KALIDE / LISTEN TO THE LIGHT — IOS

MURAL

CREATIVE FIELD RECORDER · USER MANUAL · VERSION 2.1

A field recorder built for making music out of the world around you — record anywhere, run it through the Collage effects engine live, and shape it into loops, stems, and mixes on-device.

MURAL is a field recorder built for making music out of the world around you. Record anything, run it through the Collage effects engine live, slice it into beat-aligned loops, pitch it in real time, split it into stems, clean it up, transcribe speech, jam loops together, layer your voice or instrument on top, and mirror everything — geotagged — to the cloud folder your Map Room watches.

The app has two main pages, switched with the pill at the bottom: RECORD — capture new audio TAKES — everything you've recorded, and every tool for working with it

Free and full versions. MURAL is free to try. The free version has every effect, editing and loop tool, with two limits: each recording stops at 1 MINUTE (and is saved, like any other take), and importing files is off. The full version is a one-time purchase that lifts both: recordings of any length, and importing audio and video. Unlock it in Settings → FULL VERSION; RESTORE PURCHASES there brings it back on a new iPhone or iPad.

1 THE RECORD PAGE

THE BIG RECORD BUTTON

Tap to start recording, tap again to stop. The new take appears at the top of the Takes list, named automatically (see TAKE NAMING in Settings).

THE LIVE METER

The meter, and the trace scrolling above it, show real signal before you press record — talk, strum, or move the phone around the room and set your levels first.

- With nothing recording, MURAL keeps the microphone open the whole time the RECORD tab is in front — the orange recording dot stays lit and audio from other apps stops.

Switch to TAKES, or leave the app, and it lets go.

- The meter goes quiet while a take is playing or the TUNER is open – those get the microphone first. It picks the room back up when they finish.

WHILE RECORDING

- Tap the big time counter to PAUSE / RESUME. The take stays one continuous file – paused stretches are simply left out.
- Tap the flag icon to DROP A MARKER at the current moment. Markers are saved with the take and shown on the editor waveform as small flags.
- The level meter shows your input. Tap the meter to reveal the INPUT GAIN slider (clean makeup gain applied to the recording). The transport buttons below stay put when the gain slider opens.

MONITORING

The MONITOR toggle lets you hear your input in headphones. When the output is the phone's speaker, the mic monitor auto-mutes to prevent feedback.

MIC PATTERN

A chip on the page cycles the mic pickup pattern (STEREO / CARDIOID / OMNI). Takes effect on the next recording. Also settable in Settings.

RECORDING THROUGH COLLAGE

The Collage strip on this page is the current effect preset, live.

- Drag its knobs and sliders right there to change the sound.
- Tap OPEN (bottom-left) for the full COLLAGE WORKSTATION (section 5).
- Tap the dice (bottom-right) for a RANDOM preset.
- With Collage ENGAGED (the dot at the strip's right), you can record WET – the effect is printed into the take – or record dry and process later.
- ▶ COLLAGE loops your latest take through the live engine so you can hear preset/knob changes instantly.

TOP BAR

- Tuning-fork icon → the TUNER (section 2).
- Metronome icon → toggles the metronome. The click sounds whether or not a take is recording and is never printed into the take. If it ran during a take, the BPM and time

signature are stamped onto the take name. Tempo, volume and time signature live in Settings.

- Gear icon → SETTINGS (section 11).

METRONOME

A click to play to. Tap the metronome icon in the Record page's top bar (it is in the COLLAGE WORKSTATION's top bar too) to start it, tap again to stop. Tempo, volume and time signature live in Settings under METRONOME (section 11).

- The click sounds on its own with nothing else going, under a recording, and over a take playing on the TAKES page or through ▶ COLLAGE – count yourself in, record to it, or play along. Playback in the TAKE EDITOR carries no click.
- You hear it out of whatever you are listening on, MONITOR on or off, and it is never printed into the take – but on the speaker the mic picks it up acoustically, so use headphones to record clean.
- It keeps going with the app in the background and the phone locked.
- With the click running, RECORD starts the take on the next downbeat.
- STOP finishes the bar so the file loops on the beat – the screen reads FINISHING BAR, and a second press ends the take at once.
- A take recorded with the click carries the tempo and time signature in its name ("· 120 BPM 4/4").

