

USER MANUAL · V1.0

# REEL

A tape-style multitrack  
field recorder for iPhone.  
Everything you need to know  
about using Reel.

24BIT STUDIO · REELAUDIO.APP



# Welcome

Thank you for using Reel.

Reel is designed for muscle memory. A large jog wheel for scrubbing, dedicated transport controls, CUE, PITCH and LOOP modes, and the ability to record up to four tracks at 32-bit float / up to 96 kHz.

This manual walks through every part of the app, from the display panel and transport controls to advanced workflows like multi-track punch-ins and recording from the OP-1 Field.

The online version of this manual is kept in sync with the app and is available at [reelaudio.app/manual](https://reelaudio.app/manual).

Questions, feedback, or bug reports are always welcome at [support@reelaudio.app](mailto:support@reelaudio.app).

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## READING THIS MANUAL

Each section opens with a number and title, followed by sub-topics. Inline keys like **REC** refer to on-screen buttons. Red callout boxes contain tips and reminders for common situations.

# Contents

Sixteen sections, in the order you'll likely need them.

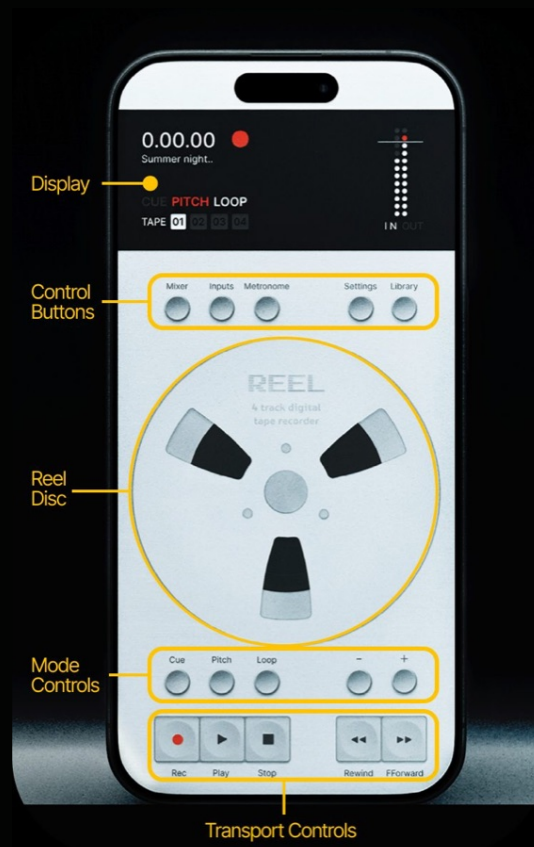
01	Getting Started	4
02	Display Panel	5
03	Quick Reference	7
04	The Reel Disc	8
05	Transport Controls	8
06	Mode Controls	9
07	Recording	11
08	Playback	12
09	Mixer	12
10	Cue Points	13
11	Library	14
12	Export & Sharing	15
13	Settings	15
14	Workflows	18
15	USB Audio Devices	19
16	Audio Specifications	20

# Getting Started

## Interface Overview

Reel's interface is organized into five zones, from top to bottom:

- Display Panel - Timecode, track info, mode indicators, and level meters
- Control Buttons - Five circular buttons: Mixer, Inputs, Metronome, Settings, and Library
- Reel Disc - The large central disc for scrubbing and pitch control
- Mode Controls - CUE, PITCH, and LOOP mode buttons with +/- controls
- Transport Controls - Record, Play, Stop, Rewind, and Fast Forward



## Your First Recording

1. Open Reel and grant microphone access when prompted.
2. Tap **REC** to start recording. A red dot appears next to the timecode.
3. Tap **STOP** to finish. Your recording is saved automatically.
4. Tap **PLAY** to listen back. Rotate the disc to scrub through the audio.

**Tip:** Double-tap **STOP** to jump back to the beginning of the recording.

## Leaving and Returning

Reel keeps running in the background so your work is preserved when you switch apps or the screen locks.

How the app behaves depends on what you were doing:

- **Playing back** - Audio keeps playing through your speaker or headphones, just like a music app. Control from the lock screen or Control Center.
- **Recording** - Recording continues in the background. If a phone call, Siri, or alarm interrupts, the take is automatically finalized and saved.
- **Idle** - The microphone is released and the orange mic indicator drops. No battery drain.

