snibbetracker iOS manual

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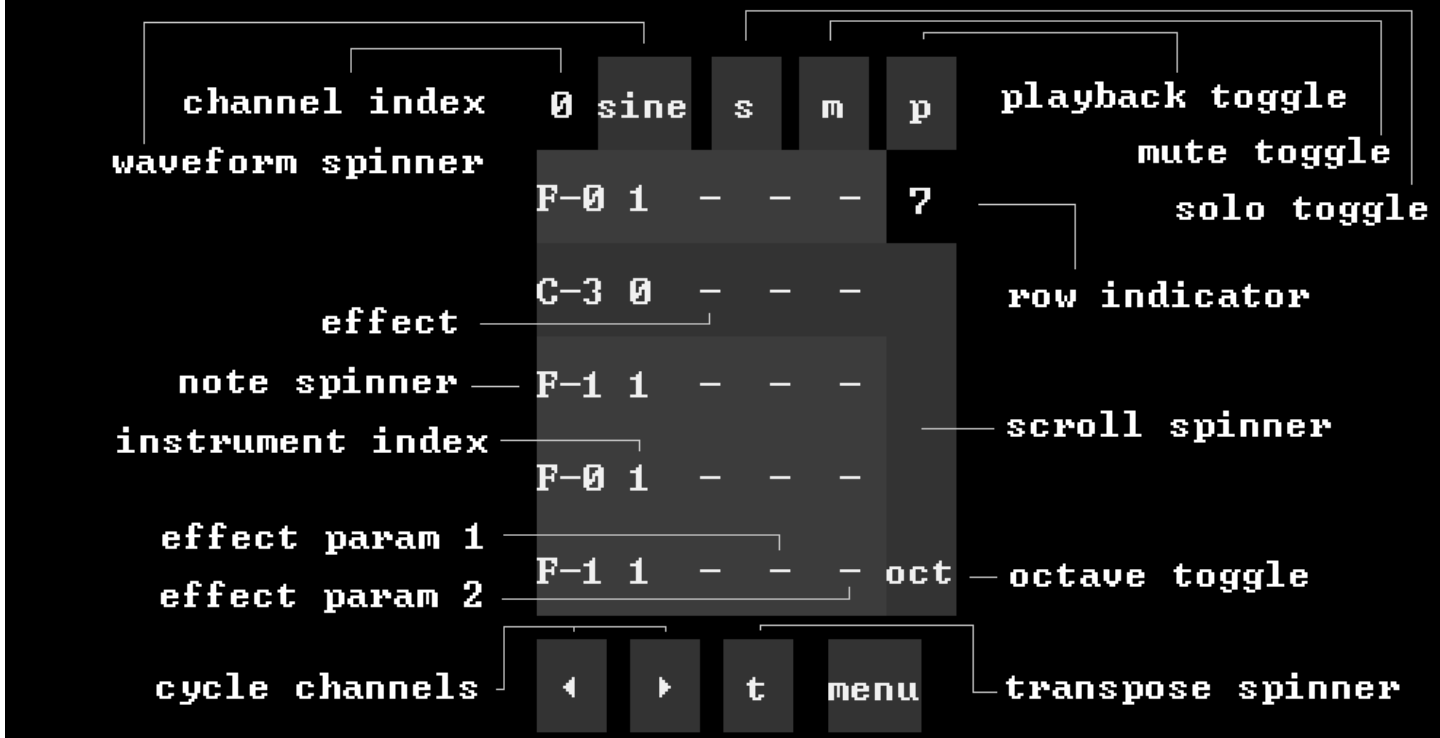
snibbetracker iOS is a fakebit tracker for creating chip-like music and sfx. The majority of the UI consists of spinner buttons which can be dragged up and down to change their values and also tapped, usually for resetting them or toggling active state. Other kinds of buttons are toggle and regular ones.

Add notes to track and arrange the patterns to create a song. Each note has an instrument index and effect slots.

