

# VividTracker User Guide

Book updated:  
**Sunday, 14 March 2021**

# Preface

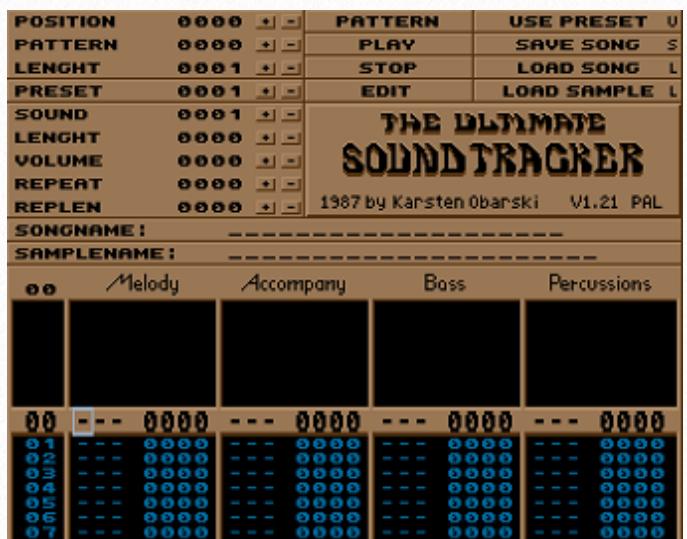
## In the beginning

The Commodore Amiga was an amazing computer at its time. When the first Amiga was released in 1985, it was superior to anything on the market, both when it came to graphics and sound. It could display up to 4096 colours on the screen at the same time using its Hold-And-Modify colour mode and it could play back 8-bit samples on four different channels using its amazing Paula chip. Two of the channels are sent to the left audio output and two are sent to the right audio output, thereby delivering stereo sound.

The first two commercial Amiga applications for music making appeared on the market in 1986; SONIX from Aegis and Deluxe Music from Electronic Arts. Both used a traditional note sheet, making them easy to understand but limited by the fact that the note sheet is not the ideal interface to create rapid sequences of different sampled wave forms.

In 1987, this changed by the release of The Ultimate Soundtracker, written by Karsten Obarski and distributed by the

company AES. The arrangement was completely different from the traditional music applications by introducing the concept of patterns, where each pattern would hold 64 different steps and 4 different channels. Each step would store



The Ultimate SoundTracker

note, sample and command information such as quick arpeggio, portamento, and volume (this would later be called “effects”). Patterns could then be added together to form a song, which could be saved together with the samples as a “module” file (or mod-file for short).

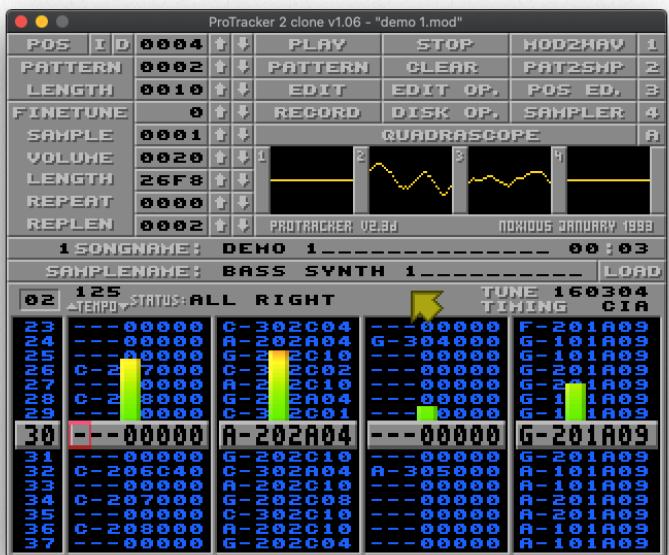
Despite its innovative interface, which allowed powerful manipulation of the soundscape, it did not become a success. It was buggy and the first version was rather limited. Also, people were not used to this kind of interface. However, this was about to change as a Dutch demo programmer Exterminator from the demo group Jungle Command disassembled Soundtracker and added new features under the name Soundtracker 2 - and maybe most importantly, he released the playback routine so that anyone could add the music in their own demos or games.

This version, since it was free, became very popular. This was soon followed by other hackers making their own versions (Noisetracker, StarTrekker, Soundtracker 2, Protracker, etc) and adding more features. They also changed the original “module” file format so that it became partially incompatible not only with the original Soundtracker but also between the derivatives.

With time, the most popular version of them all would become Protracker and version 2.3D has become the reference that many Amiga musicians are still using to this day. It has also been ported to macOS and Windows as a very faithful

version of the original 2.3D:

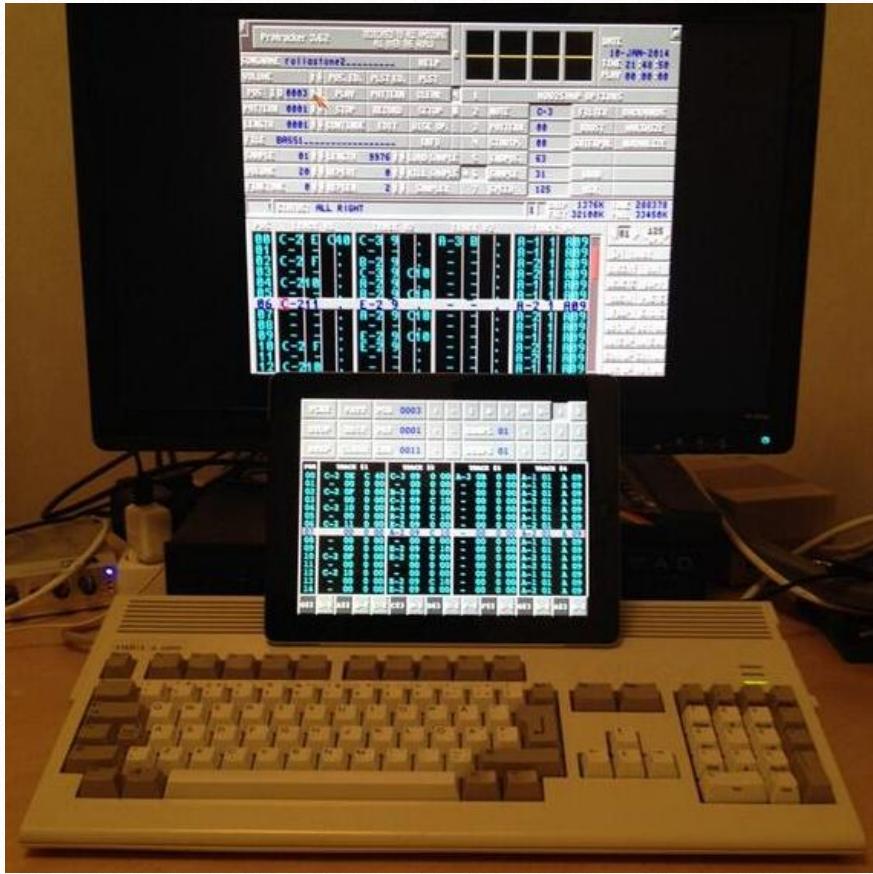
<https://16-bits.org/pt2.php>



Protracker v2.3D clone on macOS

Since these different trackers and the mod-format became so popular, both among demo makers and game developers, there are now thousands of mod-files that can be downloaded from sites like <https://modarchive.org>. Many are compatible with Protracker v2.3D.

Other trackers have also been developed for PC to support even more channels and 16-bit samples; the most famous being FastTracker 2 with 32 channels. However, although it can read mod-files created on Protracker, it is using its very own xm-format to store this extended format.



## VividTracker was born

I started developing apps for iOS in 2008. My first app was a game called Roll a Stone. This game had a simple mod-player to allow adding game music in the app. However, it didn't sell well.

In 2013, there were quite many music making apps on the App Store but still no Protracker compatible app that could load and save mod-files. I was hoping that someone would release a Protracker clone, but since this didn't happen I came to the conclusion that I would have to make one myself. I took the mod player I

had from the Roll a Stone game and made a user interface to allow editing the module. It would take about a year, but in January 2014 I happily announced the release of *VividTracker*, the very first and still only truly Amiga Protracker compatible iOS app.

What has been missing is this user guide and since *VividTracker* is growing with many more features, including 8 channels, Audiobus support, export to Korg Volca Sample, etc, it's about time that this book is finally released.

Lars Forsberg / the Developer of *VividTracker*

# Scott Lee

The Amiga and the music that you could create on it has had a great impact on many people and our culture. VividTracker brings this legacy of Amiga music to our modern era of mobile devices.