**Tip:** The orange indicator in the Dynamic Island only appears while Reel is actively playing, recording, or monitoring. When you switch away from an idle app, the mic is released automatically.

## 2 Display Panel

### Timecode

The large timecode display shows the current position in H.MM.SS format (hours.minutes.seconds). During playback, the display scrolls smoothly to show fractional seconds.

### Track Name & Status

Below the timecode, the display shows the current track name or status message. Status overlays appear for 2 seconds when actions are triggered (e.g., "PLAY", "STOP", "CUE 001"). During recording, the display shows the recording mode and target track:

State	Display
Fresh reel recording	NEW REEL REC
Recording to empty track	REC TR [1-4]
Overdubbing over existing audio	OVERDUB TR [1-4]
Punch-in mid-track	PUNCH TR [1-4]

### Recording Indicator

A red dot appears next to the timecode whenever recording is active.

## Sample Rate Indicator

The current project sample rate is shown below the track name. If the connected audio source is running at a different sample rate, an arrow and red text appear (for example, 48kHz > 96kHz), indicating that Reel is converting the input rate to match the project. This is automatic and lossless.

## Mode Indicators

Three labels -CUE, PITCH, and LOOP - show the current state of each mode:

- Grey - Mode is off
- Red - Active / recording / adjusting
- White - Locked / navigate / playback

## Track Selector

Four numbered boxes (01–04) show which track is currently selected. The active track is highlighted.

## Level Meters

Dual-channel (L/R) level meters display 12 rows of circular dots on the right side of the panel. During recording, the IN label lights up showing input levels. During playback, the OUT label lights up showing output levels. The input meter reflects the tracks with input monitoring enabled (controlled by the "I" buttons in the Mixer), so it shows what you actually hear. Rows 10-11 are the red peak zone - if these light up consistently, your input is too hot.

**Tip:** Aim to keep levels peaking around rows 7–9 (0 dB) for the best signal-to-noise ratio without clipping.

## Quick Reference

Every action at a glance:

Action	How
Record	Tap REC
Pause recording	Tap REC during recording
Resume recording	Tap REC while paused
Play / Pause	Tap PLAY
Stop	Tap STOP
Reset to beginning	Double-tap STOP
Rewind	Hold REW (speed ramps up)
Fast forward	Hold FF (speed ramps up)
Scrub audio	Rotate the disc
Select track	+/- buttons (no mode active)
Create new project	Hold STOP + tap PLUS
Delete track	Hold STOP + tap MINUS
Add cue point	CUE mode (red) > tap +
Delete last cue	CUE mode (red) > tap -
Jump between cues	CUE mode (white) > +/-
Play from cue	CUE mode (white) > PLAY
Set loop IN	LOOP mode (red) > tap +
Set loop OUT	LOOP mode (red) > tap -
Adjust pitch/speed	PITCH mode (red) > rotate disc
Lock pitch	Tap PITCH again (goes white)
Reset pitch	Tap PITCH to cycle back to Off

## 4

## The Reel Disc

The reel disc is the centerpiece of the interface - a rotary control that behaves like a physical tape reel.



TAP · HOLD

ROTATE · SCRUB

FLICK · MOMENTUM

Gesture	Action
Touch & hold	Pause playback at current position (haptic feedback on contact)
Drag / rotate	Scrub through the audio timeline - like rewinding or advancing tape
Flick & release	Momentum scrubbing - the disc continues spinning with natural deceleration
Rotate in Pitch mode	Adjusts playback speed (25% to 300%) instead of position

Scrubbing stops automatically at the start and end of the audio - it won't wrap around.

**Tip:** Adjust disc sensitivity in Settings (Level 1–10). Lower levels give more precise control for detailed editing. Higher levels let you navigate long recordings quickly.

## 5

## Transport Controls

The transport bar at the bottom of the screen provides the core recording and playback controls.

### REC (Record)

- Tap to start recording. The display shows "NEW REEL REC" and a red dot appears.
- Tap again during recording to pause. Tap once more to resume.
- When recording to Tracks 2–4, Track 1 plays back simultaneously (overdub).

### PLAY



- Tap to start playback. Tap again to pause.
- In CUE Navigate mode, playback starts from the currently selected cue point.
- Tap PLAY while recording to finalize the recording and immediately begin playback.

