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

User Manual

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16 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.

G-Stomper Studio provides two main ways to export audio files:

- 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 a Song with the rest of the world, then a sum export (a final mixdown) is probably what you need.
- Bouncing in G-Stomper 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 if the 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.

All G-Stomper full versions export in a quality up to 32bit 96kHz Stereo.

16.1 Audio Export

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 Patterns or a complete 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

16.1.1 Export Pattern Set (Song Arrangement) as Audio

Open the Main Menu (on every screen).



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).

	E / TRACI	AND R	FX CHAIN		11 Internet	TIMA	D ADDRE P	onnaar		MOD	ENV					LAY :	
	Ехрог		Arrar	nger			Aud	io									
P	Please		Expo n/Mix				() E	kport	t Trac	cks s	epara	ately]		
						Sho	w T	rack	s								
		С	ancel								OK						←
STEP SEQUENCER	02	04	05 M	06	07	08 M	09	10 M	11 M		13 M	14 89	15 M	16			

 Image: Select the Export Type.

 Export Sum/Mixdown

 Export Sum/Mixdown

 Show Tracks

 Cancel
 OK

 Image: Cancel
 OK

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

Select the Tracks you want to export, or deselect the Tracks to be excluded from the process. When exporting Song Arrangements, in most cases, all available Tracks should be selected (which is the default).

	ct the Export T						🗹 ТО1	🗹 T02	🗹 ТОЗ	🗹 T04	🗹 T05	🗹 Т06
Expor	t Sum/Mixdo	own		t Tracks sep	parately		🗹 Т07	🗹 Т08	🗹 Т09	🗹 T10	🗹 Т11	🗹 T12
Please sele	ct the Tracks y	ou want to ind	clude.		All None		🗌 т13	🗌 T14	🗌 T15	🗌 т16	🗌 T17	🗌 Т18
🗹 то1	🗹 Т02	🗹 ТОЗ	🗹 Т04	🗹 ТО5	🗹 ТОб		🗌 Т19	🗌 T20	🗌 T21	🗌 Т22	🗌 T23	🗌 Т24
🗹 Т07	🗹 ТО8	📝 Т09	🗹 Т10	🗹 т11	🗹 T12	Statute	🗹 VT01	🗹 VT02	🗹 VT03	🗹 VT04	VT05	UT06
T13	🗌 T14	T15	T16	T17	🗆 т18		VT07	VT08	VT09	VT10	□ VT11	🗌 VT12

Note:

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

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Select the Export Format.

S.	Export Format and Post Processing	
-	Sample Format: 16bit	ſ
P	Sample Rate: 44100Hz	
VCER TRACKO	Stereo Post Processing: Normalize Level to -0dB (channels linked)	¢
STEP SEQUEN	Cancel OK	

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.

44100Hz Stereo Post Processing: Normalize Level to -0dB (channels linked) Iormalize Level to -0dB means to maximize the level of the exported audio file to	Sample Rate:	
Post Processing: Normalize Level to -0dB (channels linked) Iormalize Level to -0dB means to maximize the level of the exported audio file to		
Normalize Level to -0dB (channels linked)	🗹 Stereo	
	Post Processing: Normalize Level to -0dB (channe	els linked)
	lormalize Level to -0dB means to max he maximum possible value.	imize 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 Set)



Finally, confirm with OK to start the export process.

		MARCHEND VIEW	IECORD S	TOP
SAMPLE / TRACK SETTINGS		MOD ENV		
	SHUFF LP12 HP12 ROLL HP24 HP24			SETUP HELP
PAN LEVEL START LENG PITCH	Please wait		DEPTH SHUE	
TO1 TO2 TO3 TO4	36%			PLAY JENU
				NODE
		STEP EDIT. NOTE		
		M M M	H 19	

The exported .wav file(s) will be located in the folder 'gstomper/export' on your device storage.

Note:

Depending on your device performance and the selected export quality, the export process can take from $\sim 1/10$ of the regular Song duration up to twice or three times as long as the regular Song duration. While exporting, you can lock the screen, pick up calls, whatever you're up to, it' won't affect the export process.