I am therefore very grateful that Scott Lee, who was a member of the demo groups Agile / Fantasy / Fairlight, has offered six of his songs written the period 1987-1990 to be bundled with VividTracker; a great piece of Amiga music history! You will find his music in the folder ScottLee if you go to the file browser on screen 2.



Scott Lee

Scott Lee is nowadays working professionally as a sound designer, audio director and song composer. You can follow him on YouTube here:

<https://www.youtube.com/user/Dezacrator?feature=mhee>

You can download even more great mods from Scott Lee from ModArchive:

[https://modarchive.org/index.php?request=view\\_profile&query=85206](https://modarchive.org/index.php?request=view_profile&query=85206)

Here is a link to a demoscene interview with Scott Lee:

<http://amp.dascene.net/detail.php?view=14333&detail=interview>

Now, go ahead and load the first mod on the list - beyondtheclouds.mod. It's a great piece of music and you can somehow hear that it was created during an era when the Commodore Amiga was the greatest home computer in the world (sorry Atari folks)!

## 1

# Getting started

<b>PLAY</b>	<b>PATT</b>	<b>POS</b> <b>0000</b>	+	-	I	D	?	T+	T-	<b>1</b>	<b>2</b>	
<b>STOP</b>	<b>EDIT</b>	<b>PAT</b> <b>0000</b>	+	-	SAMPL	01		+	-	<b>3</b>	<b>4</b>	
<b>STEP</b>	<b>CLEAR</b>	<b>LEN</b> <b>0001</b>	+	-	4	1-4	GUIDE			<b>5</b>	<b>A</b>	
<b>POS</b>												
<b>TRACK #1</b>			<b>TRACK #2</b>			<b>TRACK #3</b>			<b>TRACK #4</b>			
00	C-3	01	0	00	-	00	0	00	-	00	0	00
01	-	00	0	00	-	00	0	00	-	00	0	00
02	C-3	01	C	20	-	00	0	00	-	00	0	00
03	-	00	0	00	-	00	0	00	-	00	0	00
04	E-3	01	0	00	-	00	0	00	-	00	0	00
05	-	00	0	00	-	00	0	00	-	00	0	00
06	E-3	01	C	20	-	00	0	00	-	00	0	00
07	-	00	0	00	-	00	0	00	-	00	0	00
08	G-3	01	0	00	-	00	0	00	-	00	0	00
09	-	00	0	00	-	00	0	00	-	00	0	00
10	G-3	01	C	20	-	00	0	00	-	00	0	00
11	-	00	0	00	-	00	0	00	-	00	0	00
<b>G#2</b>	<b>A-2</b>	<b>A#2</b>	<b>B-2</b>	<b>C-3</b>	<b>C#3</b>	<b>D-3</b>	<b>D#3</b>	<b>E-3</b>	<b>F-3</b>	<b>F#3</b>	<b>G-3</b>	<b>G#3</b>

VividTracker aims to be compatible with Protracker v2.3D and therefore has about the same features. In Protracker, a song can have up to 64 different patterns, which are played in a specific order. The length of the song can be up to 128 patterns. Each pattern has 64 rows (or steps), with position 00 to 63, and 4 different tracks (VividTracker supports up to 8 tracks), where each track can play one 8-bit sample at a time together with some effects. A track is arranged in different

columns. The first column corresponds to the note, which can be from C-1 to B#3. The second column corresponds to the sample (or instrument) and consists of two numbers. The third column is the effect command and the fourth column is the effect value. In the example above, you can see on TRACK #1 the following first row (position 00):

00 | C-3 01 0 00

This means note **C-3** will be played using sample **01**. The final two columns have the values **0 00**, meaning no effect is applied. The third row, with position number 02, will again play note **C-3**:

**02 | C-3 01 C 20**

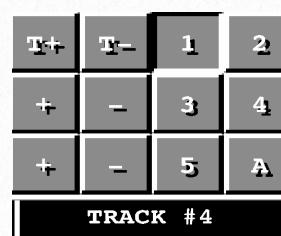
Here, we can see that the third column has the effect command **C** followed by the effect value **20**. This effect command means volume and the effect value is given as a hexadecimal number from 0 to 40 (40 is max volume). This means we override the default volume of this sample and explicitly tell to play the same note at a lower volume, giving a simple echo effect. You can set the default volume of each sample. No effect will be played if you set the effect to **0 00**. See the Effects chapter for further information about the different effects.

The row with position 04 is highlighted and the note **E-3** is highlighted with a white text. This is our cursor and you can move around the tracker view by sliding your finger up and down to change row or left and right to change column. The cursor will turn the selected column and row from cyan to white. You can also quickly move to some predefined rows by double tapping on the screen. If you double tap

within TRACK #1, you will jump to row 00. If you double tap on TRACK #2, you will jump to row 16. Double tapping in TRACK #3 jumps to row 32 and double tapping in TRACK #4 jumps to row 48. You can use this feature to quickly jump around in the tracker view. Don't double tap on the TRACK # label. Tapping on the label will mute the track.

At the bottom of the screen, you have a small keyboard with notes (if you have selected the first column in a track) or characters from 0 to F (if you have selected the other columns). You can use this keyboard to enter new values in the tracker view. You can also use it to play different samples. To enter new notes, you have to first press the EDIT button.

The user interface is divided into different screens (1 to 5) and each screen is in turn divided into subscreens (A, B, etc). You can reach the different screens and subscreens using the buttons on the right top side. Throughout this guide book, we will refer the different screens to e.g. Screen 4B or Screen 2A.



## Making our first song

Let's go to Screen 2A to create our first song. Press the button NEW to start with an empty module. We will go over each screen in detail later. For now, we will only load a few samples to get started. We want to lay down a drum pattern so we want to load three different samples; a bass drum, a snare drum, and a closed hi-hat. Samples in VividTracker are loaded directly from mod-files, so these mod-files serve both as a song file *and* as sample banks.

LOAD MOD	MOD NAME: Demo 1			PLAY	1	2									
SAVE VTM	SAVE MOD	4	RENAME	SAMPL 05	+	-									
NEW	DEL	OPEN IN	LOAD SMPL	STOP	5	A									
Files						Samples									
Local/ iCloud/ Factory/ ScottLee/						1: Bass Drum 1 2: Bass Drum 2 3: Snare Drum 1 4: Snare Drum 2 5: Tom-tom Low 6: Tom-tom Medium									
G#2	A-2	A#2	B-2	C-3	C#3	D-3	D#3	E-3	F-3	F#3	G-3	G#3	A-3	A#3	B-3

You can see four different folders in the Files table. These are Local, iCloud, Factory, and ScottLee. The Local folder holds all your local files and you can also reach them from Apple's Files app. The iCloud folder is only visible if you have iCloud turned on. This is where you can store your songs in VividTracker's iCloud folder. ScottLee is the folder containing six amazing mods from Scott Lee, written between 1987-1990.

For now, we are interested in the Factory folder that contains three demo-files and two sample banks

(SampleBankDrums.mod and SampleBankInstr.mod). Tap on "Factory" to list the files in that folder. When you later want to go back to the previous folder, tap "...".

LOAD MOD	MOD NAME: Demo 1			PLAY	1	2									
SAVE VTM	SAVE MOD	4	RENAME	SAMPL 05	+	-									
NEW	DEL	OPEN IN	LOAD SMPL	STOP	5	A									
Factory						Samples									
.. demo1.mod demo2.mod demo3.mod SampleBankDrums.mod SampleBankInstr.mod						1: Bass Drum 1 2: Bass Drum 2 3: Snare Drum 1 4: Snare Drum 2 5: Tom-tom Low 6: Tom-tom Medium									
G#2	A-2	A#2	B-2	C-3	C#3	D-3	D#3	E-3	F-3	F#3	G-3	G#3	A-3	A#3	B-3

For now, let's stay in the Factory folder and select the SampleBankDrums.mod file. When you do this, you will immediately see the samples of this file in the right table. Select the sample you want to load, in this example **1: Bass Drum 1**. You can change which sample slot to load it into by pressing the + and - buttons next to **SAMPL 01**. For now, we are happy with loading it into sample 1, so you can continue with loading the sample by pressing **LOAD SMPL**. Now, increase the sample slot by pressing the + button and select the next sample to load. Continue like this so that you have loaded **Bass Drum 1**, **Snare Drum 1**, and **Hi-Hat Closed** to the first three sample slots.

You can of course test your samples by playing them on the keyboard in the bottom. Default sample for percussion samples is C-3. This way, you can test if you have loaded the right sample and try different samples quickly.