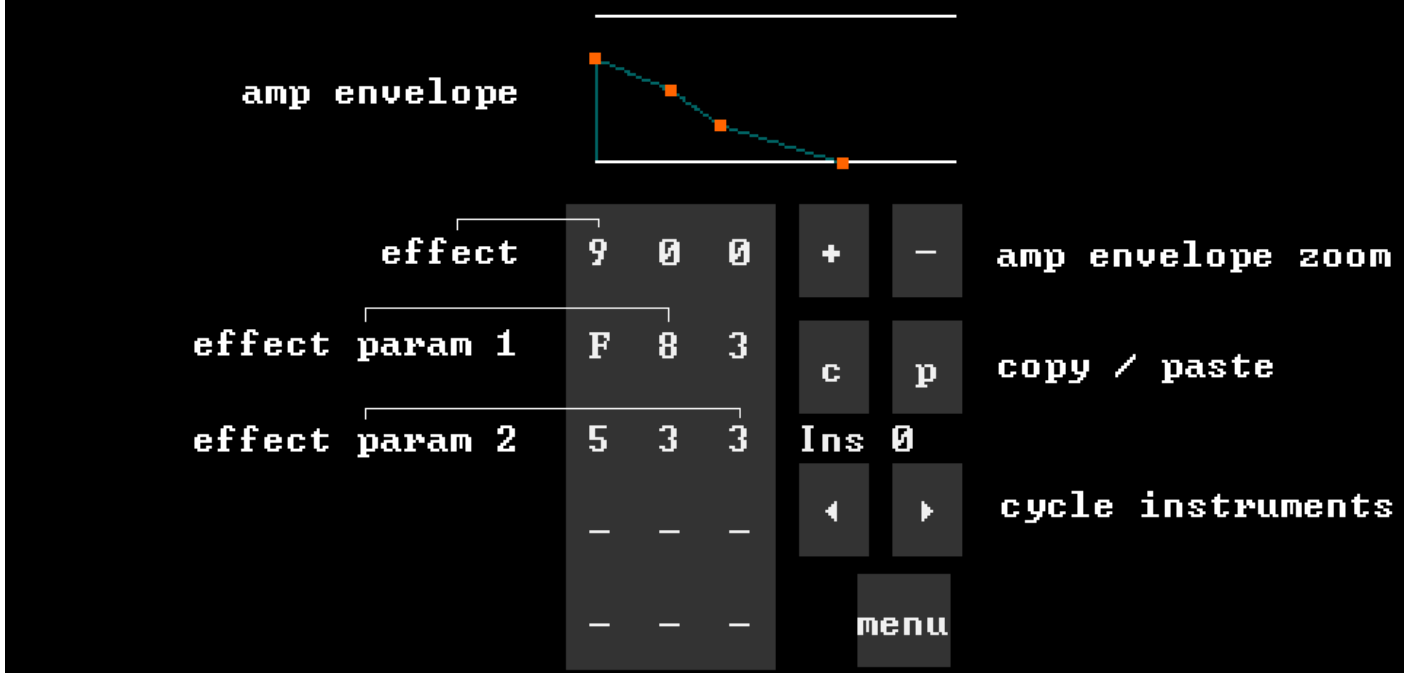
Import and export are supported in the free version but saving is limited to premium, which can be purchased within the app.