## STOP

- Single tap - Stops playback or recording. Position stays where it is.
- Double tap - Stops and resets position to the beginning (0:00:00).

## REW (Rewind)

- Hold to rewind. Speed starts at 1x and ramps up to ~10x over one second.
- Release to decelerate smoothly back to normal speed.
- You can switch directly from Rewind to Fast Forward without releasing first.

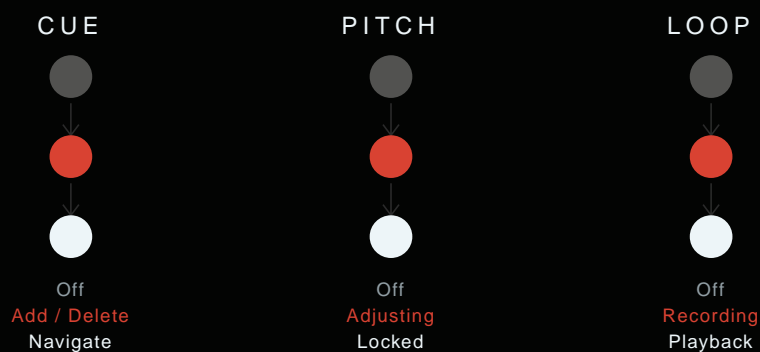
## FF (Fast Forward)

- Hold to fast forward. Same speed ramping as Rewind.
- Release to decelerate. Supports mid-press direction switching.

6

## Mode Controls

Three mode buttons sit between the disc and transport controls. Each cycles through three states. The +/- buttons on either side change behavior depending on which mode is active.



## CUE Mode

Tap the CUE button to cycle: Off > Add/Delete > Navigate > Off

State	+ Button	- Button
Off (grey)	Next track	Previous track
Add/Delete (red)	Add cue point at current position	Delete last cue point
Navigate (white)	Jump to next cue	Jump to previous cue

## PITCH Mode

Tap PITCH to cycle: Off > Adjusting > Locked > Off

State	Behavior
Off (grey)	Normal playback at 1.0x speed
Adjusting (red)	Disc rotation controls speed (25%–300%). Display shows "PITCH ADJ"
Locked (white)	Speed is locked. Disc returns to scrubbing. Display shows "PITCH ±###%"

**Tip:** Locked pitch persists across play/pause transitions. Tap PITCH again to cycle back to Off and reset speed to 1.0x.

## LOOP Mode

Tap LOOP to cycle: Off > Recording > Playback > Off

State	+ Button	- Button
Off (grey)	Next track	Previous track
Recording (red)	Set loop IN point	Set loop OUT point (or clear loop if both set)
Playback (white)	Audio loops seamlessly between IN and OUT. Display shows loop duration.	

## Recording



### Recording a Fresh Reel

With no existing recording loaded, open the Mixer to arm tracks for recording. The **R** buttons are toggles - arm any combination of tracks. Arm all 4 and press **REC** to capture all tracks simultaneously (multi-track recording). The display shows "NEW REEL REC".

**Tip:** Multi-track recording is only available on a fresh reel. Once a track has audio, recording switches to single-track overdub mode.

### Overdub Recording

With an existing recording loaded, the **R** buttons in the Mixer become radio buttons - only one track can be armed at a time. Tapping **R** on a different track automatically disarms the others. Select the target track and tap **REC**. Existing tracks play back through your headphones while the new track records. The display shows "REC TR 2" for an empty track, or "OVERDUB TR 2" when recording over existing audio.

### Punch-In Recording

Seek to the position you want to re-record (using the disc or cue navigation), select the target track, and tap **REC**. The original audio from that point forward is temporarily replaced with your new recording. When you stop, the punch recording is spliced seamlessly into the original track. The display shows "PUNCH TR 2".

### Pause & Resume

During recording, tap **REC** to pause. The position is maintained. Tap **REC** again to resume recording from the same point.

### Metronome & Count-In

Tap the Metronome button to open the metronome sheet. Options include:

- **Enable** - Turns the click track on or off.
- **Count-In** - Plays a count before recording starts. Choose 1, 2, or 4 bars.

- **Tempo** - Slider-based BPM adjustment.
- **Tap Tempo** - Tap a button rhythmically to set the tempo to match what you are playing.
- **Volume** - Independent click volume control.