16.1.2 Export Pattern as Audio

Open the Main Menu (on every screen).

]
SAMPLE / TRACK SETTINGS		X-Y MOD ENV	COMMON	
SHUFF	LP12 HP	12 AMP	SETUP	
The Proof	LP24 HP	24 FILTER	HELP	
NORM	BP N	Р	Finetune	
E E E E E E E E E E E E E E E E E E E	MGLP MG	HP : REVERSE	RAM	
PAN LEVEL START LENG PITCH		RES RAT	E DEPTH SHUFF	\sim
PATTERN / STEP SEQUENCER				
T01 T02 T03 T04 T05 BigC4 BigC4 Elec BD2 909 RS Elec CP	T06 T07 T08		T12 >> PLAY MENU	
	₽₽ ₩ 4 0	STEP EDIT NO	TE EDIT ACCENT	\leftarrow
	07 08 09	10 11 12 13	14 15 16	
	<u>N N N</u>		R-ARP	l.

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

	PX SEND		TIMEARUME	PACTERN LET	NUIR MENO			
					MOD			
LOAD	SAVE	COPY	CLR	IMP	EXP	SHR	HELP	
	ern Set (S ern as Au	ong Arran dio	gement)	as Audi	0			
Patte	rn as MI	DI						
01 02	03 04	05 06 0	A DESCRIPTION OF THE PARTY OF	9 10 1	1 12 13	8 14 15	i 16	

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

	ar l	TX DO		STILL SEND	EX CHAIN			TNEA		TELANDET	NAR		VIEW	1	0000	ETD/P	r A	
SI		maek (port			ı as	Aud	io						ENV					G
F	Ple	ease s			Expor n/Mix				() e	port	Trac	ks se	epara	itely]	
akck8								Sho	w Ti	ack	5							
ENCER				C	ancel								ок					ţ
STEP SEQUENCER	01	02 <u>N</u>	03	04	05	06 M	07 8	08 M	09	10 M	11 M	12 M	13	14 M	15 9	16 M	R-ARP	1

SAMPLI		FX SEND	EL -EL -EL FX CHAIN						VIEW				
	Export F		n as <i>l</i>										ū
P ee sx	Please sel	lect the ort Sun			Show	O w Trac	Export ks	Track	ks sep	arate	ely		
JENCER TRAC		с	ancel						ок				¢
STEP SEQUENCER	02 03 M 9	1 04 2 M	05	06 07	08	09 1	0 11 M M		13	14	15	16	

"Show Tracks" shows up detailed 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.

	t the Export T	· ·						🗹 T02	🗹 ТОЗ	🗹 T04		🗹 Т06
	Sum/Mixdo			t Tracks sep	arately		🗹 Т07	🗹 Т08	🗹 Т09	🗹 T10	🗌 т11	🗹 T12
		ou want to ine = disabled; Si	clude. ide chain signa	als = fixed	All None		🗌 Т13	🗌 T14	🗌 T15	🗌 т16	🗌 Т17	🗌 Т18
	🗹 T02	🗹 ТОЗ	🗹 Т04		🗹 ТОб	a 1	🗌 Т19	🗌 T20	🗌 T21	🗌 Т22	🗌 T23	T24
17	🗹 T08	🗹 Т09	🗹 T10	🗌 т11	🗹 T12	Thirty of	🗹 VT01	VT02	🗌 VT03	🗹 VT04	VT05	UT06
13	П Т14	T15	Т16	T17	🗆 Т18		VT07	VT08	VT09	VT10	□ vt11	□ VT12

Note:

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

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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.

		The second	FX CHAIN									
8	Export F	Pattern	as Aud	dio								5
	Number of	f Loop Cy	ycles to e	export:								
						1				÷		\bigtriangleup
F	🗹 Loop	o overla	pping a	udio?								
TRACKS	If checked output) wi							d (long	Sample	es or F)	<	
EQUENCER		Ca	ncel						ок			Ĵ
STEP SE	01 02 03	04 4 9	05 06 9 99	07 21	08 M	09 10 N N	11	12 N	13 14 11 1	15 9	16 21	

To ensure smooth running audio loops, audio parts which overlap the pattern end (e.g. a long sample or a reverb or delay effect) are looped, or in other words mixed to the beginning of the exported audio file.

