



# TEMPO-1

## User Manual

Manual version 1.0.6 for the Apple-submitted June 6, 2026 build. Covers iPhone, iPad, Mac, and AUv3 workflows: pads, sequencing, sound banks, sample import, capture, bounce-to-pad, MIDI, AUv3 document export, and preset-bank sharing.

VERSION	BUILD STATUS	DATE
1.0.6	Submitted to Apple	June 6, 2026

### Important availability note

This manual documents the TEMPO-1 1.0.6 build submitted to Apple on June 6, 2026. Apple processing, App Store review, TestFlight processing, and App Store rollout can take time. If you are reading this before the build has finished uploading, processing, or appearing as an update, the features marked in this manual are coming soon. Stay tuned and update TEMPO-1 from the App Store when the new build becomes available.

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## What changed in manual version 1.0.6

- Adds the June 6, 2026 Apple-submitted build disclaimer so early readers know some features may appear after App Store processing and rollout.
- Updates the manual from version 1.0.4 to the 1.0.6 workflow and project metadata.
- Documents the new sound browser sections: FACTORY, BANK, and FILES.
- Adds tap-to-preview behavior and clarifies that preview does not commit a sound until Use Sound or Save to Slot is chosen.
- Documents per-voice user sound banks with 10 slots per voice, custom names, empty/occupied slots, and replace confirmation.
- Adds folder WAV selection and file-based sound workflows.
- Documents capture-to-pad: Capture Complete -> destination pad -> slot/name -> commit.
- Clarifies Bounce To Pad for voice bounces and capture bounces, including the 30 second sample limit.
- Adds ALL-step editing, visible-page fill/clear, bulk step value editing, page copy/paste, and zoom/readability notes.
- Updates AUv3 export/save behavior, compact host layouts, host transport sync, Mac layout cleanup, and MIDI output details.

# 1. Before You Read

## Apple submission disclaimer - June 6, 2026

TEMPO-1 1.0.6 was submitted to Apple on June 6, 2026. If your installed App Store or TestFlight build does not yet show a workflow described here, the update may still be uploading, processing, waiting for review, or rolling out. Keep the app updated and check the App Store for the latest TEMPO-1 build.

## What TEMPO-1 is

TEMPO-1 is a 12-voice drum workstation for fast drum programming, performance, sample workflows, MIDI control, and export. It runs as a standalone app on iPhone, iPad, and Mac, and as an AUv3 extension inside supported hosts.

## Platform notes

Platform	Expected behavior
iPhone	Portrait-focused touch workflow with pads, sequencer, mixer, FX, presets, sound browser, capture, and export.
iPad	Larger hardware-style layout with the same core tabs and deeper simultaneous editing space.
Mac	Mac app workflow with hardware-style controls, keyboard-friendly operation, and standard save dialogs.
AUv3	Runs inside supported hosts. Host transport and tempo can drive the session. Exports use document-save flows so the host can provide a destination.

## Two different bank systems

TEMPO-1 has both preset banks and per-voice sound banks. They solve different jobs.

Bank type	Size	Use it for
User presets	24 preset slots across banks A-D	Saving the full groove state: pattern, voices, samples, mixer, FX, timing, MIDI mappings, and related performance state.
User sound banks	10 sound/sample slots per voice	Saving imported, linked, or bounced sounds for a specific voice so they can be recalled from the Sound browser.

## 2. Quick Start

Use this page when you just want to make a beat and move it into a session.

Goal	Do this
Start playback	Tap Play. Tap Stop to stop transport. Use BPM and Swing to shape the feel. In AUv3, host transport may control playback.
Build a beat	Open Seq, select a voice row, then tap or slide across steps. Use A-D and 16/32/64 to choose the pattern variation and length.
Shape steps	Use VEL, PROB, TIME, and RTRG for velocity, probability, micro-timing, and ratchets. Use ALL for visible-page bulk edits.
Pick sounds	Open Pads, select a voice, tap Sound, then preview Factory, Bank, or Files sounds. Tap Use Sound or save to a bank slot when ready.
Import a WAV	Open Sound, choose Files or import/select a WAV folder/source, preview the file, then save it to a per-voice bank slot or use it on the voice.
Capture audio	Tap Capture, perform, then stop. Use the Capture Complete sheet to play, share, save, mail, delete, or bounce the capture to a pad.
Bounce to pad	From Sound or Capture Complete, choose Bounce, pick a destination pad, choose a user bank slot/name, then commit.
Export	Open Presets to export a preset bank, current pattern MIDI, or current loop WAV. In AUv3, use the host document-save picker.

