

Fields

User Guide

v1.0

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Fields

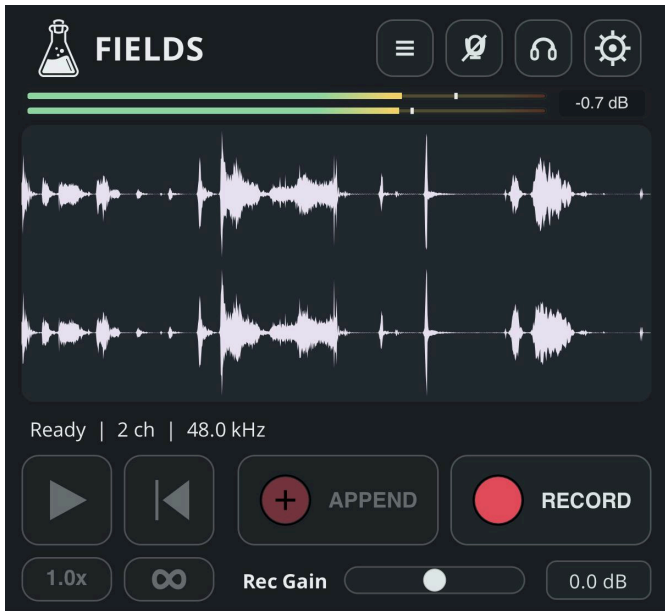
Audio Recorder App

Fields is a portable iOS field recording app designed for capturing, organizing, and editing sounds in one place. Record new material wherever you are, import existing audio files, attach photos and notes, and apply useful edits directly within the app. Whether you are collecting ambiences, textures, found sounds, percussion, or impulse responses, Fields keeps your recordings organized and ready to use.

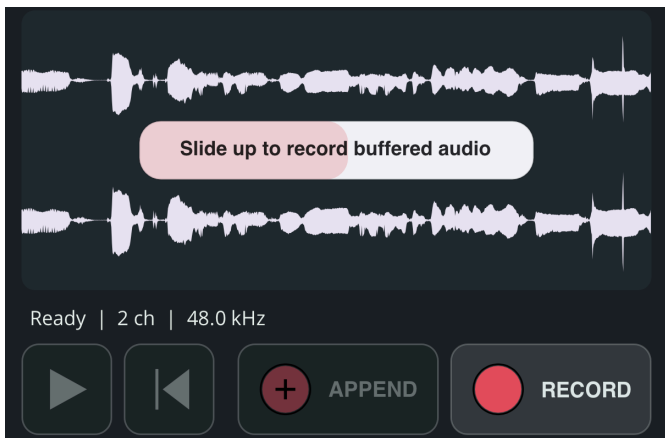
Fields is available on the App Store for iOS and iPadOS (Standalone App).

Recording

Fields makes it easy to capture sounds in any situation, without carrying a dedicated hardware recorder or managing SD cards. Start a new recording in seconds by tapping on the Record button, or tap on Append to add new material to an existing recording as your collection grows.



Fields can continuously capture a short pre-roll buffer before recording begins, helping you save sounds that happen just before you press Record. Set the buffer length in the Settings menu, then hold the Record button and swipe up to include the pre-roll audio in a new recording.



Audio Settings

You can access the audio settings by tapping on the cog icon in the top-right corner.



Measurement Mode

Disables iOS filtering and automatic gain control for the built-in input and output, providing lower latency, and a more accurate sound, with improved bass response. You may need to increase the input gain and output level when enabled.

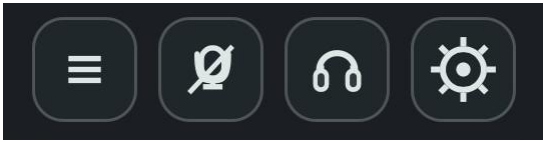
Input Monitoring

Lets you hear the incoming audio while recording, making it easier to check levels, microphone position and unwanted noise. Use headphones when monitoring to avoid feedback.

Mixing Input and Output

You can use Control Center to change the input and output settings independently of the Fields settings. For example, you can record with your iPhone's built-in microphone while listening through your AirPods. Watch this [quick video](#) to see how.

Navigation



From left to right, the buttons in the top bar provide quick access to the main recording and monitoring options.

Playlist Mode

Organize recordings into playlists and play them back in sequence.

Disable Input

Turns off the audio input when recording is not needed, allowing Fields to remain in the background while reducing battery usage.

Input Monitoring

Lets you listen to the incoming audio through the selected output. Use headphones when monitoring to avoid feedback.

Settings

Opens the Settings menu, where you can configure audio, playback, recording, and storage options. See below.