After we have loaded all the samples for our drum pattern, we can go to Screen 5A to use a very nice feature to enter a drum pattern quickly.

PLAY	PATT	ECHO	02	+	-	CLEAN	SWAP	1	2						
STOP	EDIT	MARK	CUT	UNDO	8	DCOPY	DUP	3	4						
STEP	CLEAR	COPY	PST	9xx	SAMPL 03	+	-	5	A						
POS	TRACK #1		TRACK #2		TRACK #3		TRACK #4								
00															
01	-	00	0 00	-	00	0 00	-	00	0 00						
02	-	00	0 00	-	00	0 00	-	00	0 00						
03	-	00	0 00	-	00	0 00	-	00	0 00						
04	-	00	0 00	-	00	0 00	-	00	0 00						
05	-	00	0 00	-	00	0 00	-	00	0 00						
06	-	00	0 00	-	00	0 00	-	00	0 00						
07	-	00	0 00	-	00	0 00	-	00	0 00						
G#2	A-2	A#2	B-2	C-3	C#3	D-3	D#3	E-3	F-3	F#3	G-3	G#3	A-3	A#3	B-3

On this screen, we can access the duplicate function using either the button DCOPY or the button DUP. Next to DCOPY, you can see a button with the number 8. If you press this button, it swap between the values 4, 8, 16, and 32. Press it a few times to get it back to the value 8.

When you press the DCOPY button, VividTracker will copy the first N rows (where N=the current number on the number button, e.g. N=8) to the next rows in the currently active track until it fills the whole pattern (i.e. row 00 to 07 will be copied to 08 to 15, 16 to 23, 24 to 31, etc).

This means you only need to enter notes or drums for the first rows if you want the same pattern to repeat again throughout the pattern. Notice that any notes that you have entered on any row beyond row 07 will be deleted and replaced.

The DUP button is similar to DCOPY. When you select it, you will notice that the first eight rows are now marked in green.

PLAY	PATT	ECHO	02	+	-	CLEAN	SWAP	1	2						
STOP	EDIT	MARK	CUT	UNDO	8	DCOPY	DUP	3	4						
STEP	CLEAR	COPY	PST	9xx	SAMPL 03	+	-	5	A						
POS	TRACK #1		TRACK #2		TRACK #3		TRACK #4								
00															
01	-	00	0 00	-	00	0 00	-	00	0 00						
02	-	00	0 00	-	00	0 00	-	00	0 00						
03	-	00	0 00	-	00	0 00	-	00	0 00						
04	-	00	0 00	-	00	0 00	-	00	0 00						
05	-	00	0 00	-	00	0 00	-	00	0 00						
06	-	00	0 00	-	00	0 00	-	00	0 00						
07	-	00	0 00	-	00	0 00	-	00	0 00						
08	-	00	0 00	-	00	0 00	-	00	0 00						
09	-	00	0 00	-	00	0 00	-	00	0 00						
10	-	00	0 00	-	00	0 00	-	00	0 00						
G#2	A-2	A#2	B-2	C-3	C#3	D-3	D#3	E-3	F-3	F#3	G-3	G#3	A-3	A#3	B-3

Anything you enter to the first eight rows will get duplicated to the rest of the rows. However, nothing will be erased when you press the DUP button and you will only erase notes at the positions you are currently editing (e.g. if you set a C-3 on row 00, you will do the same thing to row 08, 16, 24, 32, etc, but you will not change any other notes). Also, if you edit outside of the green area, your data will not get duplicated.

Select sample 01 using the +/- buttons and go to the first row and the first column on TRACK #1 (you can quickly jump to row

00 by double tapping on the TRACK #1 view). Press the EDIT button and enter C-3. You will notice that TRACK #1 is now highlighted in red to let you know you are in edit mode.

PLAY	PATT	ECHO	02	+	-	CLEAN	SWAP	1	2
STOP	EDIT	MARK	CUT	UNDO	8	DCOPY	DUP	3	4
STEP	CLEAR	COPY	PST	9xx	SAMPL 01	+	-	5	A
POS	TRACK #1	TRACK #2	TRACK #3	TRACK #4					
00	C-3 01 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
01	- 00 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
02	- 00 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
03	- 00 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
04	- 00 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
05	- 00 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
06	- 00 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
07	- 00 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
08	C-3 01 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
G#2 A-2 A#2 B-2 C-3 C#3 D-3 D#3 E-3 F-3 F#3 G-3 G#3 A-3 A#3 B-3 B#3									

If you have selected DUP, you will now see that not only did you enter C-3 on row 00 but also on row 08, 16, 24, 32, etc. Let's continue with sample 3 for row 01 to 03, then sample 2 for row 04, and finally sample 3 again for row 05 to 07. Once you are done, you can depress both the EDIT and the DUP buttons. It should look like this when you are done:

PLAY	PATT	ECHO	02	+	-	CLEAN	SWAP	1	2
STOP	EDIT	MARK	CUT	UNDO	8	DCOPY	DUP	3	4
STEP	CLEAR	COPY	PST	9xx	SAMPL 03	+	-	5	A
POS	TRACK #1	TRACK #2	TRACK #3	TRACK #4					
01	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
02	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
03	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
04	C-3 02 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
05	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
06	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
07	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
08	C-3 01 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
09	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
10	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
11	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
12	C-3 02 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
13	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
14	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
15	C-3 03 0 00	- 00 0 00	- 00 0 00	- 00 0 00					
G#2 A-2 A#2 B-2 C-3 C#3 D-3 D#3 E-3 F-3 F#3 G-3 G#3 A-3 A#3 B-3 B#3									

It is time to test this pattern. If you press PLAY, you will play the whole song from

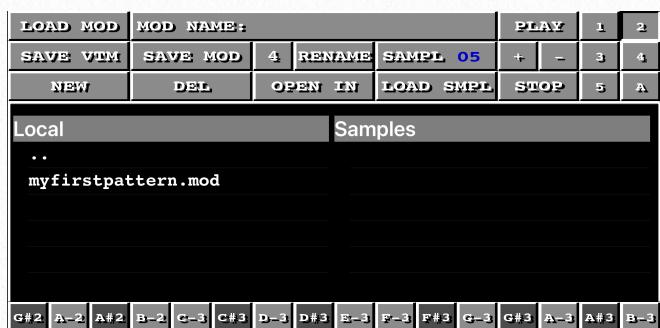
row 00 of the current pattern and if you play PATT you will play only the current pattern and you will play from the currently selected row. Since we haven't added any other patterns into a song, you can press PLAY to play this pattern in repeat.

It is good practice to once in a while save our new song as a mod-file. Let's go to Screen 2A to do this. On Screen 2A, you can either press SAVE VTM or SAVE MOD. SAVE VTM is the internal format of VividTracker, used mainly for the autochord feature that we will get into later. MOD is the original Protracker compatible format. Let's save it as MOD. First, go to the folder where you want to save your file (either iCloud or Local). Then press the SAVE MOD button. You will be asked to give it a filename. It should just say ".mod" for now. You can erase that and replace it with your



name. It doesn't require the .mod postfix when you enter the filename, so let's enter the name "myfirstpattern" and press OK.

Now that you have saved your first mod-file, you will see it in your Files table. If you select it, you will also see the samples you had loaded into it. Your mod-file is now both a song and a sample bank that you can store for later use.





VERSION 2.9.5

## WHAT'S NEW IN V2.9.5

Fixed broken link to guidebook.