### Fast workflow

- Pads is the performance and sound-design surface.
- Seq is for rhythm, step values, page/zoom work, and longer patterns.
- Mix balances the kit with level, pan, mute, solo, master level, and automation cleanup.
- FX edits per-voice racks and the post-mix master rack.
- Presets handles full groove states, user preset banks, and DAW-ready export.
- Sound browser handles factory sounds, user sound banks, Files sounds, preview, import, and bounce-to-pad commits.

# 3. Interface Overview



Figure 1: TEMPO-1 workstation surface with transport, tabs, voice controls, sequencer, mixer, FX, and preset workflow areas.

Area	Purpose
Top transport	Play/stop, record/capture, audio/capture tools, BPM, MIDI Learn, Clear MIDI, status, and meters.
Pads	Trigger 12 voices and edit the selected voice sound. Also opens the Sound browser.
Seq	Program patterns across A-D variations, 16/32/64-step lengths, visible pages, zoom, and step edit modes.
Mix	Level, pan, mute, solo, master level/pan, and mixer automation cleanup.
FX	Per-voice FX racks plus the MSTR post-mix master rack.
Presets	Factory presets, user preset slots, initialize/clear, preset-bank import/export, MIDI export, loop WAV export.

## Voice layout

Pad	Voice	Short name
1	Kick	KK
2	Snare	SN
3	Closed Hat	CH
4	Open Hat	OH
5	Clap	CP
6	Tom	TM
7	Cymbal	CY
8	Perc	PC
9	Keys	KEY
10	Bass	BAS
11	Synth	SYN

Pad	Voice	Short name
12	Sounds	SND

# 4. Pads And Voice Editing



Figure 2: Pads on iPhone. The selected voice owns the lower sound controls and current sound browser target.

## Pads tab callouts

- The 12 pads trigger Kick, Snare, Closed Hat, Open Hat, Clap, Tom, Cymbal, Perc, Keys, Bass, Synth, and Sounds.
- The selected pad determines the visible sound controls, sequencer focus row, mixer selection, and FX routing target.
- Tap plays the selected voice with its current sound, level, tuning, and FX context.
- Sound opens the sound browser for the selected voice.
- Clear Rhythm removes the selected voice pattern. Clear Auto clears automation for that voice.

## Voice parameters

Voice type	Parameter behavior
Kick	Pitch, Sweep, PDecay, Decay, Drive, Click, Tone, and Level. Kick keeps Click as the fifth character control.
Other modeled/sample voices	Pitch, Sweep, Attack, Decay, Drive, Crush, Tone, and Level. Crush replaces Click for non-kick voices.
Samples	Decay controls playback length. At maximum Decay, short samples can play naturally to the end. Crush adds lower-resolution texture.

## Crush

Crush lowers the effective resolution of sampled and non-kick voices. Low values stay cleaner; high values become stepped, gritty, and lo-fi. Use it to roughen hats, make a sample feel older, or push a sound forward in a dense pattern.

# 5. Sound Browser, Preview, And User Banks

The Sound browser is the main place to choose factory sounds, preview sounds, save custom sounds, use folder WAV files, and commit bounces into reusable per-voice slots.

Section	What it contains	Main actions
FACTORY	Built-in modeled and bundled sample choices for the selected voice.	Tap to preview. Use Sound applies the selected sound to the current voice.
BANK	10 per-voice user bank slots. Slots can contain imported, linked, or bounced sounds with custom names.	Preview, use, replace, clear, or save into a slot with confirmation if occupied.
FILES	Folder/file based WAV sounds that you select for the voice workflow.	Preview, Use Sound, or save into a user bank slot.