IMPORTING AUDIO

Importing is part of the full version (see Free and full versions, above). The load-file button opens the audio browser: add folders once (On My iPhone, iCloud Drive, Dropbox), then search them or pick at RANDOM. FILES… reaches the iOS file picker for anything else. MURAL can import: WAV, AIFF, CAF, MP3, M4A/AAC, Apple Lossless, FLAC plus .mtake packages (a take + its geotag + its full Collage rack – see section 10). Imported files become normal takes.

- VIDEO… picks a video from Photos and keeps its SOUND as a new take. Video files (MOV, MP4, M4V) from Files or the browser work the same way, as does "Open in MURAL" from another app. Surround sound is folded to stereo; a video with no sound says so.

BACKGROUND AUDIO

Recording and playback keep running with the screen off or the app in the background, and auto-resume after interruptions (calls, Siri, notifications).

2 THE TUNER

Open with the tuning-fork icon on the Record page.

TUNING BY MIC

Play into the mic (or your interface). The big note name and needle show the nearest string and how many cents sharp/flat you are. Green = in tune. Multiple tunings are available (standard and alternates) – pick one at the top.

REFERENCE TONES

Tap any string button to sound its exact pitch and tune by ear. Tap again to stop. Use headphones so the tone doesn't feed back into the mic.

MINI KEYBOARD

A two-octave keyboard sits below the reference tones – for checking a key, humming into a melody, or sketching an idea.

- POLYPHONIC: up to 6 notes at once – chords work.
- GLIDE: drag your finger (or several) across the keys and every note along the way sounds.
- OCT – / + shifts the two-octave window anywhere from C1 to C7.
- WAVE is a continuously variable waveform: SINE → SQUARE → TRIANGLE. Anywhere in between blends the shapes.

3 THE TAKES PAGE

THE LIST

Your loose takes, newest first. Each row shows the name, whether it was recorded THROUGH COLLAGE or DRY, the primary effect module, and its length.

- ▶ on a row: plays the take – by default it LOOPS through the live Collage engine (see DEFAULT LOOP in Settings), opening the take panel.
- ★ favorites a take (filter with the star at the top).
- › opens the TAKE EDITOR.
- An ↑ after the length is the CLOUD MIRROR status (section 10): muted = pending, tinted = mirrored, red ↑! = failed.

SEARCH & FILTERS

The search field filters by name. The star shows favorites only.

NEW AND ALL

The first two pills in the folder row are views, not folders. NEW is your inbox: every take you haven't filed or stashed yet, with a count beside it. ALL lays out every take you have in one flat list, wherever it's filed, and each row shows the folder its take is in. Once everything is filed, NEW reads "ALL CLEAR – NOTHING NEW, TAKES ARE FILED IN FOLDERS".

STASH (one-tap clean-up) The solid ↓ STASH button at the start of the folder row is an action, not a folder. One tap sweeps every take in NEW into today's dated folder ("Stash YYYY-MM-DD", created once and reused for the day), which clears NEW. Nothing is deleted; the stash folder is one tap away.

FOLDERS

The pill row shows your most recent folders.

- ≡ ALL FOLDERS (appears when you have more than 3) opens the full folder list (with NEW and ALL TAKES at the top) and take counts. Tap to filter, long-press to rename/delete.
- + creates a new folder.

ROW ACTIONS

- Swipe a row left to reveal MOVE (to a folder) and DELETE.
- Long-press a take's NAME to rename it inline.

MULTI-SELECT

Press-and-hold the middle of any take to enter select mode. The folder row is replaced by a command row:

- The counter at the top-left ("3/12 · TAP = ALL") toggles select-all / none.
- STASH files the selection into today's "Stash YYYY-MM-DD" folder.
- MOVE (to a folder), EXPORT (zips the selection to the share sheet) and DELETE act on everything selected. ✕ exits.

THE TAKE PANEL

Tapping ▶ opens a panel above the list with:

- The Collage strip, live like the Record page's (OPEN → Workstation, dice → random preset). To move to another take, tap its ▶ in the list.
- PLAY / STOP.

- The big RE-RECORD button – the GLOBAL capture (section 7).
- Hold the record button (~half a second) to reveal + MIC – the OVERDUB (section 8).
- EDIT → the Take Editor.

MAP (⌖) The ⌖ icon in the top bar opens the take map – every geotagged take on a map.

LOOP JAM

Select a folder that holds 2 or more loops and a ↯ JAM button appears – see section 6.