Track view



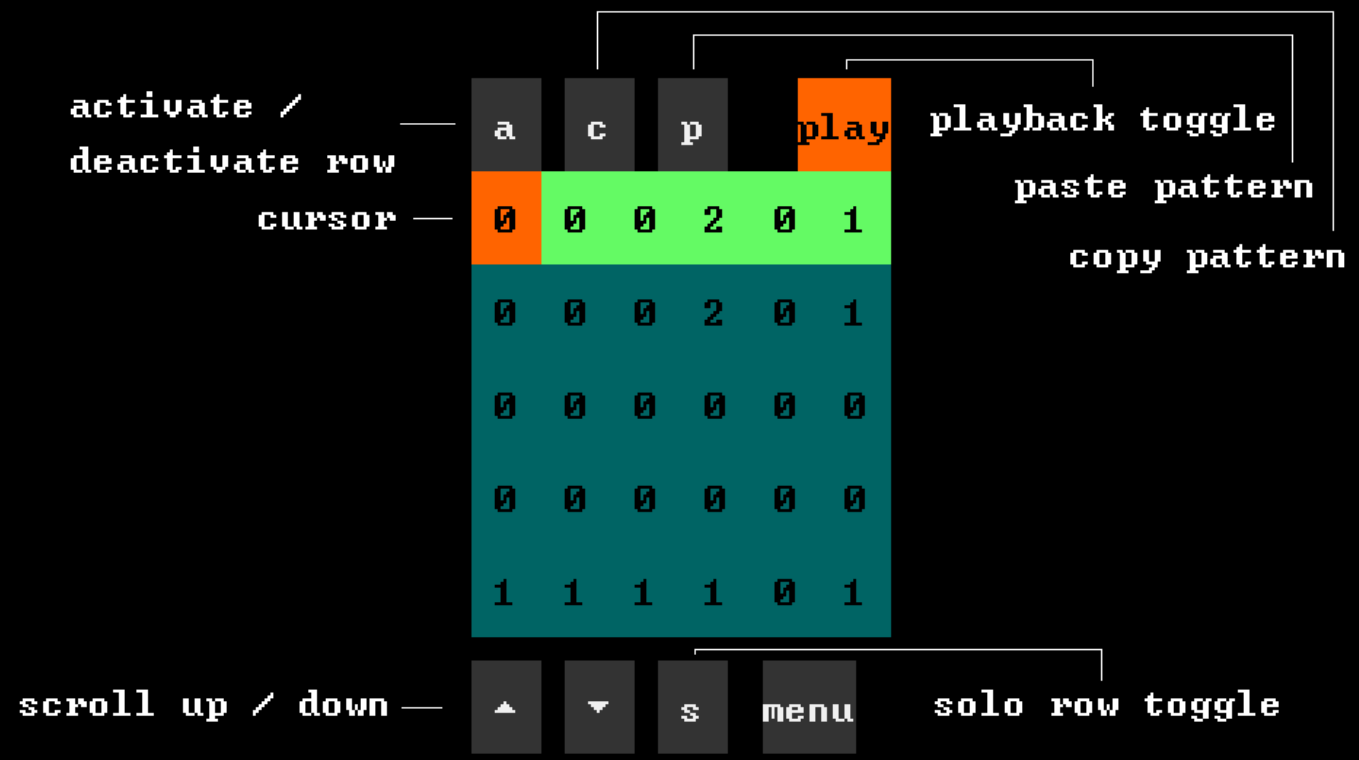
Notes and effect params can be tapped for removal.
The transpose spinner will transpose all notes in track by half notes. When octave is toggled, it will transpose them by octaves instead.

