

FUGUE MACHINE 1.5.0

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NEW FEATURES

UNIVERSAL!

Fugue Machine now works on iPhone!

AUv3 MIDI!

Fugue Machine now includes an AUv3 MIDI App Extension! Open your favorite AUv3 MIDI Host and run as many Fugue Machines as you'd like!

- Requires iOS 11.0 or later.

MORE SCALES!

The Scale parameter now includes Wholetone, Whole Half, Major Blues, Minor Blues, Major Pentatonic, Minor Pentatonic, and Chromatic.

PIXEL-PERFECT FOR ALL DEVICES

Fugue Machine now properly adapts to the size of the view it's in, with pixel-perfect detail for all devices.

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USABILITY IMPROVEMENTS

A MORE RESPONSIVE PIANO-ROLL

The Piano Roll now responds significantly better to gestures. Most noticeably with one-finger note-panning, one-finger note-length changes, and one-finger pan-right note creation.

COPY/PASTE PATTERNS

You can now copy/paste Fugue Machine patterns. This works within the standalone app, between the standalone app and AUv3 instances, between AUv3 instances, and between devices.

To copy/paste in the standalone app:

Go to More Menu > Patterns, and long-press on any pattern.

To copy/paste in an AUv3:

Go to the More Menu, scroll to the bottom, and use the copy/paste buttons.

REALTIME NOTE INDICATORS

When moving notes in the Piano Roll, the Keyboard View and Overview View now show the same notes moving in real time. This is useful while moving notes beyond the visible boundary of the Piano Roll.

UPDATED VIEW BRACES

The View Braces (located in Keyboard View and Overview View) can now have each side moved independently, making it much easier to navigate/zoom the Piano Roll.

NO MORE AUTO-SCROLL!

Until now, when you'd perform a gesture on the Piano Roll and move beyond its boundary, the Piano Roll would automatically scroll in the direction of your fingers. No more! Much more usable now I think. However, if you enjoyed this feature, you can reenable it in Settings.

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ABOUT THIS UPDATE

To be honest, most of this update was unexpected! About a month ago, I decided to venture out on a small FM update to take a break from my main project (a new app I've been working on for over 2.5 years 🙌). My only intention was to update the UI to accommodate the new iPads — more specifically, to handle the Home Indicator and the new aspect-ratio of the 11" iPad.

Regarding the new aspect-ratio, I realized that the best way to handle it was to completely refactor the UI to handle any aspect-ratio. This was tedious, but eventually led to the idea of supporting iPhone and AUv3, which, after the UI refactor, was surprisingly trivial! The refactor also led to allowing scales of various sizes (making chromatic possible, finally!). Lastly, supporting iPhone meant supporting smaller screens, which inspired most of the usability improvements.

Regarding the Home Indicator, the best way I found to handle that was to just make it go away completely! And the only way to do that is with Guided Access. Not only does Guided Access remove the Home Indicator, but as you may know (I had no idea!), it also disables all other OS edge gestures, essentially isolating your app from the OS. So no more accidentally swiping the control center or notifications! For me, for the way I use iOS to make music (one app per iPad), this is the absolute ideal configuration.

Anyway, I hope you enjoy the update, it was a blast to work on :]

All the best,
Alexander

/ I'm hoping to post some mini tutorial videos on my new Fugue Machine accounts. If interested...

@fugue_machine on Instagram

@FugueMachine on Twitter