## WHAT'S NEW IN V2.9.4

- iCloud support
- In collaboration with Scott Lee (aka Dezacrator / Crystal Warrior), who was a member of Agile / Fantasy / Fairlight, VividTracker now comes with a bundle of six of his songs written in 1987-1990; a piece of Amiga music history that is now a part of VividTracker as well! Check out his YouTube channel here:  
<https://www.youtube.com/user/Dezacrator?feature=mhee>

## WHAT'S NEW IN V2.9.3

- Link to reference guide (press HELP button on Screen 1A will download and open the reference guide in Safari as pdf)
- Added transpose feature using MARK button and +/- ECHO buttons (read more in reference guide) (Screen 5A)

## TABLE OF CONTENTS

1. PROTACKER EFFECTS REFERENCE
2. VIVIDTRACKER REFERENCE MANUAL
3. CHANGE LOG

### 1. PROTACKER EFFECTS REFERENCE

0 - Normal play or Arpeggio  
1 - Slide Up  
2 - Slide Down  
3 - Tone Portamento  
4 - Vibrato  
5 - Tone Portamento + Volume Slide  
6 - Vibrato + Volume Slide  
7 - Tremolo  
9 - Set SampleOffset  
A - VolumeSlide  
B - Position Jump  
C - Set Volume  
D - Pattern Break  
F - Set Speed

0xy : x-first halfnote add, y-second  
1xx : upspeed  
2xx : downspeed  
3xx : up/down speed  
4xy : x-speed, y-depth  
5xy : x-upspeed, y-downspeed  
6xy : x-upspeed, y-downspeed  
7xy : x-speed, y-depth  
9xx : sample offset (e.g. 19 -> 1900)  
Axy : x-upspeed, y-downspeed  
Bxx : songposition  
Cxx : volume, 00-40  
Dxx : break position in next patt  
Fxx : speed (00-1F) / tempo (20-FF)

E9- Retrig Note

E9x : retrig from note + x vblanks

#### Other Exx commands:

E1x/2x=FineSlide Up/Down - E30/1=tonep ctrl off/on  
E40/1/2=Vib Waveform sine/rampdown/square, E70/1/2=Tremolo Waveform  
E5x=Set loop point,E6x=jump to loop+play x times  
E8x/EBx=Fine volslide up/down  
ECx/EDx=notecut after x vblanks/notedelay by x vblanks  
EEx/EFx=PatternDelay by x notes/Invert loop, x=speed

## 2. VIVIDTRACKER REFERENCE MANUAL

This reference manual assumes you already are acquainted with Protracker on the Amiga, and will therefore only go through the differences and the extra features that come with VividTracker. It will not teach you about how to make tracker music and about the mod format. Neither will it go through the different effect commands that you find in Protracker. But fear not! Protracker is perhaps the most common music tracker for the Amiga and there are a lot of tutorials on the Internet in how to make tracker music.

First a few notes about background audio and MIDI support. If you want to use another app as a virtual MIDI source, you have to turn on background audio (button B-AUDIO on screen 6). Background audio is normally automatically turned off if you are not playing anything and you leave the app. This means VividTracker will freeze and not run in the background to save power. The exception to this rule is if you have connected VividTracker to Audiobus or another app via IAA. By turning on background audio, you make sure that VividTracker continues to run in the background and can receive MIDI note commands.

VividTracker supports both physical and virtual MIDI instruments. MIDI support in VividTracker is very simple. You can connect a physical MIDI keyboard and use it to enter notes, but that is about it. You cannot control VividTracker by any other means from your MIDI keyboard, and it does not adhere to tempo commands. This might change in the future, but that is how it is implemented today.

VividTracker also supports MIDI output. The first 16 samples are sending MIDI output to their own MIDI channel. Sample 1 is sending to channel 1, sample 2 is sending to channel 2, etc. A note off command is sent when a new note is sent, or when the volume is set to 0.

VividTracker does not have a separate sample library. Instead, each module serves as a sample bank with up to 31 samples and you can easily load samples from other modules by using the file browser. VividTracker comes with three demo modules and two sample banks (one bank with drums and one bank with instruments). You can delete them if you like to. These files are always put last in the file browser, unless you edit and save them. Your modules are always listed first. To get more samples, use the AudioPaste feature to copy samples from other apps, or import samples from other modules. Perhaps you already have a bunch of old Amiga modules that you can reuse? Otherwise, you can easily download modules from the Internet. The first demo song, `demo1.mod`, will be loaded the first time you start VividTracker.

VividTracker is divided into six different screens, and as a Protracker user you will immediately feel at home with the user interface. At the bottom of each screen, you will find a keyboard with different notes. Depending on where you are in the pattern, these buttons will either represent a note or a hexadecimal number between 0 and F. Screens 1, 2, 5, and 6 are all showing the current pattern. Navigating in this pattern is easy. Just swipe your finger up and down to change row, and swipe it left and right to move the cursor that selects the data on the current row. If you want to get quickly back to row 0, simply double tap on the pattern view. Tracks can be muted by tapping on each track header.

VividTracker has a great Auto Chord feature, that allows you to auto transpose a pattern from e.g. C-major to A-minor. VividTracker is making use of effect 8 for the Auto Chord feature. This effect is not used in Protracker. If you use this command and store your module in Protracker MOD format, VividTracker will convert the actual note data so that it is compatible with Protracker. If you want to retain the effect 8 command, you need to store the file in VTM-format (VividTracker Module). VTM is very similar to Protracker but is not 100% compatible, so you will not be able to load VTM files into Protracker. If you

are not going to use the Auto Chord feature, you should probably just save your modules in MOD-format. More about the Auto Chord feature later.

Let's go through the different screens:

#### SCREEN 1A

Just like in Protracker, you have buttons like PLAY, STOP, PATTERN (PATT in VividTracker), etc. There are some differences in their functionality. PLAY works exactly like in Protracker, i.e. it starts from row 0 in the current pattern. PATT is a little bit different. It starts from the row where you are in VividTracker (in Protracker it starts from row 0). The reason is that VividTracker does not have room for a CONTINUE button. If you want to play a pattern from row 0, you can do this by first pressing PLAY and then PATT. VividTracker lacks a RECORD button, but you can use PLAY+EDIT to get the same functionality.

In Protracker, you can step through the pattern one row at a time by pressing the ENTER button and get audio feedback. You can do the same in VividTracker, by pressing the STEP button. It actually works a little bit better than Protracker, because it adheres to effects like the arp command. One button that is totally different in VividTracker is the CLEAR button. This button simply clears a whole row in the track where you are standing, given that you are in EDIT mode. Protracker also has a CLEAR button, but that button is used to remove either sample data or pattern data from the module. The buttons POS, PAT, LEN, I, D, work exactly in the same way as in Protracker.

The T+ and T- buttons are unique in VividTracker. They let you transpose the notes in the bottom keyboard up and down. If you want to step more than one note at a time, you can do that by holding the transpose button down.

SAMPL works almost like in Protracker. It lets you select the current sample from 01 to 31. However,

STEPS finally is a feature that allows you to select the number of steps you want to take when you enter a note or some other data in the pattern. The default value is 1, i.e. as soon as you enter a note you will step to the next row. If you like to enter a drum beat with a kick drum at every fourth row, you can do that easily by setting the steps value to 4. You will then jump four rows at a time when you enter your notes. Note that this feature is not controlling the STEP button. The STEP button is always jumping one row at a time.

#### SCREEN 1B

This screen replaces the STEPS function from SCREEN 1A with a BOOST function. BOOST allows you to boost the volume. This is great for modules with low amplitude, but modules with already high amplitude will get through the roof and you get distortion. BOOST=1 equals no boost. On this screen, you can also set if the tracker should be in 4-tracks or 8-tracks mode by pressing the "4" button. The button will change to "8" in order to indicate that you are now in 8-tracks mode. By pressing the "5-8" button, you can change the tracker view to display tracks 5 to 8. Press "1-4" to get back to tracks 1-4.

#### SCREEN 2A

This is the file browser screen. You will see two lists in the middle of the screen: Modules and Samples. There are four folders that you can go into. "Local" is your local files on your iPad, not stored on the cloud. "iCloud" is your iCloud folder (only visible if you have iCloud turned on). "Factory" is a folder with three demo songs and two sample libraries. "ScottLee" is a folder with six songs from Scott Lee, who wrote these in the end of the 1980s. Select any of these folders and you get to the module list of that folder. If you select a module in the Modules list, you will immediately see the samples in

**that module.** The module you selected (either MOD or VTM) can then be loaded by hitting the LOAD MOD button. Once you have loaded the module, you will see the module name listed in the "Mod name:" button. You can change the name of the module by pressing on the actual name (the whole name field works as a button). To step back from the folder, select the "... item.

VividTracker can load wav-files as samples. Any wav-file you see in the File browser can be loaded by selecting the file and then select "LOAD SMPL". Another way of loading samples is directly from another module. When you have selected a module and you see the samples in the Samples list, you can select any of the samples and then press the LOAD SAMPLE button to load it into memory. It will then replace the current sample you have selected (SMPL on screen 1, 4 or 5). The module you want to take a sample from does not need to be loaded, and this is therefore a nice way of loading samples from other modules.

**SAVE MOD** allows you to save your current module as a Protracker module. This will give you a module that can be played in Protracker on the Amiga. VividTracker will convert any Auto Chord commands (effect 8) to real note data. This means, even if you have used Auto Chord, you can always save your module as a Protracker module and be able to play it back on the Amiga.

**SAVE VTM** will save your module in VTM format (VividTracker Module). If you choose to save your module as a VTM file, you will only be able to load it in VividTracker. The effect 8 command, that controls Auto Chord, will then be retained. If you want to save your module in VTM format, you should press the SAVE VTM button instead of SAVE MOD. Also, any ALLIHOOPA sample ids that you have in your module are stored in the VTM format.

