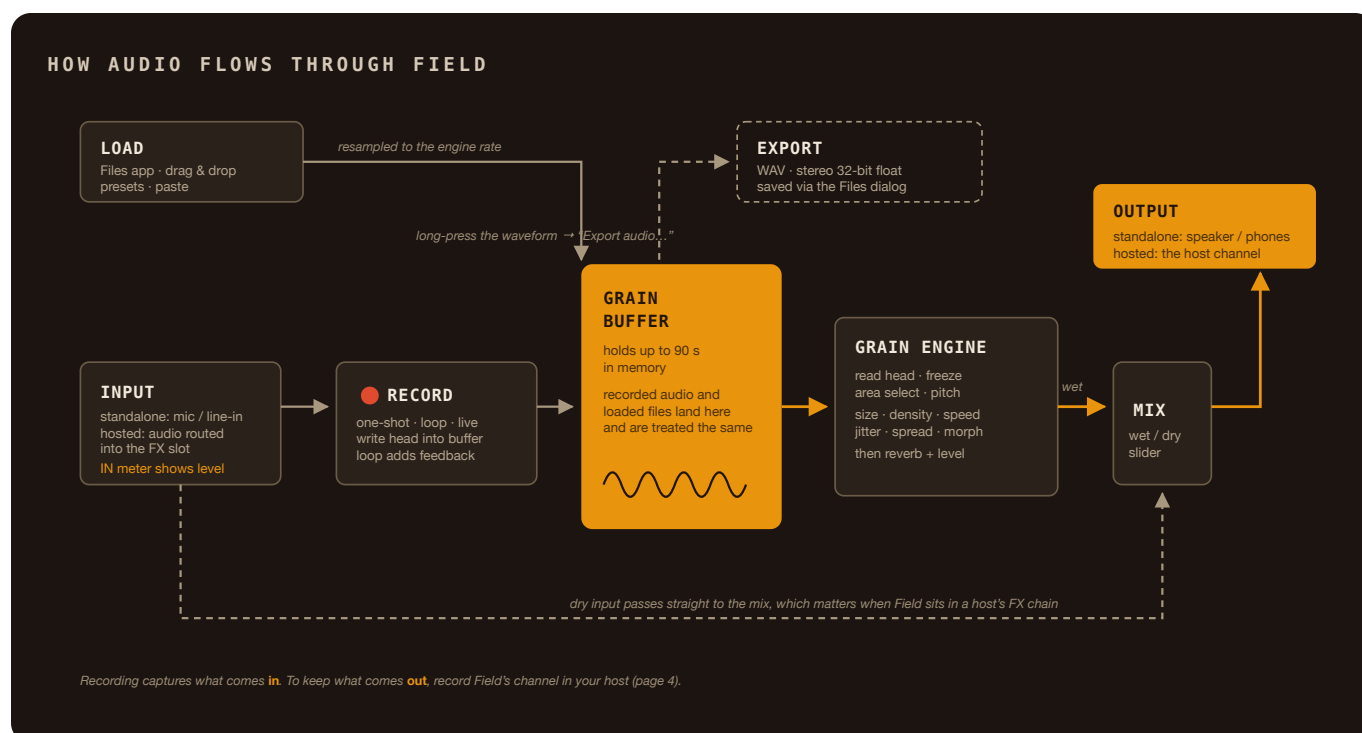


Recording & export, on one page of signal flow

Field granulates a **buffer** of audio. Everything in this guide is a way of getting sound into that buffer, or of keeping what comes out. The diagram below is the whole story; the following pages walk each path in detail.



01 · GET SOUND IN

Load a file, or record straight into the buffer from the mic (standalone) or from whatever audio reaches the plug-in (hosted). Page 2 covers the record modes; page 3 covers hosts.

02 · KEEP THE RAW AUDIO

A fresh capture lives only in memory. Export it as a WAV or save it into a preset before you move on. Page 4.

03 · KEEP THE PERFORMANCE

The granulated result (grains, reverb, your gestures) exists only at the output. Capture it by recording Field's channel in a host. Page 4.

Recording in the standalone app

The standalone app takes input directly from the device's **microphone or line input**. The record button sits at the right of the top bar, next to Play: a circle when idle, a filled stop square while recording. A red write head sweeps the waveform at the live capture position, and a **REC** badge shows in the corner.

- 1

Grant microphone access.
iOS asks the first time you use recording. If you declined, turn it on under Settings → Grainsmith → Microphone.
- 2

Check the IN meter.
Left of the record button, it shows the level actually arriving. No movement means no signal is reaching Field. It turns ember near clipping.
- 3

Pick a mode.
Your very first tap on the record button opens the mode options. After that, tap to start/stop; long-press (~0.4 s) or tap the mode badge to reopen the options.
- 4

Record, then play it.
A recorded buffer is granulated exactly like a loaded sample: every grain control, the XY pads, freeze, pitch and Area Select work on it the same way.

The mode badge is a shortcut
Below the record button a small badge always shows the current mode: **ONE-SHOT** **LIVE-LOOP** **LIVE**. Tap it to check or change the mode without starting a recording.

Bluetooth output turns recording off
With AirPods or any Bluetooth output connected, Field runs playback-only and the record button dims. Recording over Bluetooth would push iOS into its hands-free profile, collapsing the sample rate to 8 to 16 kHz. Switch to the built-in speaker or a wired output and recording comes straight back.

The three record modes

One-shot

DEFAULT



A single clean pass, left to right. Each recording **replaces** the buffer. Auto-stops at the 90-second cap, or stop it by hand. No feedback, no wrapping.

Loop

OVERDUBS



A wrapping loop of fixed length. Each pass **overdubs** into the last; the feedback slider sets how much of the previous pass survives, so layers build up or decay.