When count-in is active, pressing **REC** triggers the count at your set BPM before recording begins. The display shows "COUNT" during the count-in.

## Multi-Input Recording (USB Audio Interface)

Connect a USB audio interface to record up to 8 input channels (4 stereo pairs) simultaneously to separate tracks. Reel auto-routes stereo pairs to tracks on first connect, so you see input signal immediately. Configure input routing in the Inputs panel if needed. Each input pair maps to a track (1-4).

**Tip:** A green indicator dot in the Inputs panel confirms your USB interface is connected and recognized.

## 8 Playback

- Tap **PLAY** to start. Tap again to pause. All tracks in a project play simultaneously.
- Use the disc to scrub to any position before or during playback.
- Hold **REW** or **FF** for speed-ramped navigation (up to ~10x).
- Enable variable speed via PITCH mode (25%–300%) - speed persists when locked.
- In LOOP Playback mode, audio loops seamlessly between your IN and OUT points.

## 9 Mixer

Tap the Mixer button to open the 4-track mixer panel. Each track has independent controls:

- **Volume** - Vertical slider (0-100%). The orange fill shows the current level.
- **Pan** - Horizontal slider from L (left) to R (right). Center is the default.
- **Mute (M)** - Turns red when active. Silences the track completely.
- **Solo (S)** - Turns white when active. Mutes all other non-soloed tracks.

**Tip:** The Record Arm **R** and Input Monitor **I** buttons only appear when a USB audio device with 2 or more input channels is connected (for example, an audio interface or the OP-1 Field). With the built-in iPhone microphone there is only one input source, so recording and monitoring automatically follow the selected track.

## Record Arm (R)

When a USB audio device with 2 or more input channels is connected, the **R** buttons control which tracks will record when you press **REC**. Their behavior changes depending on the project state:

- Fresh reel (no recordings) - R buttons are toggles. Arm any combination of tracks for multi-track recording.
- Existing recording - Once any track has audio, R buttons become radio buttons. Only one track can be armed at a time for overdub recording.

## Input Monitor (I)

When a USB audio device with 2 or more input channels is connected, the Mixer shows an INPUT MONITOR section with 4 **I** toggle buttons below the Record Arm buttons. These control what you hear through your headphones, independent of what records.

- White - Monitoring ON. You hear that track's input.
- Grey - Monitoring OFF.

When a USB device is plugged in, all tracks with configured routing automatically have monitoring enabled. When unplugged, monitoring resets to off.

**Tip:** Monitoring and recording are independent. You can hear all inputs from your USB audio interface or instrument while only recording to a single track. Switching tracks with +/- changes the recording target but does not change what you hear.

10

# Cue Points

Cue points are saved markers that let you quickly navigate to specific moments in a recording.

## Adding Cue Points

Enter CUE **Add/Delete** mode (tap CUE once), then press **+** at the desired position. Cue points are auto-numbered (CUE 001, CUE 002, etc.) and saved permanently with the recording.

## Navigating Between Cues

Enter CUE Navigate mode (tap CUE twice), then use **+** and **-** to jump forward and backward between cue points. Press **PLAY** to start playback from the selected cue.

## Deleting Cue Points

In CUE **Add/Delete** mode, press **-** to remove the most recently added cue point.

# Library

Tap the Library button to open the Reel Library where all your recordings are organized.

## Browsing Recordings

Recordings are listed by date (newest first). Each entry shows the title, duration, track count, and file format. Tap any recording to load it into the main interface.

## File Status

When using iCloud storage, a small icon next to each recording shows its current state:

- **Local** - The file is downloaded and ready to play instantly.
- **Cloud** - The file is stored in iCloud. Tap to download before playing.
- **Downloading** - A progress indicator appears while the file is being fetched from iCloud.
- **Missing** - The file could not be found. Check your iCloud connection.

## Tags & Filtering

Create color-coded tags to organize your recordings. Tap a tag pill at the top of the library to filter. You can drag a recording onto a tag pill to assign it.

## Actions

Swipe left on a recording to reveal actions:

- **Share** - Export via the system share sheet
- **Rename** - Change the recording title
- **Tag** - Assign or remove tags
- **Delete** - Permanently remove the recording

Long press any recording for a context menu with all available actions.