Instrument view

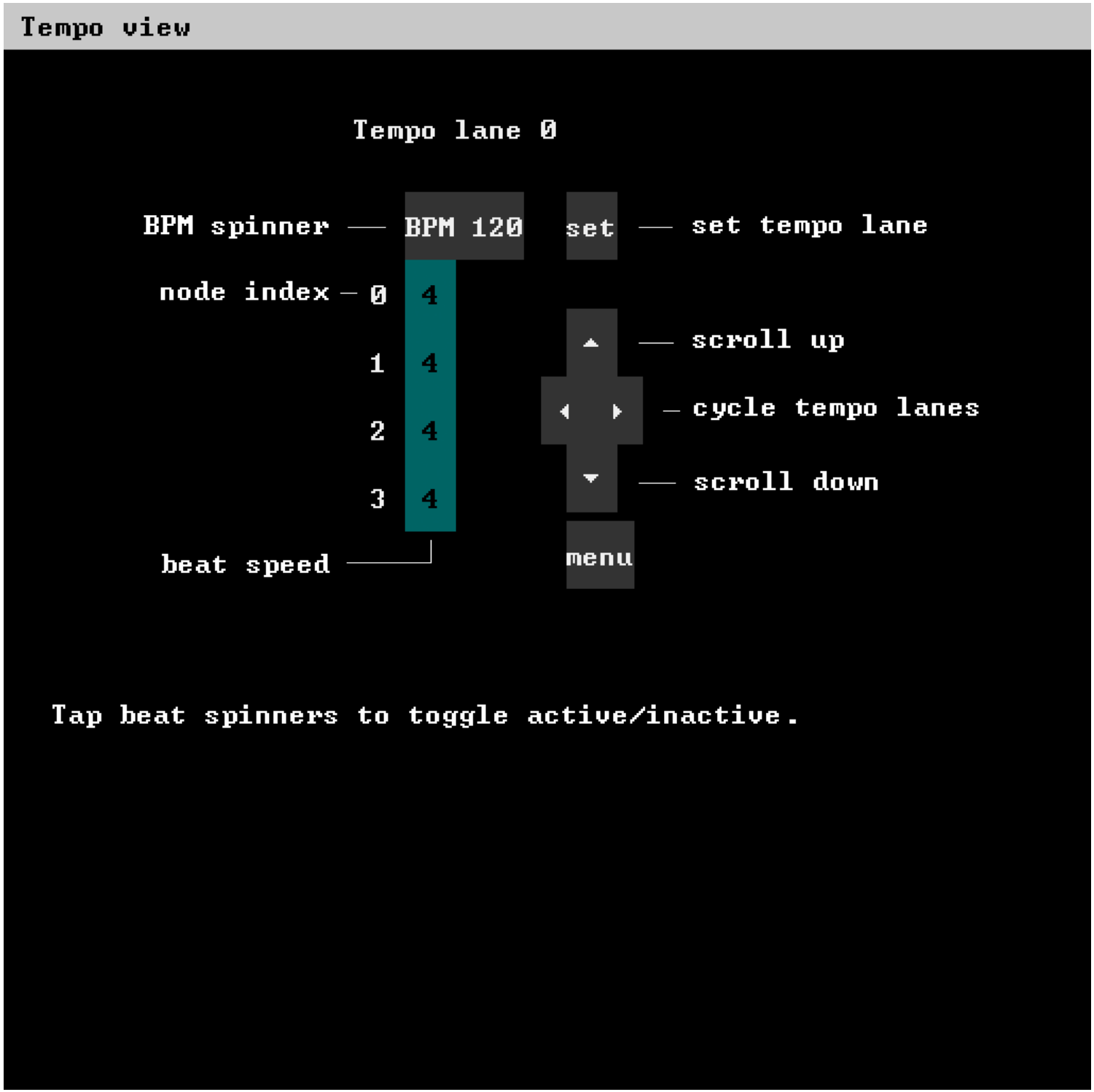


Instrument Effects will be applied to every note using the instrument.
Copy an instrument by tapping c, cycle to the instrument you want to paste to and tap p.
Drag the amp envelope nodes to shape the amplitude curve.

