

A **group** consists of a first armed master track and the following slaves that can be armed or unarmed. The group ends when it encounters a new (excluded) master track.

Apply Plugin →	Drag and Drop on a single Track, Edit, Region from Resources	RMB on a single Track → Attach Effect	Menu Audio → Attach Effect
GANG NONE	It goes on the first armed track we point to.	It just goes on the track we point to. It doesn't matter if it's armed or not. (?)	Goes on all armed tracks. Depending on the propagation option, they can be Shared or Standalone *.
GANG CHANNELS (Only masters or, if there are none, the first slave of a group is displayed.)	Goes on the first armed track we point to (Master or first Slave). Other groups are not considered. Goes as Shared on the other tracks in the group, armed and unarmed.	It only goes on the track you do RMB on, it can be a Master track or the first Slave track. No matter if it is armed or not.	It goes on the Armed track (Master or first Slave) of the first group starting from the top and on the other tracks as Shared/Standalone *. If there are multiple groups, only the first armed track of the first group is Standalone. All others (even the Masters of other following groups) are Shared/Standalone *.
GANG MEDIA (Only Masters are displayed)	It goes on the first armed Master track we point to. If a group does not have an armed Master track, it is not recognized as a group. Other groups are not considered. Goes as Shared on the other tracks in the group, armed or not.	It only goes on the track you do RMB on, no matter if it is armed or not. It must be a Master track or it will not be displayed.	It goes on the Armed Master of the first group starting from the top and on the other tracks as Shared/Standalone *. If a group does not have an armed Master track, it is not recognized as a group. If there are multiple groups, only the first armed Master of the first group is Standalone. All others (even the Masters of other groups) are Shared/Standalone *.

* indicates Shared or Standalone variation due to option “Attach single standalone and share others”

Note: the behavior between Gang Channels and Gang Media is the same. The only difference is the possible visibility of the first Slave track.