4 THE TAKE EDITOR

Open with › on any row (or EDIT on the take panel). The editor shows the waveform, transport, and every editing tool.

WAVEFORM

- Tap/drag to scrub – the playhead follows your finger and plays from where you lift. PINCH to zoom in (up to ~33×); a "N.N× · FIT" badge appears – tap it to zoom back out.
- Markers dropped while recording appear as small flags.
- ▶ plays from the playhead; the skip buttons nudge back/forward.

TOP BAR

- ‹ TAKES returns to the list.
- The centre RECORD button is the GLOBAL capture (section 7) – everything you play in the editor is recorded until you stop it. A red ● RECORDING SESSION strip with a running timer shows while it's live.

THE TOOL GRID

- **TRIM** – drag the in/out handles (they snap to nearby transients), then APPLY TRIM. If you're in slice mode with a loop selected, tapping TRIM keeps THAT LOOP as the trim region – a precise "cut this loop out" flow.

NORMALIZE – raises the take to –1 dBFS.

- **REVERSE** – flips the audio (appends "(rev)" to the name). HOLD REVERSE while a loop is selected to bounce a BACK & FORTH take – the loop played forward then backward, as a new take (loops under 30s).
- **FOLDER** – file the take into a folder (reads FILED once it's in one).

- **EXPORT** – WAV / AIFF / M4A with optional peak-normalize, via the share sheet (→ Files, Dropbox, Drive, AirDrop…). M4A exports embed the take's GPS and markers. The sheet also offers MAP ROOM PACKAGE (.mtake) – audio + geotag + the full Collage rack, for Map Room.

UNDO

Trim, normalize, reverse and PRINT-pitch each keep the previous audio. After any of them an ↶ UNDO bar appears – one tap restores the take exactly (single level, per take).

SLICE INTO LOOPS

The loop-finding tool, directly under the waveform. It detects transients and the tempo, then proposes musical, beat-aligned loops.

- TAP TEMPO pad (next to SLICE): tap along with the beat BEFORE you even slice – the tapped BPM (shown live) sizes the loops when you do.
- LOOP LENGTH: with a confident tempo, dial the length in BEATS (1–32, with a BARS readout on multiples of 4) using the slider or – / + steppers. Without a tempo it falls back to seconds (1–24s), snapped to transients.
- The selected loop auditions instantly and GAPLESSLY, THROUGH COLLAGE – it keeps playing wet until you exit slice (so it feels like a performance and the session recorder captures what you hear).
- ↯ RANDOM LOOP jumps anywhere in the take.
- Loops feel the wrong length? TAP TEMPO again to re-set it, or ½× / 2× to fix an octave; RESET returns to auto. (The auto-detector also self-corrects common half/double/×1.5 errors.)
- SAVE LOOP AS TAKE cuts the loop into a NEW take (the original is never touched, and you stay in slice mode to save more). Your first two loops sit in the take list; from the third onward they collect into a "<take> loops" folder, reachable only through the folder – no list clutter.

SPLIT INTO STEMS

Separates the take into BASS / DRUMS / OTHER / VOCALS on-device (nothing is uploaded; no download – the model is built in). Takes a little while.

- Only stems that actually contain sound are created – a voice memo yields one stem, a full song up to four.
- Stems land in a "<take> stems" folder and you're taken straight there.

- Takes longer than 3 MINUTES first open the trim window so you can cut a section down, then split.
- Works best on music with drums/bass/vocals; a solo instrument mostly lands in OTHER (that's correct behaviour) – this is "good sketch" grade, for grabbing material to loop and mangle, not studio isolation.

CLEAN UP

Repairs a recording natively in a few seconds, into a new "<take> · clean". Pick the stages with the four chips below the button:

- DE-CLICK – repairs clicks/pops. (on by default)
- DE-RUMBLE – high-passes wind/handling rumble. (on by default)
- DE-HUM – removes 50/60 Hz mains hum + harmonics. (on by default)
- DENOISE – broadband noise reduction. (OFF by default)

De-click / de-rumble / de-hum are targeted and artifact-free. DENOISE is spectral subtraction – it can add "musical-noise" artifacts, so it's off by default and runs gently when you enable it. Try the first three alone first; add denoise only if they aren't enough. Your chip choices stick between takes.