**NEW MOD** is erasing your current module from memory and gives you a new module.

**DEL MOD** is deleting the selected module in the Modules list.

**OPEN IN...** let's you open the selected mod file in other apps that can read mod-files (such as Modizer).

#### SCREEN 2B

Dropbox support has moved to SCREEN 2B. This screen is divided into two tables, Modules on the left side listing the modules you have downloaded to your iPhone and Dropbox on the right side listing the modules you have in your Dropbox account (stored in Dropbox/Apps/VividTracker). Press DROPBOX to activate Dropbox. You will be asked to give access to VividTracker. The Dropbox table will be refreshed every time you do something with Dropbox, like copying a file to Dropbox. However, if you need to refresh the Dropbox table manually, you can press the DROPBOX button again.

If you select a file in your Dropbox table, you can either load it directly into VividTracker, copy it to your iPhone, delete it or rename it. You cannot save files directly to Dropbox. You will have to save the file to VividTracker first, then copy it to Dropbox. If you select a file on your iPhone (in the Modules table), you can copy it to Dropbox by tapping "DROPBOX".

#### SCREEN 3A

This screen should be self explained. It let's you do cut, copy and paste of a row, a track, or a full pattern. You also have access to the song sequence controls here (i.e. the POS, PAT, and LEN controls).

#### SCREEN 3B

This is the MIDI screen. Press SET next to MIDI IN to set your MIDI input device. Press SET next to MIDI out to set your MIDI output device. Press

**BLUETOOTH** to set up MIDI bluetooth. Select **CLOCK** if you want VividTracker to send MIDI clock to other devices. Select **BACKGROUND** to enable VividTracker to run in the background and still receive MIDI messages while not playing. Select **VIRTUAL OUT** to allow MIDI output to other apps through virtual MIDI.

#### SCREEN 4A

This is the sample editor. Most of it should be clear if you have used the sample editor in Protracker. You can select an area in the sample by moving your finger across the screen (left to right). You can remove the selected area by a single tap on the sample. If you import a sample longer than 65536 bytes, you will see that the part extending 65536 is in red. This means this part will be gone when you save a module, because it extends the sample limit. You can still listen to the whole sample by pressing **DISP**.

**LEN**, **RPT** and **RLN** are the same as in Protracker (where they are called **LENGTH**, **REPEAT**, and **REPLEN**). Next to **LEN** is a **CLEAR** button. If you press this button, you will erase the sample.

**SHOW RANGE** is the same as in Protracker. It will zoom in and just show the selected area.

**SHOW ALL** is also the same as in Protracker. It will zoom out and show the whole sample again.

**LOOP RANGE** let's you set the loop points given the area you have selected.

**CUT** will remove the selected area from the sample. It will remove the whole sample if you haven't selected a specific area. If you have loaded a sample that is longer than the allowed 65536 bytes (painted in red), it will first cut that part out.

**COPY** will copy the selected area. It will copy the whole sample if you haven't selected a specific area.

**PASTE** will replace the whole sample with the copied area. This let's you copy a part of a sample (for instance a kick drum in a drum loop), switch to another sample and replace that sample with the sample you just copied.

**FD IN** and **FD OUT** will fade in or fade out the selected area. This is very nice if the amplitude of your sample isn't zero at the end. Then you can use **FD OUT** at the end to make it sound better.

**BOOST** let's you boost the whole sample.

**REMOVE LOOP** removes the loop points.

**VOL** let's you select the volume of the sample (from 0 to 64).

**FTUNE** let's you fine tune your sample (just like in Protracker).

**AUDIOPST** (AudioPaste) is a feature you will probably use a lot. VividTracker supports AudioCopy, and this button will let you AudioPaste samples from other apps. You should read more about AudioCopy to learn about the details of it. The sample will be resampled to the note that you have selected next to the **AUDIOPST** button (default note is C-3). The note information is also used in the percussion mode.

**NOTE** is the default note for this sample. It is used in percussion mode, where you can use the keyboard to play different samples, or by the **DISP** button. It is also used with **AUDIOPST** and **RSMPL**. You can set **NOTE** to be anything between C-1 to C-5. However, C-4 to C-5 are not supported for playback in Protracker, so you should only choose notes above B-3 for resampling purposes.

**RSMPL** allows you to resample a note from one note to another. It always assumes the default note is C-3. Example: If you select D-3, you will resample the note from C-3 to D-3, i.e. upsample it with two semitones. If you choose C-4, you will resample with a full octave.

**RENAME** will let you rename your sample.

**STOP** will stop the sample from playing.

**DISP** is the same as **DISPLAY** in Protracker, and will let you listen to the selected range or the selected area. It will play back the sample with the selected NOTE. **DISP** can play samples above B-3, so you can get audio feedback when resampling. Also, **DISP** can play parts of the sample that extends 65536 bytes.

## SCREEN 4B

This screen is almost the same as 4A.

The resampling buttons are replaced with Korg Volca Sample buttons:

The first thing you see is "VOLCA 0". This tells you that the sample you upload will be send to the sample slot 0 on the Korg Volca Sample. Next to it, you will find the two buttons + and -. These two buttons are used to change the sample slot. Korg Volca Sample has 100 slots in whole, ranging from 0 to 99. Next to these buttons, you will find the "SEND" button. This button will send the sample to the VOLCA.

There are two buttons **SPLIT** and **REMOVE**, which you can use to split a sample into two samples of equal size. Samples above will be pushed up with incremented sample number. **REMOVE** will remove current sample from the current number at put it last, i.e. at sample position 31. All the samples above the current sample will be pushed down, so that sample x will become x-1, etc.

There is a **STEREO** button next to the **STOP** button. This is a toggle button, so by pressing it once it will remain pressed down until you press it again. Selecting **STEREO**-mode here tells VividTracker to split a sample you import into two samples in VividTracker, one for the left channel and one for the right channel. This allows you to copy and play stereo samples.

The **LOGUE** button will create a user oscillator for Korg Prologue, Korg Minilogue XD or Korg NTS-1 for the selected sample. The sample size limit is 25 kB and the user oscillator will be available in the modules list where it can be uploaded to Dropbox or opened in other apps. It can also be accessible from the Files app on your iPhone/iPad.

Then we have two buttons that are used for the Auto Chord feature. We will go through the Auto Chord feature soon. For each sample, we can select if this sample is either a drum sample or a major chord (or both, which is a little bit strange but you can do it anyway). If you save your mod-file in VTM-format, these settings will be stored. They will not be stored if you save your mod-file in MOD format, since the MOD-format does not have this information.

## SCREEN 5A

Some buttons from SCREEN 1 are represented here as well, so let's go through the unique buttons:

**ECHO** is a nice little feature that allows you to create an echo effect of notes in the pattern. If you have a note, e.g. C-3, this feature will echo it a number of rows later with half of the volume. You can select the number of rows using the +/- buttons (the default value is 2). The effect will only take place in the

track where you have your cursor and it will only be applied on the currently selected sample. The effect will only create one echo, but you can press the button again to get more echos. The button you press is the button with the "ECHO xx" text in it, i.e. it's not a separate button.

MARK will allow you to mark rows in the current track. When you press it, you will see that the current row for the current track turns green. If you then move to another row with your finger, you will mark all the rows in between with green. The +/- buttons next to echo will transpose the marked rows if you are in marked mode.

COPY will copy the marked rows. When you press COPY, the MARK button will be released.

PST will paste the copied rows from the row where you are standing, and will then jump over the pasted area. This is a nice feature that allows you to e.g. copy rows 00 to 03, and then quickly repeat these rows many times through the track by pressing PASTE a number of times.

9xx will fill the marked rows with 9xx commands, so that it plays the current sample interpolated across the selected rows.

CUT will erase the marked area.

SWAP will swap the currently selected sample with the next sample. Note that this will also change all the samples in all the patterns, so the module will sound exactly the same afterwards. This is just a method to arrange the order of the samples.

CLEAN will go through all the samples and look for if they are used in the patterns or not. Any sample not used will be removed.

DCOPY will copy the first N rows of the selected track (where N is the number in the "number" button to the left) and duplicate it throughout the track. You can toggle what N should be on the button to the left by tapping on it. Default value is 8. The different values are: 4, 8, 16, 32.

DUP is similar to DCOPY. In this mode, anything you enter in the first N rows (defined by the "number" button) will be duplicated to the other rows. For instance, if N=8 and you enter a note on row 1, the same note will be entered on row 9, row 17, row 25, etc.

SCREEN 58

PLAY, STOP and PATT are the same as in SCREEN 1.