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

4		THE SEND	EL EL EL							
8	Export P	Patter	'n as A	udio						0
	Number of	f Loop	Cycles t	o export						
		-				1		+		\bigtriangleup
TRACKS	If checked output) wi	, audio	output	which o	verlaps		(long Sar	nples or	FX	
QUENCER		C	Cancel				ОК			÷
STEP SI	02 03	04	05 (06 07	08 M	09 10 N M	12 13 M M	14 1	5 16 M M	

Select the Export Format.

Export Format and Post Processing	
Sample Format: 16bit	
Sample Rate: 44100Hz	
Stereo	
Post Processing: Normalize Level to -0dB (channels linked)	Ļ
Cancel OK	

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.

_
inked)
ze the level of the exported audio file to
ОК

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.

ENT FX SEND FX SEND			
SAMPLE / TRACK SETTINGS		MOD ENV. LEO	
	UFF LP12 HP12	AMP FILTER	
PAN LEVEL START LENG PITCH	Please wait		BAM
PATTERN / STEP SEQUENCER	8		
T01 T02 T03 T04	44%		>> PLAY MENU
			ROLL MODE
	06 07 08 09 10 1	1 12 13 14	15 16

The exported .wav file(s) will be located in the folder 'gstomper/export' on your device storage.

Note:

Depending on your device performance and the selected export quality, the export process can take from $\sim 1/10$ of the regular Pattern duration (multiplied by the number of loop cycles) up to twice or three times as long as the regular Pattern duration (multiplied by the number of loop cycles). While exporting, you can lock the screen, pick up calls, whatever you're up to, it' won't affect the export process.

16.2 Bouncing

Bouncing in G-Stomper 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 if the 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.

G-Stomper Studio can bounce single Samples or complete Tracks.

16.2.1 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) rendered into.

Please note that bouncing a Sample does not include the Sequence. Also note that the 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).

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



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

EUT PACET	FX SENO			ACMENTS	NECODO	PLAN :
SAMPLE / TRACK SE				MOD ENV LE		
тот	LOAD	СОРУ	CLR	EXP	AUTO	
Export	/Bounce Sar	nple				
Export/	/Bounce cor	nplete Track				
BAR SAR		LOOP	0 🍅 🖍 sı		ACCENT	-
USONANDOS dELS	3 04 05 21 24 M	06 07 08 (10 12 12	09 10 11 81 82 83	12 13 14	15 16 92 Ci	

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Select the Export Format.

S.	Export Format and Post Processing		
-	Sample Format: 16bit		
	Sample Rate: 44100Hz	٢	\langle
	✓ Stereo		
ENCER	Post Processing: No Post Processing	÷	
STEP SEQU	Cancel OK		

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.

	Export Format and Post Processing	
	Sample Rate: 44100Hz	
	✓ Stereo	
	Post Processing: No Post Processing	
NCER	Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.	· (_
STEP SEQUE	Cancel OK	

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.

16.2.2 Bounce complete Sampler Track

Bouncing a complete Track means to create an audio loop from a Track Sound with all audio processing rendered into, but NOT the Master/SumFX section.

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

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



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



Important Note:

Bouncing a Track will replace the complete Track Sequence with a static audio loop, which means also 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 which overlap the pattern end (e.g. a long sample or a reverb or delay effect) are looped, or in other words mixed to the beginning of the exported audio file.

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



Select the Export Format.

S.	Export Format and Post Processing	
5	Sample Format: 16bit	
P	Sample Rate: 44100Hz	
TRACKS	Stereo	
QUENCER	Post Processing: No Post Processing	Ú,
STEP SE	Cancel OK	

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.