## Preview versus commit

- Tap a sound to preview it. Preview is audible but should not change the active voice until you explicitly use or save the sound.
- Preview stops when another preview starts or when the selector closes.
- Use Sound applies the selected sound to the selected voice.
- Saving to a BANK slot creates a named per-voice sound you can reuse later.

## User sound banks

Each voice has 10 user sound/sample bank slots. These are separate from the 24 user preset slots. User sound banks store sounds for one voice; presets store the whole groove.

Action	Expected workflow
Save imported WAV	Choose or import a WAV, name it, choose a bank slot, then Save To Slot.
Use Files sound	Preview the linked file, then Use Sound or save it to a bank slot.
Replace occupied slot	Choose an occupied slot, tap Replace Slot, then confirm the replacement. Cancel keeps the old slot unchanged.
Factory/user reset	Factory reset actions restore factory user sounds/banks where available. Be careful before clearing user sound banks.

## Sample limits

User samples and bounced samples are limited to 30 seconds for pad playback. Longer captures can still be saved/exported as WAV, but Bounce To Pad is blocked or shows an error when the audio is too long for the user-sample slot.

# 6. Sequencer And Step Editing

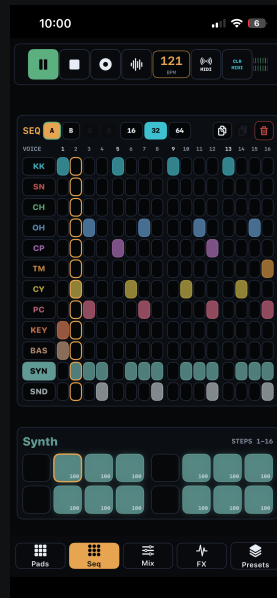


Figure 3: iPhone sequencer with visible step lanes and step editing controls.

## Core sequencer controls

Control	Use it for
A-D	Select pattern variation.
16 / 32 / 64	Set the working pattern length.
Step pages	Move through longer patterns while keeping a 16-step working view.
Zoom	Enlarge the active step lane or visible section for more accurate edits.
COPY / PASTE	Copy/paste visible step-page material for fast variation building.
Clear all	Clear all steps in the current pattern after confirmation.

## Tap or slide to add steps

- When no step edit mode is active, tap a cell to toggle it on or off.
- Drag across the grid to paint/toggle multiple steps. Each crossed cell toggles once during that drag.
- Turn off VEL, PROB, TIME, or RTRG first if you want to add/remove hits instead of editing values.
- In compact AUv3 layouts, the sequencer lane is spaced to reduce accidental bottom-tab taps.

## Step edit modes

Mode	What it edits
VEL	Per-step velocity. Higher values trigger louder or harder hits.
PROB	Per-step probability. Lower values create variation by sometimes skipping hits.
TIME	Micro-timing. Move a hit earlier or later for push/pull feel.

Mode	What it edits
RTRG	Ratchets/retriggers. Repeat a hit inside the step for rolls and stutters.

## ALL and visible-page bulk editing

ALL mode applies step operations across the visible page for the selected voice. Use it for fill/clear moves or bulk VEL, PROB, TIME, and RTRG changes without editing each step one at a time.

# 7. Mixer

## Mixer callouts

- MST controls the master strip. Voice strips control individual levels and pans.
- Mute and Solo isolate voices quickly during performance, arrangement, or troubleshooting.
- Pan controls spread voices across the stereo field. Recent builds clean up compact AUv3 pan controls for easier touch and clearer L/R markers.
- Reset returns mix values to defaults where available.
- Clear Auto and Clear Last clean up mixer automation lanes without needing to rebuild the pattern.

Use Mix when the beat is already programmed and you want the kit to sit together. Keep the kick/snare weight stable first, then use hats/percussion/FX voices to create width and motion.

Control	Typical use
Level	Set each voice weight.
Pan	Place voices left/right.
Mute	Remove a voice temporarily.
Solo	Hear a voice or small group in isolation.
Master	Set final app output level and master balance.