TRANSCRIBE (SPEECH → TEXT) Turns spoken word into text on-device (Whisper – nothing is uploaded). The model (~60 MB) downloads on first use only. When done, a transcript sheet opens; COPY TRANSCRIPT puts it on the clipboard. The text is saved with the take – the button then reads VIEW TRANSCRIPT.

PITCH – LIVE (TEMPO FOLLOWS) A –24…+24 semitone slider that pitches the take in REAL TIME. This is varispeed – tape/sampler style – so pitch and tempo move together (+12 st = octave up at double speed).

- Drag while anything is playing – plain playback, a loop, a slice audition – and the sound bends LIVE under your finger.
- If playback is stopped, set the slider and press ▶ – it starts pitched.
- The live pitch is a PREVIEW. To keep it – so it survives for slicing, export, or the take itself – tap PRINT ±N SEMITONES; that bakes it into the audio (undoable). After PRINT, a re-slice reads the new tempo automatically, so beat-length loops stay locked.
- Extreme settings get crunchy – that's the varispeed character.
- Live preview needs takes under 15 minutes (longer ones: use PRINT).

DUPLICATE / DELETE

Bottom of the page. Delete asks for confirmation.

5 THE COLLAGE WORKSTATION

The full effects rack. Open it from the Collage strip: OPEN on the Record page and the take panel, or tap the strip in Loop Jam. The header reads SIGNAL PATH / COLLAGE. Close with ×.

ENGAGE

Tap the COLLAGE logo / dot (top-left) to bypass or engage the whole rack. Bypassed, the surface dims and reads BYPASSED · TAP TO ENABLE.

THREE TABS

- EDIT – the effect chain (below).
- PRESETS – the built-in preset library.
- SAVED – your own saved chains.

The ‹ › arrows and dice by the preset name step through / randomise presets.

THE EDIT TAB (the chain) IN / OUT / BLEND sliders at the top set the whole rack's input, output and dry-wet. Below them, one row per effect in signal order:

- The colored ICON at the left is a BYPASS button – tap to switch that effect off (it goes hollow) or on.
- DOUBLE-TAP the row's label to LOCK it (gold 🔒) so a random preset keeps it.
- Drag the ⁝⁝ handle to REORDER the chain.
- Tap › to DRILL IN and edit that effect.

DRILLING IN (editing one effect)

- The header ICON here is also a BYPASS button – tap to switch the effect off/on without leaving the panel.
- ‹ › beside the name switch the effect's VARIANT.
- The parameters below are sliders and ‹ value › steppers.
- The ‹ back button (top-left) returns to the chain.

(Preset ‹ › arrows are hidden on this panel so they aren't mistaken for a "back to the stack" button.)

MORPH

The MORPH pill opens a blend pad – move the puck to morph between the rack's macro states.

SAVE

On the SAVED tab you can name and store the whole chain (base preset + tweaks + I/O) to recall later.

6 LOOP JAM

Select a folder with 2+ loops on the Takes page and tap ↯ JAM.

- Each loop is a pad. One plays (with a progress bar); the next queued pad switches in EXACTLY at the loop boundary – seamless, on the beat.
- Tap any pad to cue it next. RANDOM CHAIN strings pads automatically in random order.
- Everything plays THROUGH COLLAGE: the strip at the top shows the preset; tap it to open the full Workstation OVER the jam and tweak the effect live – the jam keeps playing, and it's still there when you close the Workstation.
- The record button in the top bar captures the whole performance (global capture – section 7) to a new take.
- HOLD a pad to open that loop in the Take Editor; the back button returns you to the jam.

7 GLOBAL RECORD (CAPTURE SESSION)

The round record buttons on the TAKE PANEL, the COLLAGE WORKSTATION, the TAKE EDITOR top bar, and the LOOP JAM are all the SAME recorder.

- Start it anywhere: every one of those buttons lights up, wherever you go.
- It captures EVERYTHING that plays until you stop it – take playback, slice auditions, loop-jam chains, Collage knob rides, live pitch – across page switches and take switches. Silence (nothing playing) is not recorded.
- Stop it from any of the buttons: the whole session is saved as one new take, named after where you started (e.g. "<take> · <preset>" from the take panel, "<take> · session" from the editor).
- The editor shows a red ● RECORDING SESSION strip with the true elapsed time while it's live.

8 OVERDUB (+ MIC)

Layer your voice or an instrument OVER a looping take.