Export Format and Post Process	sing	
Sample Rate: 44100Hz		
Stereo	_	
Post Processing: No Post Processing		
Normalize Level to -0dB means to maxim the maximum possible value.	nize the level of the exported audio file to	<i>←</i>
Cancel	ок	

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, with a Tempo/BPM suffix applied)

S.	T01: Save Bounced Track: /storage/emulated/0/gsamples/bounced_tracks					_
	/storag	e/emulated/0/g	gstomper/usersamples/bour	nced_tracks		
Demo-G-Stomper-3-VA- Beast4_128.0_T05				0	\frown	
cks a	Demo-G-Stomper-3-VA-				0	
TRA	G- <u>Stomper</u> -4-Demo-06_128.0					
The Track number will be automatically applied as a suffix to the				to the filename(s).		Ú
STEP SEQUE		Cancel	Create Folder	ОК		

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 (nonexisting) file name instead.

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16.2.3 Bounce complete VA-Beast Track

Bouncing a complete Track means to create an audio loop from a Track Sound with all audio processing rendered into, but NOT the Master/SumFX section.

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

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

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



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



Important Note:

Bouncing a Track will replace the complete Track Sequence with a static audio loop, which means also 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.

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To ensure smooth running audio loops, audio parts which overlap the pattern end (e.g. a long sample or a reverb or delay effect) are looped, or in other words mixed to the beginning of the exported audio file.

If you do not want the overlapping audio getting looped 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	C
тп	4
T12	

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Select the Export Format.

	Export Format and Post Process	ing	
ľ	Sample Format:		
	16bit		
	Sample Rate: 44100Hz		
	🗹 Stereo		
0	Post Processing:		
BAR	No Post Processing		
νı	Cancel	ОК	
Moon 2	PHI Celeste PHI E-Pi, 1 PHI Acou, PH1		

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.

B				
	Export Format and Post Process	ing		-
E	Sample Rate:			
- F	44100Hz	¥1		
	🗹 Stereo			\bigtriangleup
	Post Processing:			
	No Post Processing			
	Normalize Level to -0dB means to maximize the level of the exported audio file to the maximum possible value.			Ļ
S`	Cancel	ок		
Moog	2 PH Celeste PH E-Pi1 PH Acou PH1	MCDE		

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, with a Tempo/BPM suffix applied)



Finally, confirm with OK to start the bounce process.

Overwrite?		
Overwrite existing Bounced Track(s) 'G-Sto	mper-4-Demo-06_128.0_VT01'?	
Be aware! If you replace a bounced loop wh (in any Pattern), then this other track will be well. If you're not sure about that, it's recom existing) file name.	e updated with the new bounced loop as	

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 (nonexisting) file name instead.

Once the bouncing process is done, the bounced loop will automatically be loaded to the selected Sampler Track.



16.3 Exporting/Bouncing in Studio Quality

All G-Stomper full versions 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).

16.3.1 Sample Rate Conversion Warning

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.

EXI		
S.	Sample Rate conversion required	ū
	The selected Export Sample Rate (96000Hz) is different from the current Audio Sample Rate (44100Hz). Technically this is no problem, but there will be a slight quality loss in cause of the Sample Rate conversion during the export.	\frown
TRACKS	For best export results it's recommended to set the Audio Sample Rate to 96000Hz (in the Setup Dialog) before you export with 96000Hz. When the export is done, you can set it back to your usual Sample Rate.	
QUENCER	Cancel Don't mind, continue anyway	¢
STEP SEC		

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).

Show up the Setup dialog (main screen)

		TMEASURE PATTERNS		VIEW		
			X-Y MOD	ENV LEO		
	SHUFF	LP12 HP12	AMP		SETUP	
	ROLL	LP24 HP24	FILTER		HELP	
무무 비비무대	NORM	BP NP	PITCH	0 t 🔫	FINETUNE	
	EVERSE	MGLP MGHP	REVERS	SE	RAM	
PAN LEVEL START LENG PITCH	FILLIN CUTOFF		RES		SHUFF	\frown
PATTERN / STEP SEQUENCER						
Source r <td></td> <td>T07 T08</td> <td></td> <td></td> <td>>> PLAY MENU</td> <td></td>		T07 T08			>> PLAY MENU	
	LOOP		STEP EDIT	NOTE EDIT	ACCENT	÷
U1 02 03 04 05	06 07	08 09 1	0 11 12	13 14	15 16 B-ARP	

Change the Sample Rate to your desired value.



Close the Setup dialog and restart G-Stomper.