# 8. Effects And Routing



Figure 4: FX routing on iPhone. Select a voice or MSTR, then edit that rack.

## Track-style routing

Current TEMPO-1 builds use track-style routing. Each voice owns its own FX rack. MSTR edits a separate post-mix master rack. Selecting a voice changes which private rack you are editing; it does not route every voice into one shared bus.

Target	What it controls
KK, SN, CH, OH, CP, TM, CY, PC, KEY, BAS, SYN, SND	The selected voice private FX rack.
MSTR	The post-mix master rack after all voices are summed.

## FX blocks and signal order

- Editable blocks: Phaser, Slicer, Delay, Reverb, Filter, and Master controls.
- Each voice rack processes Phaser -> Slicer -> Filter -> Delay -> Reverb.
- The master rack uses the same order after the voice mix is summed.
- Clear FX Auto removes FX automation. Clear Last FX removes the most recent FX automation gesture.
- Automation can target master FX, per-voice FX parameters, per-voice delay time, and master delay time.

## 9. Live Capture And Capture Complete

Capture records a live WAV performance from TEMPO-1. Use it for ideas, performance passes, resampling, or quick sharing.

Step	Action
1	Tap Capture to begin recording audio.
2	Play pads, sequence, mute/solo, change FX, or perform the groove.
3	Stop capture. The Capture Complete sheet appears.
4	Preview/play the capture, then save, share, mail, delete, or Bounce To Pad.

### Capture Complete actions

Action	Behavior
PLAY / STOP	Preview the captured WAV. Preview should stop cleanly when another action closes or replaces it.
SHARE	Standalone iOS uses the standard share sheet.
MAIL	Prepares an email with the WAV attached where mail is available.
SAVE WAV	Saves the capture to a visible file destination. In AUv3, this uses document-save flow.
BOUNCE	Routes the capture into the pad destination and user bank slot/name commit flow.
DELETE	Removes the capture from the app capture list.

### Capture availability note

Captures longer than 30 seconds can be useful for saving or sharing, but may be too long to commit as pad samples. If Bounce To Pad is disabled or fails for a long capture, save/export the WAV instead or make a shorter capture for pad playback.

# 10. Bounce To Pad And Resampling

Bounce To Pad turns a voice or capture into a reusable sample sound. In 1.0.6, regular bounces and capture bounces use the same safer commit pattern: choose destination, choose slot/name, then commit.

Bounce type	Workflow
Voice bounce	Open Sound for a source voice, choose Bounce, pick the destination pad, name the sound, select a user bank slot, then save.
Capture bounce	From Capture Complete, choose Bounce, pick destination pad, name the sound, select a user bank slot, then save.

## Why the commit flow matters

- You choose the destination pad before saving, so the bounce does not silently land on the wrong voice.
- You choose the target bank slot and name, so future recall is clearer.
- Occupied slots require confirmation before replacement.
- Cancel from the destination picker or commit panel leaves the source, capture, and existing bank slots unchanged.

## Resampling recipe

Step	Action
1	Program or perform a source voice with tuning, envelope, mixer, and FX choices.
2	Bounce the source voice to a destination pad.
3	Name it and save it to a user bank slot for that destination voice.
4	Sequence the bounced pad like any other voice.
5	Repeat the process to build layered sounds or commit a processed loop fragment.

# 11. Presets, Import, And Export

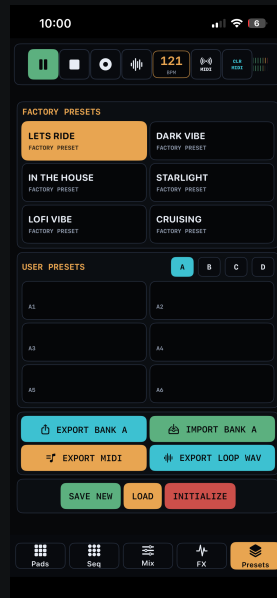


Figure 5: Presets and export workflow.