1. On the take panel, HOLD the big record button – the + MIC chip appears. 2. Tap + MIC: the take keeps looping as a backing track and the mic records on top (the button reads • MIC+LOOP). Your record dry/wet setting applies to the mic – you can sing through Collage over the loop. 3. Tap again (or STOP): a "<take> · overdub" take is saved with the MIX, and the plain loop resumes.

Use HEADPHONES: on the speaker the mic will also pick the loop up acoustically (it works, it's just lo-fi).

9 THE LOCK SCREEN

MURAL works with the phone locked and the app closed – start a take, run it, and play takes back, all from the Lock Screen, Control Center, CarPlay or your AirPods.

RECORD WITHOUT UNLOCKING

Add the RECORD TO MURAL control to Control Center once – or assign it to the Action Button in iOS Settings; it is the same control. After that one tap starts a take: the app never opens and you never unlock.

- A take started this way is DIRECT: dry stereo, no Collage, because the rack lives in the app and the app isn't running. TAKE NAMING, BIT DEPTH, SAMPLE RATE and MIC PATTERN still follow your Settings.
- It lands in your Takes list like any other take – sometimes not until the next time you open MURAL.
- If another app is playing, MURAL records alongside it rather than cutting it off – on the speaker that audio reaches the mic, so use headphones.
- When it can't record it says why in one line. The two usual reasons: the microphone hasn't been allowed yet, and Live Activities are switched off for MURAL in iOS Settings. Both need the app open once to put right.

THE RECORDING CARD

While a take runs, MURAL puts a card on the Lock Screen: the take's name, the time counting up, the input meter, and what is being captured (DIRECT, COLLAGE or SPATIAL).

With RANDOM NAMES on, the name arrives when the take is saved, so the card reads New take. On a phone with a Dynamic Island the take shows there as well.

- Tap the red stop button to end the take, or the pause button to hold it – the phone stays locked the whole time. While it's held the card says PAUSED in place of the time; tap play to carry on.
- A spatial take gets a stop button only; spatial recording can't pause.
- If a call or Siri takes the microphone, the card says INTERRUPTED the same way – the take carries on by itself when the audio comes back.
- Once you stop, the card shows STOPPED and the take's finished length for a few seconds, then goes.

Live Activities can be switched off for MURAL in iOS Settings – no card then, but a take you start in the app records all the same.

PLAYING TAKES BACK

Play a take and MURAL puts it on the Lock Screen too – run a loop from your pocket with the screen off.

- The card carries the take's name and its position. Play, pause, STOP and the scrubber work from there, plus ⏮ ⏭ where there is a list to walk. That is the whole set – no ±15-second jumps, no rating buttons.
- Whatever you do on the card, the app follows: come back to MURAL and the transport already shows the take paused, moved or stopped.
- STOP stops everything and lets go of the audio – another app can pick up again. With a global capture running (section 7), STOP finishes it into a take first, so you can end a session without unlocking the phone.
- While you record a new take the card steps aside and the buttons go dead – nothing can play into your recording. A global capture is the exception: it records what plays, so the card stays up.

⏮ ⏭ WALK THE TAKES LIST

Start a take from the Takes page and the skip buttons walk that list exactly as the page shows it – the folder you are in, narrowed by the search field and the star. They light up for two or more takes; Loop Jam has no list of its own, so there they stay greyed.

- A skip stays in whatever is playing it – a loop stays a loop, still through the live Collage rack.
- ⏭ past the last take does nothing; playback carries on.

- ⏮ returns to the start of the take once you are a few seconds in – press it again to step to the take before.

HEADPHONES OUT

Unplug the headphones (or take an AirPod out) and playback pauses – MURAL never jumps to the speaker by surprise. Press play to carry on.

HOME SCREEN WIDGET

Your recent takes on the Home Screen, and one tap to record. Add it from the Home Screen widget gallery.

- The widget shows how many takes you have and how long they run in total, then your recent takes – each with its length and how it was recorded (COLLAGE, DIRECT or SPATIAL).
- Tapping RECORD opens MURAL and starts the take – you don't press the big record button as well.
- Two sizes. The small one is a single button – a tap anywhere on it records, and it lists only your latest take. On the medium one only the RECORD button on the left records; tapping the takes beside it opens MURAL without starting anything.
- The widget fills in once MURAL has been opened; until then it says so rather than showing an empty list.