Settings Menu

Audio Settings

Select input and output channels, microphone position, recording pattern, bit depth, and file format. You can also enable Measurement Mode and Input Monitoring (see above).

Mid/Side Playback

Enables correct playback decoding for recordings made with Mid and Side channels. The first channel is the Mid signal, and the second channel is the Side signal, which Fields decodes to standard left and right playback.

Save Default Settings

Saves the current configuration, including effect settings, as the default setup that Fields loads.

Reset Default Settings

Restores all settings to their original factory values.

Audio Background

When enabled, Fields continues recording while running in the background. This may increase battery consumption.

Recording Dates

Sets the date used by the browser when sorting items and when displaying them as *modified* or *created*.

Pre Roll Buffer

Sets the duration, in seconds, of the audio captured before recording begins. Hold the Record button and swipe up to include the buffered audio in a recording.

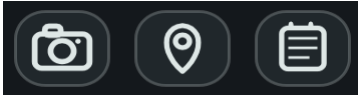
Storage

Choose where recordings are saved, either in *iCloud* or in *local* storage on your device.

Organization

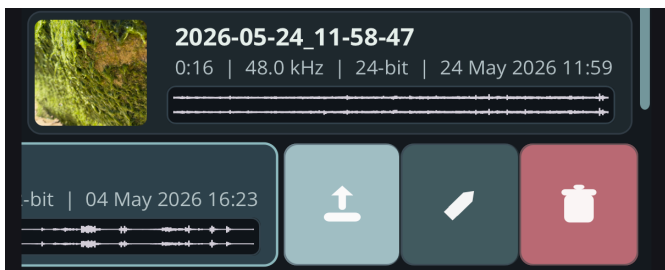
Recordings can be organized into folders and enriched with photos and notes. Group sounds by location, session, source, or project, while preserving useful information about how and where each sound was captured.

To add a photo, location, or a note to a recording or folder, select an item in the browser and tap on these icons:



Quick Actions

Swipe left on a recording to reveal its quick actions. From here, recordings can be shared, organized, renamed, or deleted directly from the browser.



Multi Select

Touch and hold an item in the browser to enter Multi-Select mode. Select multiple recordings or folders, then move, share, or delete them together.

Navigating Folders

When browsing inside a folder, tap **Back** to return to the previous location when no recordings are selected. You can also navigate back at any time by swiping from the left edge of the browser towards the right.

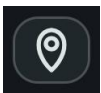
Location and Map

Fields can automatically geotag your recordings, so you can remember exactly where each sound was captured. If needed, you can also change the location later.

The built-in map lets you browse your recordings by place, making it easy to return to a location, rediscover sounds from a trip, or organize your collection around the environments where they were recorded.



To access the map, when no recordings is selected, tap on the location icon:

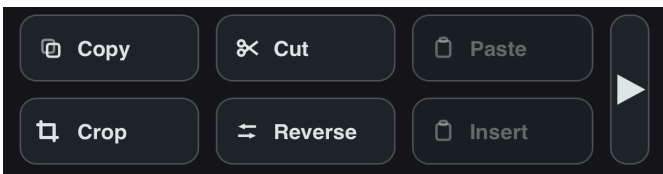


Editing

Double-tap a recording to open it directly in the editing panel. Alternatively, tap once to select a recording, then tap Edit. All edits and effects can be applied either to the entire recording or to a specific section by positioning the Start (S) and End (E) markers in the waveform.

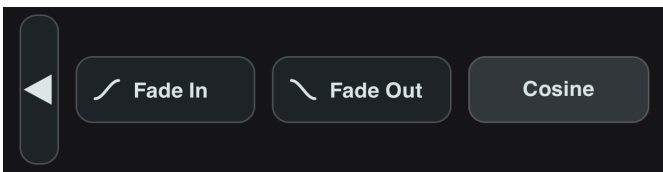


Basic Tools



The basic editing tools include **Copy**, **Cut**, **Paste / Insert**, **Crop**, and **Reverse**.

Fades



Apply **Fade In** or **Fade Out** to the selected section to create smooth level transitions at the beginning or end of a sound. Choose between **Log**, **Linear**, **Cosine**, and **Equal Power** fade curves to achieve different transition shapes.