## Preset slots

User presets are full groove states. TEMPO-1 has 24 user preset slots across banks A-D. These are different from the 10 per-voice user sound bank slots in the Sound browser.

Preset feature	What it stores or does
Factory Presets	Built-in starting points.
User slots A-D	24 user preset slots total, 6 slots per bank.
Save New / Save	Stores current groove state to a user preset slot.
Load	Recalls the selected preset. AUv3 builds preserve host transport behavior during preset load.
Initialize / Clear	Resets the current state or clears selected user slots with confirmation.

## What presets can include

- Voice parameters, sample IDs, model IDs, sample tuning, selected tab/voice/page, pattern data, pattern length, BPM, swing, and selected pattern.
- Mixer level, pan, mute, solo, master level, and master pan.
- Per-voice FX routing, per-voice FX parameters, master FX parameters, delay timing, and automation lanes.
- User samples and user sample banks can be embedded/restored for preset portability.
- MIDI mappings and MIDI velocity settings can be included in preset bank workflows.

## Export options

Export	Use it for
Export Bank	Backup or move a user preset bank, including embedded user samples and MIDI mappings where included.

Export	Use it for
Import Bank	Load a previously exported user preset bank.
Export MIDI	Send the current pattern to a DAW or hardware sequencer. MIDI includes step velocity, timing, swing, and ratchets where represented by the exported pattern.
Export Loop WAV	Render the current loop as audio.
Capture WAV	Save/share an actual performance capture from the Capture Complete sheet.

## 12. AUv3, GarageBand, And Mac

In AUv3 mode, TEMPO-1 lives inside the host. The host controls transport context, tempo, project saving, and plugin window sizing. TEMPO-1 keeps its core workflow but adapts export, layout, and state handling for the host.

Topic	Behavior
Host transport	Play/stop can follow the host. Preset load should not fight host playback or unexpectedly jump live host position.
Host tempo/timeline	Host tempo and timeline position may drive the session depending on host and track configuration.
Compact layout	Controls rearrange for narrow or short plugin windows. Pads, sequencer, FX, sound selector, capture sheet, and commit panels are sized for compact hosts.
Export/save	MIDI, loop WAV, preset bank, and captured WAV exports use document-save flow in AUv3 instead of oversized share sheets.
State recall	The host project recalls the plugin state with the session.
MIDI output	TEMPO-1 can publish generated MIDI through an AUv3 MIDI output when the host supports plugin MIDI output.

### Mac notes

- The Mac app uses standard save dialogs for exports.
- Recent Mac surface updates remove stale/no-op kit or pattern controls from the hardware top bar.
- The collapsed editor rail opens from the full vertical EDIT hit target.
- Typing-key pad triggering and keyboard navigation are useful on Mac and with hardware keyboards.

### GarageBand and host compatibility

GarageBand and other hosts expose AUv3 routing, MIDI, file save panels, and plugin windows differently. If a workflow behaves differently in one host, test the same export or MIDI route in another compatible AUv3 host before assuming the TEMPO-1 project is broken.

# 13. MIDI Learn, MIDI Output, And Keyboard Control

## MIDI Learn

MIDI Learn maps external controls to TEMPO-1 parameters. Use the MIDI button to enter learn mode, move or tap the TEMPO-1 control you want to map, then move the hardware control. Clear MIDI removes assignments.

Control group	Examples
Session	BPM, swing, pattern selection, pattern length, transport.
Pads and voice sound	Pad triggering, sound parameters, sample tune, Crush/Click where relevant.
Mixer	Voice level, pan, mute, solo, master level, and master pan.
FX	Master and per-voice Phaser, Slicer, Delay, Reverb, Filter, delay time, and routing targets.

## MIDI output

- TEMPO-1 can publish generated note events through a virtual AUv3 MIDI output named TEMPO-1 MIDI Out when the host supports MIDI output from plugins.
- Host MIDI routing differs by app. In GarageBand, available routing depends on GarageBand AUv3 MIDI support and track setup.
- Export MIDI is separate from live MIDI output. Export MIDI writes the current pattern as a MIDI file; live MIDI output sends generated events in supported hosts.