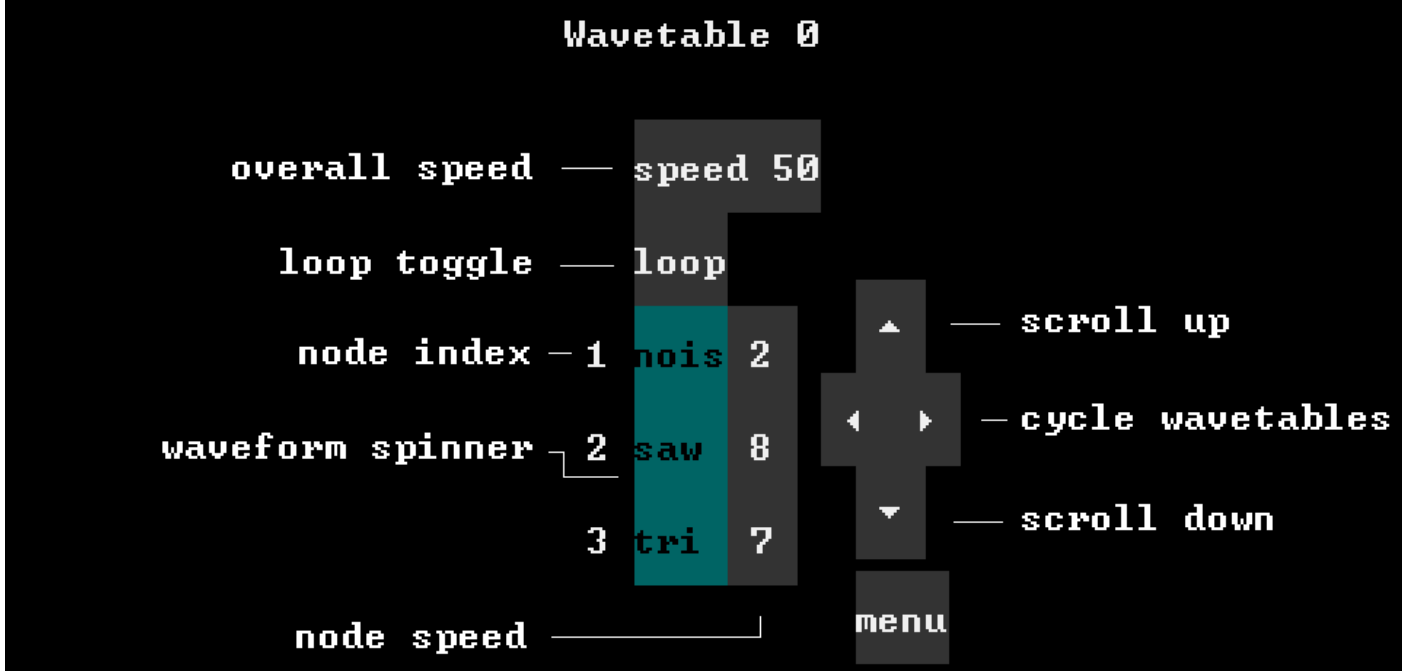
Pattern view



Tap the grid of pattern values to place the cursor, or drag up or down to change their values.
Cursor position is indicated by the orange color.
The position of the cursor will reflect the pattern shown in Track view.


Tempo view
Tempo lane 0
BPM spinner
BPM 120
set
set tempo lane
node index
0
4
1
4
2
4
3
4
scroll up
cycle tempo lanes
scroll down
beat speed
menu
Tap beat spinners to toggle active/inactive.

Wavetable view



Tap waveform spinners to activate/deactivate the nodes.
To use Wavetable 0 for example, set effect 90- on the instrument or in track for a single note.

Effects 1(2)

0xx - arpeggio (second tone halfsteps, third tone halfsteps) change speed in settings:Arp xx.
1xx - arpeggio speed (speed, speed) use one of the values or both multiplied.
2xx - delay (speed, feedback)
3xx - portamento (speed, speed) uses a single value if other is 0 or a multiplication of both. Sets the speed to when new notes will be reached.
4xx - vibrato (speed, depth).
5xx - distortion (amp, amp).
6xx - FM (depth, speed).
7xx - detune (amount, amount) 88 is middle.
8xx - PWM (linear position/oscillation depth, oscillation speed) on squarewave. If param2 is present, param1 will be used for osc depth.
9xx - set wavetable/waveform for current channel. param1: set wavetable lane 0-5 or param2: change waveform 0-5.

Effects 2(2)

Axx - (left amplitud, right amplitud) can be used for amplitude, pan and turning off a tone.
Bxx - downsample sweep down (linear, sweep) Works best on noise channel. Choose either linear or sweep.
Cxx - downsample sweep up (linear, sweep) Works best on noise channel. Choose either linear or sweep.
Dxx - ends pattern. D11 - jump to next pattern and reset tempo seq. D1x - reset tempo seq. D2x - switch tempo_seq column. x = tempo seq column (0-5).
Exx - pitch up (fast, slow) Works on non-noise channels. Both values can be combined to increase effect.
Fxx - pitch down (fast, slow) Works on non-noise channels. Both values can be combined to increase effect.
Gxx - bitcrush, params are multiplied to represent a bit depth. Affects all channels.