

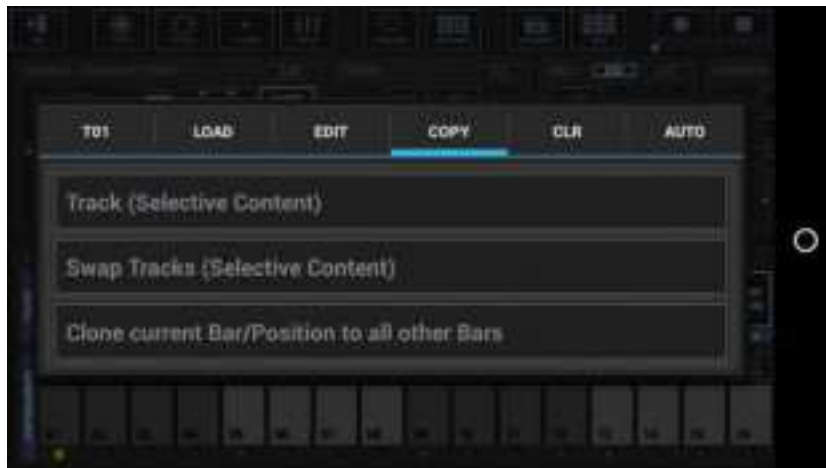
Copy Track Sequence to VA-Beast Track: (G-Stomper Studio only)

Copy the main sequence of the current (Sampler-)Track to a polyphonic VA-Beast Track of your choice
 When using this function, all Triggers of the source (Sampler-)Track will be copied in form of 1/16 Note Events to the destination VA-Beast Track.
 (for details see Chapter: Data Copy & Clear Framework)

Clone current Bar/Position to all other Bars

Clones the current Bar/Position (of this Track) including Parameter Automations to all other bars in the Pattern.

7.4.5.2 G-Stomper Rhythm



Copy Track (Selective Content):

Copy the complete Track or selective Content (multiple choice) to ..
 .. a Track of your choice (in the same Pattern)
 (for details see Chapter: Data Copy & Clear Framework)

Swap Tracks (Selective Content):

Swap the complete Track or selective Content (multiple choice) with a Track of your choice (in the same Pattern)
 (for details see Chapter: Data Copy & Clear Framework)

Clone current Bar/Position to all other Bars

Clones the current Bar/Position (of this Track) including Parameter Automations to all other bars in the Pattern.

7.4.5.3 G-Stomper Producer



Clone current Bar/Position to all other Bars

Clones the current Bar/Position (of this Track) including Parameter Automations to all other bars in the Pattern.

Note: In G-Stomper Producer, Tracks can be copied using the Per Track Pattern Set controls in the particular Mixer Channels.

7.4.6 Clear



Clear Track (Selective Content):

Clear the complete Track or selective Content (multiple choice)
(for details see Chapter: Data Copy & Clear Framework)

7.4.7 Export



Important Note: The Export tab is only available in G-Stomper Studio and G-Stomper Producer, but not in G-Stomper Rhythm, because G-Stomper Rhythm provides neither Sample nor Track bouncing.

Export/Bounce Sample:

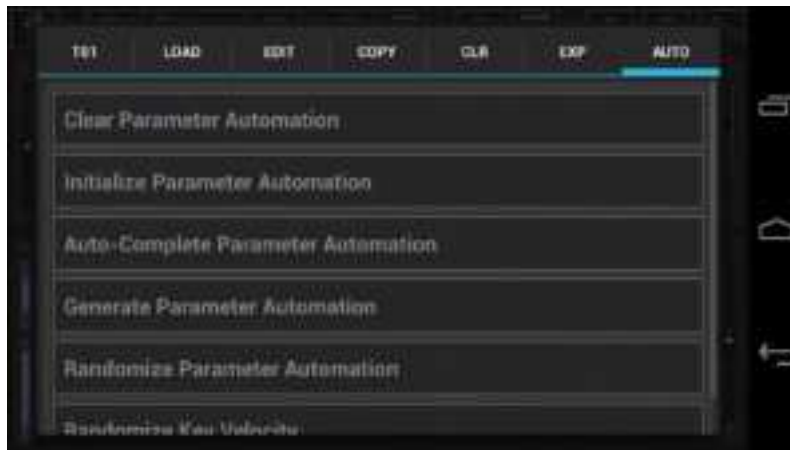
Export/Bounce the Sample (NOT the Sequence) of the Track including all Parameters (but NOT the EFX chain). The exported file will be located in the folder `/gstomper/usersamples/bounced_samples` and can be loaded in use of the regular Sample selection. By default, the bounced Sample gets loaded automatically at the end of the bounce process.

Export/Bounce complete Track:

Export/Bounce the complete Track including the Sequence, all Track and FX Parameters and all Automations. The exported Loop file will be located in the folder `/gstomper/usersamples/bounced_tracks` and will be loaded automatically at the end of the bounce process.

(for details see Chapter: Audio Export & Bouncing)

7.4.8 Automation



Clear Parameter Automation:

Clear the Automation Steps of a selection of Parameters.

Initialize Parameter Automation:

Initialize all Automation Steps of a selection of Parameters to their current Value.

Auto-Complete Parameter Automation:

The Auto-Complete Parameter Automation feature is used to create smooth movements just by setting the key steps.

To use it, you just have to define at least 2 Automation steps (in use of the Step Edit mode) for the desired parameter. Then call Auto-Complete Parameter Automation and enjoy the magic. The number of key steps is not limited. The Auto-Complete just fills all the gaps between the key steps with a smooth movement.

Note: Keep in Mind, that you must set the start step, even if it gets the same value as the already set parameter value.

(for details see Chapter: Parameter Automation)

Generate Parameter Automation:

Create Automation curves based on regular waveforms (Triangle, Saw, Pulse, Triple Peak, Sine) for a selection of Parameters.

(for details see Chapter: Parameter Automation > Generate Parameter Automation)

Randomize Parameter Automation:

Randomize Parameter Automation is used to either generate new random Automations or to randomize existing Automation curves of a selection of Parameters.

(for details see Chapter: Parameter Automation > Randomize Parameter Automation)