## Typing and hardware keyboard controls

Key/action	Behavior
A W S E D F T G Y H U J	Trigger voices 1-12 in a keyboard-pad layout. Alternate right-hand pad keys include K O L P ; and apostrophe for the first six voices.
Space	Toggle play/stop.
R	Toggle record where applicable.
X	Clear rhythm for the selected voice.
C	Clear automation for the selected voice.
B	Open/close the sound selector.
Arrow keys	Navigate visible selection where keyboard navigation is active.
Return/Enter	Tap/trigger selected action where active.

# 14. Recipes

Recipe	Steps
Paint a fast hat pattern	Open Seq, select CH or OH, make sure no step edit mode is active, then drag across the steps you want to toggle.
Humanize a rhythm	Add steps, then use VEL for accents, PROB for variation, TIME for push/pull, and RTRG for rolls.
Bulk edit one visible page	Turn on ALL, choose VEL/PROB/TIME/RTRG, then edit the visible page for the selected voice.
Make a custom sound bank hit	Open Sound, preview a Factory or Files sound, save it to a named BANK slot, then use it in the pattern.
Capture and reuse a moment	Capture a short performance, preview it, choose Bounce, pick a destination pad, name it, save to a slot, then sequence it.
Per-voice dub send feel	Open FX, select a voice in Routing, add Delay/Reverb to that voice, then leave other voices dry.
Master polish	Select MSTR in FX and use light Filter, Reverb, or master level changes after the voice mix.
Move to a DAW	Open Presets, export MIDI for the current pattern or Loop WAV for rendered audio. In AUv3, save through the document picker.

# 15. Troubleshooting

Issue	Try this
Feature is missing from my app	This manual documents the 1.0.6 build submitted to Apple on June 6, 2026. If your App Store/TestFlight build is older or Apple processing is still underway, update when the new build appears.
Sliding on the grid edits values instead of adding steps	Turn off VEL, PROB, TIME, or RTRG. Slide-to-toggle works when no step edit mode is active.
ALL edits too many steps	ALL applies to the visible page for the selected voice. Check selected voice, page, and edit mode before applying a bulk edit.
Preview changed unexpectedly	Preview should not commit until Use Sound or Save To Slot. Close and reopen the sound selector; if it persists, note the source section and sound name when contacting support.
Bank slot replacement warning appears	The selected per-voice sound bank slot is occupied. Cancel to keep it or Replace to overwrite it.
Capture bounce is unavailable	The capture may be longer than the 30 second user-sample limit. Save/export the WAV or record a shorter capture for pad use.
A sample cuts off too early	Raise Decay. At maximum Decay, a short sample can play naturally to the end.
FX changes affect only one voice	Check Routing. Voice buttons edit per-voice racks; MSTR edits the post-mix master rack.
AUv3 export asks for a save location	That is expected. AUv3 uses document-save export so the host can provide an appropriate destination.
MIDI output is not arriving in the host	Confirm the host supports MIDI output from AUv3 plugins and route TEMPO-1 MIDI Out to a destination track when available.

# 16. Reference

## Core limits and counts

Item	Value
Voices	12: Kick, Snare, Closed Hat, Open Hat, Clap, Tom, Cymbal, Perc, Keys, Bass, Synth, Sounds.
Pattern length	16, 32, or 64 steps.
Pattern variations/slots	A-D variations and 64 pattern slots.
User preset slots	24 total, banks A-D, 6 slots per bank.
Per-voice user sound bank slots	10 slots per voice.
User sample duration for pad playback	30 seconds maximum.
BPM automation range in AUv3 parameter tree	30 to 300 BPM.
Swing range	50 to 75.
Effects	Phaser, Slicer, Delay, Reverb, Filter, Master.
Platforms	iPhone, iPad, Mac, and AUv3-compatible hosts.

## Support

Support: [support@richardgillespie.ca](mailto:support@richardgillespie.ca)

Website: <https://www.richardgillespie.ca/tempo-1>

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