STEREO sets the stereo level, from mono to complete stereo (0 to 16).

P1x will play the pattern from row 00 down to the last row and stop. This is nice if you are using Audiobus to copy a pattern from VividTracker to Garageband or Cubasis.

B-AU is an important button. If you want to use another app as MIDI-source and play samples in the background, you must turn on background audio. The default mode is that it is turned off to save power. You don't have to care about this button if you are using Audiobus, but you need to turn it on if you are going to use any other app as a MIDI-source (virtual MIDI). Background audio is however always on if you are playing a module (either using PLAY or PATT).

TEMPO and SPEED are the same as in Protracker. You can change the settings manually, but they will change if there's a tempo/speed command in the pattern that is being played.

INS inserts a row in the current track and the current row

**DEL** deletes the current row in the current track

**AUTOKEY** turns on AutoChord Keys. This will make the keyboard adapt to the current AutoChord and only show the pentatonic scale for that chord. The last key will always show which chord it is. Only the first two tracks control the AutoChord Keys.

**PLAYED** let's you see the underlying notes that are played when you are using the Auto Chord feature. We will now go through the Auto Chord in detail.

## **AUTO CHORD**

Auto Chord is a very nice feature that allows you to auto transpose a C-major pattern to any other chord, e.g. from C-major to A-minor. This saves a lot of time for you, since you don't have to manually transpose every single note. We will now go through in detail how this works.

You know that a row in a track is normally given by note, sample, effect command, and effect parameter, e.g.:

**A-2 02 C 30**

In this example, we are playing note C-3, sample 02, the effect C (which sets the volume) and the effect command 40 (which is telling the volume to be set to \$40). Protracker has effects from 0 to F, but effect 8 is unused and does not do anything in Protracker. In VividTracker, it is used to control the Auto Chord feature. When you set the effect to 8, VividTracker will make a different interpretation of the data you enter. Here is an example:

**A-2 xy 8 zz**

This command will tell VividTracker to copy pattern data from pattern zz and track y, then auto transpose it from C-3 to A-2. VividTracker assumes that all the pattern data in pattern zz and track y are in C-3 major. A C-3 note will therefore be transposed to A-2, and a G-3 note will be transposed to E-3. Say you are standing in pattern 02, track 1, and you want to copy and auto transpose the pattern data from pattern 01, track 4. You would then write:

**A-2 x4 8 01**

We have one variable left to define and that is x. If we set it to x=0, we will just copy the pattern data as is and transpose it from C-3 to A-2, i.e. 3 seminotes down:

**A-2 04 8 01**

However, if you do that and you are copying a C-major arpeggio (C-3 E-3 G-3), you will get an A-major arpeggio. What if you want it transposed to A-minor? Then you have to set x=8:

**A-2 84 8 01**

You will notice that VividTracker will either show the character M or m to tell you if it is transposing to a major chord or a minor chord. That means you will see this on the screen:

**C-3M04 8 01**

and

**A-2m04 8 01**

In both these cases, VividTracker will copy the from the same row in pattern 01, track 4 as the row where we enter the command. For instance, if we are entering this data in row 16, it will copy the note data from row 16 in pattern 01, track 4. However, once the command has been entered, we don't have to write it again for the next rows. It will just continue to copy and auto transpose row 17, 18, 19, etc. Instead, if we want to turn it off, we should either write this command

- 00 8 00

or just play a note without effect 8. The Auto Chord mode will otherwise be turned off before the next pattern starts.

You can also tell the Auto Chord mode to copy pattern data from row 0 independently of which row you are copying to. For instance, say you are on row 32 but you want to copy the track from row 0 and onwards. In this case, you change the x value from 0 to 4 in major mode, and from 8 to C in minor mode. Now we know what happens when x=0, x=4, x=8, or x=C. What about the values in between? They are used for inversions of the chord. If you want to play the second inversion of the chord, you either enter x=2, x=6, x=A, or x=E. This is very nice, because it gives you a great variety of how you can transpose your track. Here is a full list of all the x-values and their meanings.

x = 0 : Major chord, no inversion, copy current row  
x = 1 : Major chord, inversion 1, copy current row  
x = 2 : Major chord, inversion 2, copy current row  
x = 3 : Major chord, inversion 3, copy current row  
x = 4 : Major chord, no inversion, copy from row 0  
x = 5 : Major chord, inversion 1, copy from row 0  
x = 6 : Major chord, inversion 2, copy from row 0  
x = 7 : Major chord, inversion 3, copy from row 0  
x = 8 : Minor chord, no inversion, copy current row  
x = 9 : Minor chord, inversion 1, copy current row  
x = A : Minor chord, inversion 2, copy current row  
x = B : Minor chord, inversion 3, copy current row  
x = C : Minor chord, no inversion, copy from row 0  
x = D : Minor chord, inversion 1, copy from row 1  
x = E : Minor chord, inversion 2, copy from row 2  
x = F : Minor chord, inversion 3, copy from row 3

Inversions in music theory work differently depending on if you are inverting a C-maj or a C-maj7. If you have an arpeggio going like this

C-3 E-3 G-3 B-3

you have a C-maj7 chord. If you want to invert a C-maj7 chord, you need to tell that. This is done by changing y (the track number) from y to y+4. That means, if you are going to copy track 4, you enter 4+4=8 as y. Example:

G-2M28 8 01

This example will transpose a C-3 major7 chord to a G-2 major7 chord, with an inversion 2 of the chord. Avoid using this command if you only have a C-3 major chord, because it will not sound right. An inversion of C-3 major7 is not the same as an inversion of C-3 major.

Say we want to play the arpeggio C-3 E-3 G-3 as C-maj but we want to invert it with the second inversion. We would then write

C-3M28 8 01

and we would with this command play the arpeggio E-2 G-2 C-3. However, there is another way in which we could play the arpeggio. We could keep the order of the notes and still get the inversion, like this: C-3 E-2 G-2. It is the same chord,

it is even the same inversion as it is the same notes, but it is not the same arpeggio. In fact, it will sound quite differently. You can do this too, by changing  $y$  (the track number) from  $y$  to  $y+8$ . Thus, if you are going to copy track 4, you enter  $4+8=12=C$  as  $y$ . Example:

C-3M2C 8 01

Here is a list of the various settings for  $y$ :

```
y = 0 : Stop the Auto Chord mode
y = 1 : Assume pattern data is a C-major triad chord. Copy from track #1.
y = 2 : Assume pattern data is a C-major triad chord. Copy from track #2.
y = 3 : Assume pattern data is a C-major triad chord. Copy from track #3.
y = 4 : Assume pattern data is a C-major triad chord. Copy from track #4.
y = 5 : Assume pattern data is a C-Major 7 chord. Copy from track #1.
y = 6 : Assume pattern data is a C-major 7 chord. Copy from track #2.
y = 7 : Assume pattern data is a C-major 7 chord. Copy from track #3.
y = 8 : Assume pattern data is a C-major 7 chord. Copy from track #4.
y = 9 : Chord can be C-maj or C-maj 7. Keep note order. Copy from track #1.
y = A : Chord can be C-maj or C-maj 7. Keep note order. Copy from track #2.
y = B : Chord can be C-maj or C-maj 7. Keep note order. Copy from track #3.
y = B : Chord can be C-maj or C-maj 7. Keep note order. Copy from track #4.
```

Do you remember that there are two buttons in screen 5, where you can either tell that you have a percussion sample or a major chord sample? You don't want percussion samples such as drums to change from e.g. C-3 to A-2. VividTracker will ignore those samples and just copy them as is if you have marked them as a percussion sample. This allows you to have both drums and instruments in the same track, and still be able to transpose the instruments but not the drums.

It is very common in tracker music to sample instruments that play e.g. a C-maj chord as one sample and a C-min chord as another sample. We would of course like to get these instruments transposed correctly depending on their sample. If you set a sample to be a major chord, VividTracker will assume that the next sample will be a minor chord. Example: If sample #8 is a major chord and you have set the MAJ CHORD SMPL button, VividTracker will replace that sample with sample #9 if you are transposing your track from C-major to A-minor.

You can combine the two, i.e. tell VividTracker that a sample is both a major chord and a percussion. This is perhaps a bit strange, but it means you can actually let VividTracker replace e.g. a drum with another drum as you go from a major chord to a minor chord.

The Auto Chord feature is versatile, and therefore complicated to understand. At times, it's of course nice to see what is actually being played. You can do that by pressing the PLAYED button on screen 6. This will then show you what is actually being played. Please note that if you are still in edit mode, you will still be able to edit the track with the Auto Chord data (although you won't be able to see it). If you save your module in MOD-format, this is the notes that will be stored. If you save your module in VTM-format, you will retain the effect 8 command.