## Import

Tap the import button to bring in audio files from your device. Supported formats: WAV, AIFF, and M4A.

## Batch Actions

Tap **Select** to enter selection mode. Choose multiple recordings, then use the action bar to share or delete them in bulk.

## 12 Export & Sharing

### Export Formats

Format	Quality	Details
WAV	Lossless	Uncompressed 32-bit float PCM at up to 96kHz. Full dynamic range preserved with zero clipping.
AIFF	Lossless	Uncompressed alternative to WAV. Same quality.
M4A	Compressed	AAC codec at 256 kbps. Capped at 48kHz. Smaller file size.

### Auto-Normalize

When enabled in Settings, exported audio is normalized to 0 dB peak. This ensures consistent loudness across recordings without clipping.

### Sharing

Share recordings via the iOS share sheet: AirDrop, email, Messages, Files, or any compatible cloud storage app.

## 13 Settings

### Audio Quality

- **Sample Rate** - 44.1kHz (CD quality), 48kHz (video standard), or 96kHz (high-resolution).
- **Bit Depth** - Every project is 32-bit float. All recording, mixing, and export is 32-bit float. There is nothing to configure.

Reel records in 32-bit float end to end. Any audio that arrives at a lower bit depth (16-bit or 24-bit from hardware that does not support 32-bit float) is converted to 32-bit float to match the project. This does not increase the resolution of the original audio, but it never degrades it either.


Audio Source	What You Get
USB audio interface (32-bit float)	Records natively in 32-bit float at up to 96kHz, stereo. No conversion, no clipping.
USB audio interface (16/24-bit)	Records at the interface's native bit depth, then converted to 32-bit float to match the project.
iPhone built-in mic	iOS limits the built-in microphone to 48kHz, 24-bit, mono. Reel converts this to 32-bit float for the project.

**Tip:** Because every project is 32-bit float, you get effectively unlimited headroom and no clipping. For the highest native quality, connect a USB audio interface that supports 32-bit float recording.

## Microphone

- Source - Auto (system selects), Built-in, or External (when connected).
- Studio Vocal Mode - Enables Apple voice processing: noise reduction and echo cancellation. Ideal for voice recordings in noisy environments.
- Recording Offset - Slider from -100ms to +100ms. Fine-tunes overdub alignment if new takes sound slightly ahead of or behind the existing tracks.

## Input Monitoring

Input monitoring lets you hear your microphone or instrument in real time while you play or record. With a USB device connected, you control monitoring per-track using the  buttons in the Mixer. With the built-in mic, monitoring follows the current track automatically.

When is monitoring available?

Setup	Monitoring	Reason
Built-in mic + iPhone speaker	Off	Prevents feedback loop between mic and speaker
Built-in mic + headphones or AirPods	On automatically	No feedback risk with headphones
USB interface + headphones into iPhone	On automatically	No feedback risk
USB interface + headphones into your interface	Off automatically	Your interface handles monitoring directly
Instruments (OP-1 Field)	On automatically	All 4 tracks monitored and routed on connection

## Monitor modes

When a USB device is connected, a monitor toggle appears in the Inputs sheet with three options:

- Auto - Monitoring is on when idle or recording, and mutes during playback so you only hear the recorded tracks
- On - Always monitoring, even during playback
- Off - Monitoring disabled

**Tip:** If you hear yourself twice when using a USB interface, your interface likely has its own direct monitoring. Set Reel's monitor to Off or Auto. The app detects this automatically in most cases.



**Tip:** If input monitoring sounds glitchy or crackly after a phone call, alarm, or other system interruption, unplug your USB device and plug it back in. This resets the audio connection and restores clean monitoring.

## Interface

- **Haptic Feedback** - Toggle on/off. Controls haptic response for buttons and disc interaction.
- **Disc Sensitivity** - 1 (slow, precise) to 10 (fast, broad navigation). Default is Level 5. Reset button returns to default.

## Storage

- **Location** - iCloud Drive (syncs across devices) or On My iPhone (local only).
- Current storage usage and available space are displayed.

## Export

Set your default export format: WAV, AIFF, or M4A. Auto-Normalize is an optional toggle that peak-normalizes to -0.1 dB on export only - your source recording is never modified.

## Data Management

**Delete All Recordings** removes every recording from your device (and iCloud if enabled). This action cannot be undone. A confirmation prompt appears before anything is deleted.