10 CLOUD MIRROR & MAP ROOM

MURAL can auto-copy takes – with their GPS – into a Dropbox / Google Drive / iCloud folder, so they land where Map Room watches. No account login inside MURAL: it writes to a folder you pick in the iOS Files picker, and the cloud app syncs it out.

SET-UP (once), in Settings → MAP ROOM: 1. CLOUD FOLDER → CHOOSE → navigate into your Dropbox/Drive and pick the folder. 2. Turn on AUTO-MIRROR TO CLOUD.

WHAT GETS WRITTEN, for every take (recordings, sessions, overdubs, imports):

- <name>.m4a – the audio with GPS embedded (easy for any app to read)
- <name>.mtake – the full package: audio + geotag + markers + the complete Collage rack snapshot (Map Room's native format)

Derived material is kept tidy in subfolders:

- loops/ – sliced loops • stems/ – separated stems

MIRROR ALL TAKES NOW backfills your whole library. Each take row shows an ↑ status: muted while pending, tinted when done, red ↑! on failure.

GEOTAG: with GEOTAG RECORDINGS on (Settings → MAP ROOM), each recording stores its location, shown later on the take map and carried into every export and mirror.

11 SETTINGS

- **FULL VERSION** Whether MURAL is the free version or unlocked; UNLOCK FULL VERSION (a one-time purchase); RESTORE PURCHASES.
- **APPEARANCE** Theme palettes (the accent colour flows through the whole app, including the nav pill and record buttons). Tap the active theme again to flip its light/dark polarity.
- **METRONOME** Tempo, volume, time signature. The click sounds whether or not you are recording, and is never printed into the take.
- **MAP ROOM** AUTO-MIRROR TO CLOUD, CLOUD FOLDER picker, MIRROR ALL TAKES NOW, GEOTAG RECORDINGS (section 10).
- **RECORDING** BIT DEPTH (16 / 24-bit), SAMPLE RATE (44.1 / 48 kHz), DEFAULT LOOP (whether ▶ on a take loops automatically), MEASUREMENT MODE, and MIC PATTERN.
- MEASUREMENT MODE (off by default) captures raw, unprocessed mic – flatter and truer, but quieter with no auto-gain. Takes effect on the next recording.
- **TAKE NAMING** RANDOM NAMES (generated two-word names, with a selectable flavour) or sequential, plus an optional ADD TIMESTAMP suffix.
- **LIBRARY** Library stats; EXPORT ALL TAKES (one zip via the share sheet); EXPORT FOLDER (zip one folder); EXPORT RACK AS .KFX (save the live Collage rack as a desktop-Collage preset – drop it into ~/Library/Collage/UserPresets on your Mac); IMPORT AUDIO; and ERASE ALL TAKES.
- **ABOUT** Version, engine info, this MANUAL, and links. The Kalide K at the very bottom opens kalidemusic.com.

12 TIPS, LIMITS & TROUBLESHOOTING

- HEADPHONES are your friend: for input monitoring (speaker monitoring is auto-muted), for overdubbing, and for tuner reference tones.
- Loops feel the wrong length? TAP TEMPO – on the edit screen even before you slice – overrides the auto-detected tempo instantly; ½×/2× fix octave errors.

- Pitch is LIVE: drag the slider during any playback to hear it in real time. It's a preview until you PRINT it – PRINT bakes it into the take so it survives for slicing and export.
- CLEAN UP: the safe stages are DE-CLICK / DE-RUMBLE / DE-HUM. DENOISE is off by default because it can add artifacts – enable it only if you need it.
- Stems: 3-minute cap (you'll be prompted to trim), on-device, "good sketch" grade – built for grabbing material to loop and mangle, not studio isolation.
- Every destructive edit (trim / normalize / reverse / PRINT-pitch) is undoable – once, immediately after, per take.
- STASH clears your list in one tap: it files every loose take into a dated folder. Filed takes leave NEW but always show under ALL.
- The cloud mirror needs the Dropbox/Drive app installed with its Files integration enabled; iCloud Drive works out of the box.
- Recording and playback survive the screen turning off and resume after phone calls or Siri interruptions.
- FREE VERSION: every recording stops at 1 minute and is saved: RECORD, overdubs, Lock Screen takes and ● session recordings alike. Tap FREE next to STANDBY on the Record page to see what the full version adds.