#### AUTOCHORD INSTRUMENTS

Now it is easier than ever to use the AutoChord feature. This is how it works: Press the + button to increase sample number on screen 1 till you get above 1F. You now have access to eight AutoChord Instruments. Instruments 1-4 corresponds to track 1-4 in pattern 0, and instruments 5-8 corresponds to track 1-4 in pattern 1 (e.g. instrument 6 is thus track 2, pattern 1). For each instrument, you can select if you want inversion 0, 1, 2 (or 3 for 7-chord) and if you want it transposed to major, minor, major7, or minor7.

When you get above sample 1F, you will see that the title of the SAMPL button changes to ACI (AutoChord Instrument) and that the instrument selected is 1:0M. The first number before the colon means it is ACI instrument 1. The second number, after the colon, means it is inversion 0 (no inversion at all). M means it is transposing to a Major. If you press the + button a few times, you will notice that the M will change to an m, meaning you are now transposing to a minor chord. Press the + button a few times more and you will see that it is changing to M7 and later m7. This means in whole, you have 14 different ways to transpose a track!

## BLUETOOTH KEYBOARD SUPPORT

- \* Arrow keys: You can press an arrow key and hold it down, and the cursor will continue to move.
- \* Edit notes, sample number and effects with the keyboard
- \* Press \$ or <CTRL>-1 to decrease the keyboard one octave
- \* Press ESC or <CTRL>-2 to increase the keyboard one octave
- \* Press <SHIFT>-6 to <SHIFT>-0 to jump to positions 0, 16, 32, 48, 63 (just like in Protracker where you use F6-F10)
- \* Press <ALT>-6 to <ALT>-0 to jump to positions 0, 16, 32, 48, 63 and play the pattern from this location.
- \* Press <SHIFT>-6 to <SHIFT>-0 to reprogram the positions
- \* Cut, copy, paste track by pressing SHIFT+3, SHIFT+4, SHIFT+5
- \* Cut, copy, paste pattern by pressing ALT+3, ALT+4, ALT+5
- \* Block mark, cut, copy, paste by pressing <CTRL>-B (or M) for block mark, <CTRL>-X for cut, <CTRL>-C for copy, and <CTRL>-F or <CTRL>-V for paste
- \* Insert row (and push down the other rows) in track by pressing <SHIFT>-ENTER
- \* Delete row (and move up the other rows) in track by pressing <SHIFT>-BACKSPACE
- \* Clear note in track by pressing BACKSPACE
- \* SPACE plays pattern, <CTRL>-SPACE plays song, <ALT>-SPACE toggles EDIT
- \* <SHIFT>+ARROW LEFT/RIGHT decreases/increases song position
- \* <CTRL>+ARROW LEFT/RIGHT decreases/increases sample
- \* <ALT>+ARROW LEFT/RIGHT decreases/increases pattern number
- \* <ALT>+ARROW UP/DOWN deletes or inserts pattern at the current position
- \* <ALT>+z/x/c/v mutes/unmutes channels 1/2/3/4
- \* <ALT>+q unmutes all channels
- \* <CTRL>+s decreases steps
- \* <ALT>+s increases steps
- \* RETURN has the same functionality as the STEP button

High notekeys: 2 3 5 6 7 9 0 =  
q w e r t y u i o p [ ]

Low notekeys: s d g h j l ;  
z x c v b n m , . /

Note that only lowercase keys will work. Don't use uppercase, e.g. QWERTY. Also, only American or English keyboards will work properly so you have to change the keyboard language to any of them. Since iOS supports multiple keyboards, you can easily swap keyboard before you start VividTracker. This is easily done by holding down the command and space buttons on your keyboard. You will then get up a menu where you can shift between the two languages. To swap, you have to keep holding the command button while you release and press the space button again. Note that it has to be done somewhere where you can type, e.g. the Notes app. You can actually do it within the VividTracker app too, by bringing up the textfield to change the mod name.

## 3. CHANGE LOG

### WHAT'S NEW IN V2.9.5

**Fixed broken link to guidebook.**

#### **WHAT'S NEW IN V2.9.4**

- iCloud support
- In collaboration with Scott Lee (aka Dezacrator / Crystal Warrior), who was a member of Agile / Fantasy / Fairlight, VividTracker now comes with a bundle of six of his songs written in 1987-1990; a piece of Amiga music history that is now a part of VividTracker as well! Check out his YouTube channel here: <https://www.youtube.com/user/Dezacrator?feature=mhee>

#### **WHAT'S NEW IN V2.9.3**

- Link to reference guide (press HELP button on Screen 1A will download and open the reference guide in Safari as pdf)
- Added transpose feature using MARK button and +/- ECHO buttons (read more in reference guide) (Screen 5A)

#### **WHAT'S NEW IN V2.9.2**

- External MIDI support (Screen 3B)

#### **WHAT'S NEW IN V2.9.1**

- Active track is now highlighted

#### **WHAT'S NEW IN V2.9**

- MIDI OUT
- 8 CHANNELS support

#### **WHAT'S NEW IN V2.8**

- Export samples as user oscillators to Korg Prologue, Korg Minilogue XD and Korg NTS-1. This is done by pressing selecting a sample and then pressing the button "LOGUE" on screen 4B. The user oscillator file will appear in the files list on screen 2A.
- A new button "9xx" "on screen 5A allows you to spread out 9xx commands over selected range.

#### **WHAT'S NEW IN V2.7**

- Bug fix: Dropbox works again

#### **WHAT'S NEW IN V2.6**

- Bug fix: "Copy to" from e.g. AudioCopy now works as expected.

#### **WHAT'S NEW IN V2.5**

- You can now access VividTracker files from the Files app
- If you open a file from another app, it will immediately load but will not be saved to the VividTracker folder. You have to manually save it yourself.

#### **WHAT'S NEW IN V2.4**

- MIDI input support is improved. You will now see VividTracker as a virtual MIDI port in other apps such as AUM. This means you can use VividTracker as an Inter-App Audio synth from AUM. In AUM, C-1 to B-3 are used for playing

notes of the same sample, while C-4 and up triggers different samples (e.g. C-4 plays sample 1, C#4 plays sample 2, D-4 plays sample 3, etc). The note played by each sample is given by the default note of each sample on SCREEN 4B.

- VividTracker now supports Audiobus 3.

#### WHAT'S NEW IN V2.3

- It is now possible to copy stereo samples, which will then be split into two samples (left channel as one sample, right channel as another). Press the STEREO button on screen 4B to set stereo mode.
- Allihoopa has closed down their social network, so the Allihoopa button is now removed from Screen 1B.
- Better support for iPhone X/XR/XS and the new iPad 11" & 12.9".
- Dropbox button is now behaving a little bit better.

#### WHAT'S NEW IN V2.2

- Important but rare bug fix. When saving a module with sample size 65536, VividTracker saved it as 0 bytes. This has now been fixed.

#### WHAT'S NEW IN V2.1

- Minor bug fix: Screen now correct for iPad Pro 12.9".

#### WHAT'S NEW IN V2.0

- FINALLY! Allihoopa support! This means we can now start to share mods and discuss them in the Allihoopa app. You can now both upload your mod-files to Allihoopa and download mods that other people have made. You can also download songs as samples back to VividTracker (for instance if a song was made in Reason or Korg Gadget). If you download a song made in VividTracker, you will both get the whole module as a sample and the module itself. The module will then be stored as "allihoopapiece.vtm" in your Modules list. This way, you can now share your own mod-files with others. You will find a new button "DROP TO ALLIHOOPA" on Screen 1B. Just tap it and it will render your whole module to a wav-file and then upload it to Allihoopa.
- Dropbox is updated and works a little bit different now. You will find Dropbox support on Screen 2B, where you can copy files to and from Dropbox.

#### WHAT'S NEW IN V1.8

- A BOOST feature on Screen 1b. This feature allows you to boost the volume. This is nice for modules where the audio output is very low. However, for modules that are already at high amplitude you will notice distortion if you boost too much.
- Two new buttons on sample screen 4b: SPLIT and REMOVE. These are great to split up a loop sample into separate samples in an easy way.
- SPLIT will split a sample into two samples with equal length. Example: Say you are splitting sample 4 with length 4000. Press SPLIT and the sample will be divided into two samples with length 2000 each. The first sample will be stored as sample 4 and the second sample will be stored as sample 5. All old samples above sample 4 will be pushed up, so that old sample 5 becomes sample 6, etc.
- REMOVE will remove the currently selected sample. It will actually not be deleted but removed from the current sample slot and be stored as sample 31. Example: Say you remove sample 4. Sample 5 will now become sample 4, sample 6 will become sample 5, etc. Sample 31 will become sample 30 and old sample 4 will become sample 31.