## Feedback & Diagnostics

- **Share Session Log** - Exports a log of the current session. Useful when reporting a bug or unusual behavior.
- **Email Developer** - Opens a pre-filled email to the Reel support address.

## Purchases

**Restore Purchases** re-syncs any in-app purchases tied to your Apple ID, including the Reel Founder unlock. Use this if you reinstall Reel or switch to a new device.

## About & Legal

Shows the current app version, links to the Privacy Policy, Terms of Service, and online User Manual, and a support email link.

## Multi-Track Band Recording

1. Record the first instrument/part on Track 1.
2. Press **+** to select Track 2, then tap **REC**. Track 1 plays back while Track 2 records.
3. Repeat for Tracks 3 and 4.
4. Open the Mixer to adjust volume and pan for each track.
5. Use Mute/Solo to focus on specific parts during review.
6. Export the final mix from the Library.

## Loop Recording

1. Record or load an existing track.
2. Tap LOOP to enter **Recording** mode.
3. Press **+** at your desired start position to set the IN point.
4. Press **-** at the end position to set the OUT point.
5. Tap LOOP again to enter **Playback** mode - audio now loops seamlessly.
6. Select a new track and tap **REC** to overdub within the loop.

## Punch-In Re-Recording

1. Load the project you want to fix.
2. Use the disc or cue navigation to seek to the section that needs re-recording.
3. Select the target track with **+** / **-**.
4. Tap **REC** to begin punch-in recording at that position.
5. Tap **STOP** or **PLAY** to finalize. The new audio replaces the original from the punch-in point.

## Speed & Pitch Adjustment

1. Tap PITCH to enter **Adjusting** mode.
2. Rotate the disc to set your desired speed (25%–300%).
3. Tap PITCH again to lock the speed.
4. Press **PLAY** - playback runs at the locked speed. Useful for transcription (slow) or quick review (fast).
5. Tap PITCH once more to reset to 1.0x.

# USB Audio Devices

## Auto-Routing

When you plug in a USB audio device for the first time, Reel automatically routes stereo input pairs to tracks so you see input signal immediately. No manual configuration needed. Per-device preferences are saved and restored on subsequent connects.

When a USB device is unplugged, Reel resets to Track 1 and disarms all other tracks.

## OP-1 Field

The OP-1 Field outputs 8 channels over USB, allowing true multi-track recording - one track per channel pair. Reel auto-routes all 4 stereo pairs to tracks 1-4 and enables monitoring on all tracks. Before connecting:

1. On the OP-1 Field, go to **System** > **USB Mode**.
2. Set USB Mode to 8ch.
3. Connect to your iPhone via USB-C and select the OP-1 Field as your input in Reel.

**Tip:** The default USB Mode on the OP-1 Field is 2ch, which sends all audio as a single stereo pair. Switch to 8ch to record each track independently into Reel.

## Original OP-1

The original OP-1 is limited to 2-channel USB output - all 4 tracks are mixed into a single stereo pair. To record each track individually into Reel, use this workaround:

1. In Reel's Mixer, set the channel input for all 4 tracks to the stereo output 1–2 from the OP-1.
2. On the OP-1, mute tracks 2, 3, and 4 - leave only track 1 playing.
3. In Reel, arm Track 1 (shown as **01** on the main display) and record.
4. Next, on the OP-1, solo track 2 (mute 1, 3, 4). In Reel, press **+** to arm Track 2 and record.
5. Repeat for tracks 3 and 4.

**Tip:** This process transfers one OP-1 track at a time into Reel, giving you independent multi-track control for mixing, panning, and exporting.

## Audio Specifications

Specification	Options
Sample Rates	44.1 kHz, 48 kHz, 96 kHz
Bit Depth	32-bit float (recording, mixing, and export)
Recording Format	WAV (32-bit float PCM, uncompressed)
Export Formats	WAV, AIFF (both 32-bit float), M4A (AAC)
Max Tracks	4 stereo tracks per project
Max USB Inputs	8 channels (4 stereo pairs)
Pitch/Speed Range	25% – 300%
Supported Devices	iPhone, iOS 18+

**Tip:** For the highest quality field recordings, use 96 kHz. Combined with 32-bit float processing, this matches the resolution used in professional recording studios.