Live

ROLLING



A continuous rolling capture over a fixed window. The buffer always holds the **most recent input**, with no feedback. Field behaves like a real-time granular effect on whatever is playing.

The record controls

CONTROL	RANGE	DEFAULT	NOTES
Loop length / Window	0.25 s to 10 s	2.00 s	One slider sets the wrapping length. It reads “Loop length” in Loop mode and “Window” in Live. Hidden in One-shot, which has no window.
Feedback	0% to 98%	50%	Loop mode only. One-shot and Live always record with feedback at zero, so they never overdub.
Mix · wet	0% to 100%	100%	Visible in every mode. At 100% you hear only the granulated buffer; lower it to pass dry input through alongside the grains, essential when Field is an insert effect in a host.

Recording inside a host (AUM, Logic, ...)

One download installs both the standalone app and an AUv3 plug-in. In a host, Field is an **audio effect, not an instrument**; it registers as type aumf (Audio Unit music effect). If you look for it in the instrument list you won't find it; open the host's **audio effects / FX** list instead.

1 Load Field in an FX slot.

Pick the track or channel whose audio you want to granulate, and load Field from the audio-effects list.

2 Route a source into that slot.

A synth, a mic channel, a track, anything. Field captures the audio that reaches it. With nothing feeding the slot there is no input, and Live mode and recording have nothing to capture.

3 Confirm on the IN meter.

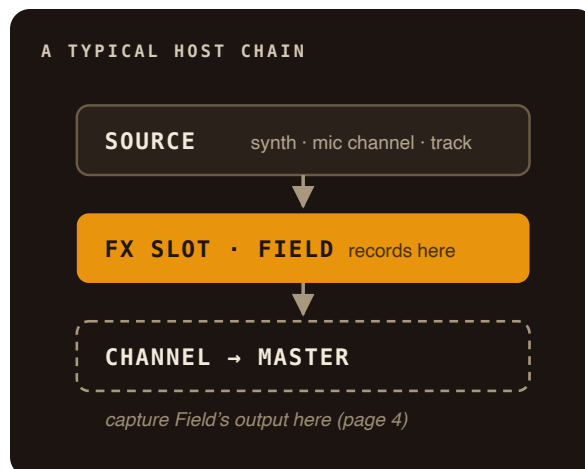
Then record exactly as in the standalone app: same button, same three modes, same controls.

4 Set the Mix slider.

It decides how much dry signal passes through. At 100% wet, the source is replaced entirely by the grain cloud.

Loading a sample needs no input at all

Only Live mode and recording need audio feeding the slot. Loading a file or preset and granulating it works fine in an empty FX chain.



PLUG-IN IDENTITY

Type	aumf
Subtype	GiP1
Manufacturer	Gnu
Listed as	Plastic Factory: Grainsmith Field

Standalone vs. hosted: the one difference

The recording feature is identical in both. Only the **input source** changes: standalone captures the mic or line input through its own audio pipeline; hosted captures whatever the host routes into the FX slot. Everything downstream (modes, buffer, grain engine, export) is the same code.

Reopened the plug-in window and it looks reset?

AUv3 hosts destroy and rebuild the plug-in UI each time you open it, while the engine keeps running underneath with your recorded audio intact. The view re-reads the live engine state on reopen; nudge any control if the display looks stale. Your audio was never lost.

Two different things you might want to keep

The buffer is not the performance. “Export audio...” saves the **raw audio in the grain buffer**: what you recorded or loaded. It does not include grains, reverb, pitch or anything you played. The granulated result exists only at Field’s **output**, and you keep it by recording that output in a host.

Exporting the buffer

- 1

Long-press the waveform.

The grain-buffer menu opens (copy, paste, export, Edit Area, clear).
- 2

Choose “Export audio...”.

Field encodes the buffer as a **stereo 32-bit float WAV** at the engine’s running sample rate.
- 3

Pick a location.

The standard Files save dialog opens; the filename defaults to the sample’s name.

Fresh captures are unsaved until you act

A new recording is held only in memory. Field tracks it as unsaved until you either export the audio or save it into a preset. Saving a preset embeds the buffer audio and clears the unsaved state. Presets land in the Files app under On My iPad → Grainsmith.

Capturing the output

Field has no built-in output recorder; recording writes *into* the buffer, never out of it. To capture what you hear:

- 1

In AUM.

Use the channel recorder on the channel that carries Field (or on the master bus) and record your performance to a file.
- 2

In Logic for iPad / GarageBand.

Record the track carrying Field to another track, or bounce the project region.
- 3

From the standalone app.

There is no direct capture path. For full quality, load Field as the AUv3 in a host and record there. An iOS screen recording does grab the app’s audio, but compressed: fine for sketches, not for keepers.

Quick reference

I WANT TO...	DO THIS
Record the mic into the buffer	Standalone app → grant mic permission → tap record. Wired or built-in output only (Bluetooth disables recording).
Granulate a track live	Host → load Field in the track’s FX slot (audio-effect list, not instruments) → pick Live mode, set the window.
Layer overdubs into a loop	Loop mode → set Loop length (0.25 to 10 s) and Feedback (how much of each pass survives).
Keep the raw recorded audio	Long-press the waveform → “Export audio...” → WAV into Files. Or save a preset, which embeds the buffer.
Keep the granulated performance	Record Field’s channel in the host (AUM recorder, Logic track record / bounce).
Check signal is arriving	Watch the IN meter left of the record button. Ember = near clipping.

Full manual: the Recording, Install, Presets and Troubleshooting pages of the Grainsmith documentation. Grainsmith Field requires iOS/iPadOS 16 or later; one App Store download installs the standalone app and the AUv3 together.