#### WHAT'S NEW IN V1.7

- VividTracker now supports both sending pattern data and samples to the Korg Volca Sample, but this is such an advanced (and powerful) mode that working on a series of YouTube tutorials for this. Check out the VividTracker YouTube channel: [www.youtube.com/vividtracker](http://www.youtube.com/vividtracker)
- The "VOLCAP" buttons are for sending pattern data to Volca from VividTracker. First, you select which pattern slot on the Volca you want to send the pattern to. Next, you select how many patterns you want to send. You can send up to four 16-rows patterns at once, which then corresponds to one full VividTracker Pattern (with 64 rows). The pattern you currently have selected in VividTracker is the one that will be sent to the Volca. The sample chosen on the Volca for each part depends on the VOLCAS setting on the row underneath. For instance, if sample 1 in VividTracker is matching sample 10 on the Volca, you should select 10 as VOLCAS value. Thus, if you select "5:2" for VOLCAP and "10:1" for VOLCAS, this means you will send the first 16 rows of the current pattern to become pattern 5 on the Volca AND the next 16 rows to become pattern 6 on the Volca. Rows playing sample 1 on VividTracker will be playing sample 10 on the Volca, etc.
- The "VOLCAS" buttons are for sending sample data to the Volca. The first number tells the first sample slot number on the Volca, the next number tells how many samples you want to send. For instance, say you have selected SAMPL to be 5 in VividTracker, and then you select "2:3" as VOLCAS value. This means you will transfer samples 5, 6 and 7 in VividTracker to sample slots 2, 3 and 4 on the Volca.
- You can now send the output from VividTracker to Korg Volca Sample using the "SEND PTS" button.
- Support for AudioCopy!!! You can now audio copy a pattern and send it to other apps (stereo output). Press the "AUDIOCPY". Use the D00 command if you want to stop the pattern earlier than the last row. For instance, you can send the output from a pattern to Korg Gadget!

#### WHAT'S NEW IN V1.6

- Added the button PT2SMP on screen 4B. This allows you to resample the output from VividTracker to a new sample when it plays the current pattern from start. It will stop playing when it comes to the end of the pattern (you can end it earlier with the D00 command), or you can press the STOP button to stop the recording. This is a really nice feature to create your own chord samples from various instruments.
- When transmitting to Volca, the note frequency will be the one selected on screen 4A (e.g. NOTE C-3, but now you can change it).

#### WHAT'S NEW IN V1.5

- Interface changes: Each screen can now have subscreens. Screen 6 has been moved to Screen 5B and the old "6" button is now a subscreen selector button. Subscreens are called A, B, C, etc.
- Korg Volca Sample support! This is a big one. Now you can send samples directly from VividTracker to a Korg Volca Sample! Screen 4 has two subscreens, 4A and 4B. On screen 4B, you will find the Volca support next to the AUDIOPST button. Use the +/- buttons to select sample slot on the Volca, then connect the sync cable to the Volca and press the "SEND" button. Don't forget to increase the volume to max. The sample will now be transmitted to the Volca as note C-3. Even better support will come in V1.6, this is just a start.

#### WHAT'S NEW IN V1.4

- New feature: AutoChord Instruments. Now it is easier than ever to use the AutoChord feature. This is how it works: Press the + button to increase sample number on screen 1 till you get above 1F. You now have access to eight AutoChord Instruments. Instruments 1-4 corresponds to track 1-4 in pattern 0, and instruments 5-8 corresponds to track 1-4 in pattern 1 (e.g. instrument 6 is thus track 2, pattern 1). For each instrument, you can select if you want inversion 0, 1, 2 (or 3 for 7-chord) and if you want it transposed to major, minor, major7, or minor7.

When you get above sample 1F, you will see that the title of the SAMPLE button changes to ACI (AutoChord Instrument) and that the instrument selected is 1:0M. The first number before the colon means it is ACI instrument 1. The second number, after the colon, means it is inversion 0 (no inversion at all). M means it is transposing to a Major. If you press the + button a few times, you will notice that the M will change to an m, meaning you are now transposing to a minor chord. Press the + button a few times more and you will see that it is changing to M7 and later m7.

This means in whole, you have 14 different ways to transpose a track!

#### WHAT'S NEW IN V1.3

- New feature: AutoChord Keys. This is an amazing new feature that adapts the keys to only show the pentatonic scale for the current AutoChord. The last key (blue colour) will show the current chord. This makes it super easy to write music that goes in harmony with the current chord. You turn on AutoChord Keys by pressing the ACK-button on Screen 6. Only the first two tracks control the AutoChord Keys.
- Important bug fix for iPhone 4/4s users running iOS 8. The aspect ratio is now correct.

#### WHAT'S NEW IN V1.2

- Effects E6x and Bxx have been fixed so that mods like black\_queen.mod finally works!
- Added two new buttons on screen 6: INS and DEL. These are great for time adjustments:
  - \* INS inserts an extra row for the selected track, pushing all the other rows down one step.
  - \* DEL deletes the current row for the selected track, moving all the rows below up one step.
- Finally, great BT keyboard support:
  - \* Arrow keys: You can press an arrow key and hold it down, and the cursor will continue to move.
  - \* Edit notes, sample number and effects with the keyboard
  - \* Press \$ or <CTRL>-1 to decrease the keyboard one octave
  - \* Press ESC or <CTRL>-2 to increase the keyboard one octave
  - \* Press <SHIFT>-6 to <SHIFT>-0 to jump to positions 0, 16, 32, 48, 63 (just like in Protracker where you use F6-F10)
  - \* Press <ALT>-6 to <ALT>-0 to jump to positions 0, 16, 32, 48, 63 and play the pattern from this location.
  - \* Press <SHIFT>-6 to <SHIFT>-0 to reprogram the positions
  - \* Cut, copy, paste track by pressing SHIFT+3, SHIFT+4, SHIFT+5
  - \* Cut, copy, paste pattern by pressing ALT+3, ALT+4, ALT+5
  - \* Block mark, cut, copy, paste by pressing <CTRL>-B (or M) for block mark, <CTRL>-X for cut, <CTRL>-C for copy, and <CTRL>-F or <CTRL>-V for paste
  - \* Insert row (and push down the other rows) in track by pressing <SHIFT>-ENTER
  - \* Delete row (and move up the other rows) in track by pressing <SHIFT>-BACKSPACE
  - \* Clear note in track by pressing BACKSPACE
  - \* SPACE plays pattern, <CTRL>-SPACE plays song, <ALT>-SPACE toggles EDIT
  - \* <SHIFT>+ARROW LEFT/RIGHT decreases/increases song position
  - \* <CTRL>+ARROW LEFT/RIGHT decreases/increases sample
  - \* <ALT>+ARROW LEFT/RIGHT decreases/increases pattern number
  - \* <ALT>+ARROW UP/DOWN deletes or inserts pattern at the current position
  - \* <ALT>+z/x/c/v mutes/unmutes channels 1/2/3/4
  - \* <ALT>+q unmutes all channels
  - \* <CTRL>+s decreases steps
  - \* <ALT>+s increases steps

## WHAT'S NEW IN V1.1

- VividTracker has now been updated to support AudioBus 2.
- Rudiment bluetooth keyboard support is implemented.

These are the keys what work in v1.1 (this will improve to next version):

High notekeys: 2 3 5 6 7 9 0 =  
q w e r t y u i o p [ ]

Low notekeys: s d g h j l ;  
z x c v b n m , . /

The return button has the same functionality as the STEP button in the interface.

You can use the arrow keys to move the cursor. However, you cannot make the cursor continue to move by holding down the arrow key, so you have to repeat pressing the arrow key to continue to move. This is something that will be fixed for the next version.

Note that only lowercase keys will work. Don't use uppercase, e.g. QWERTY. Also, only American or English keyboards will work properly so you have to change the keyboard language to any of them. Since iOS supports multiple keyboards, you can easily swap keyboard before you start VividTracker. This is easily done by holding down the command and space buttons on your keyboard. You will then get up a menu where you can shift between the two languages. To swap, you have to keep holding the command button while you release and press the space button again. Note that it has to be done somewhere where you can type, e.g. the Notes app. You can actually do it within the VividTracker app too, by bringing up the textfield to change the mod name.

Protracker has many more keyboard commands that are not supported in VividTracker yet, but my intention is to implement as many as I can. Many more commands will come in the next version.