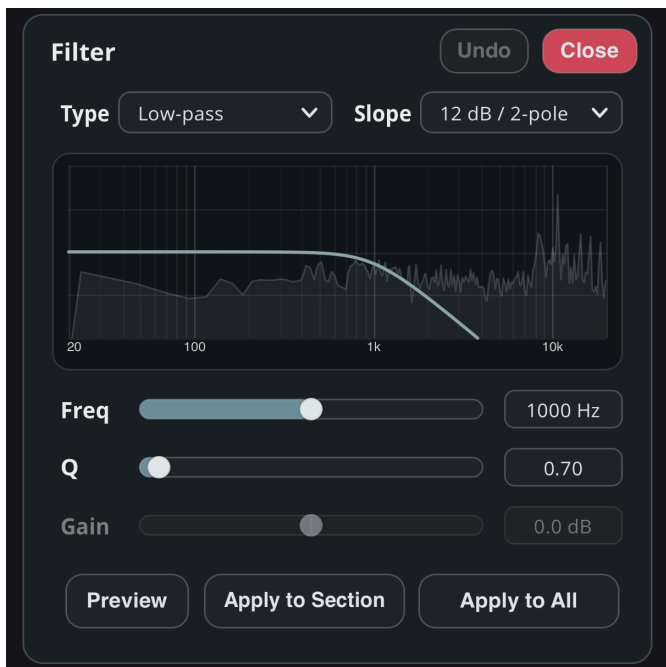
Gain / Normalize

Adjust the volume of a recording manually with **Gain**, or use **Normalize** to set the highest peak to a chosen level. Enable **True Peak** when you want normalization to account for peaks that may occur between samples.

Pitch / Speed

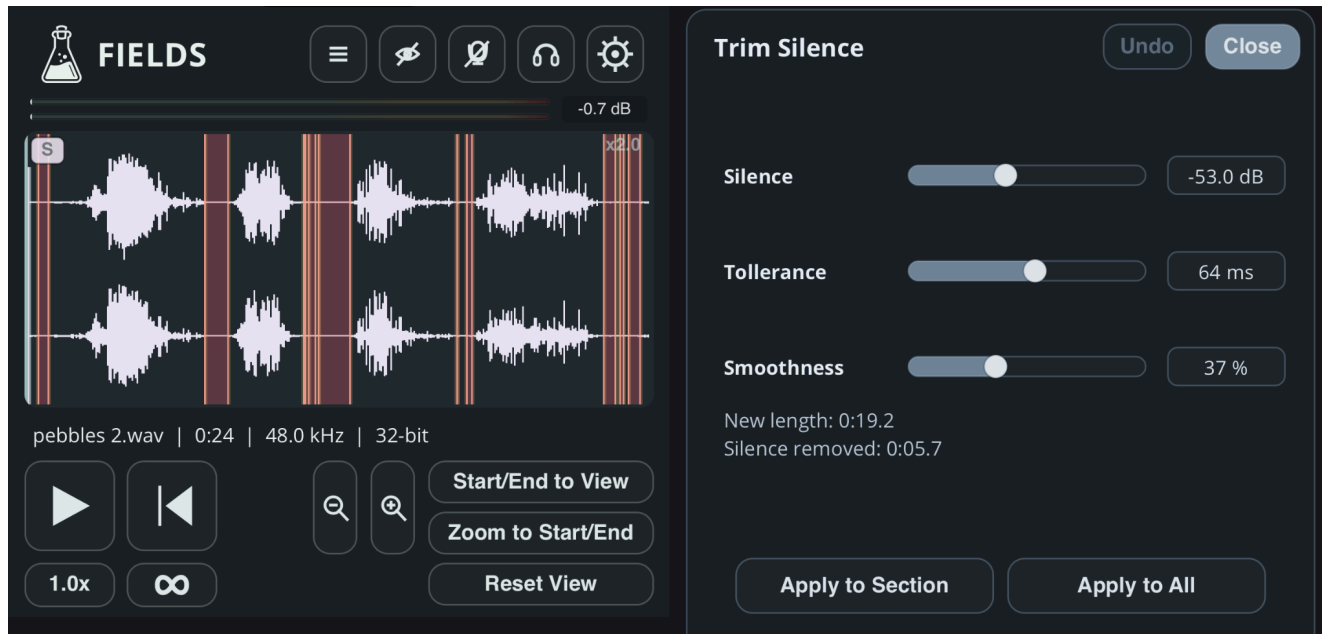
Change the pitch or playback speed of a recording independently. Use subtle adjustments for correction, or more extreme settings to transform captured sounds into new textures.

Filter



Shape the frequency content of a recording using selectable filter types and slopes. Adjust **Frequency** and **Q**, and where available **Gain**, to reduce unwanted frequencies or emphasize a particular part of the sound. The included filters are Low-pass, High-pass, Band-pass, Notch, Peak, Low Shelf, High Shelf.

Trim Silence



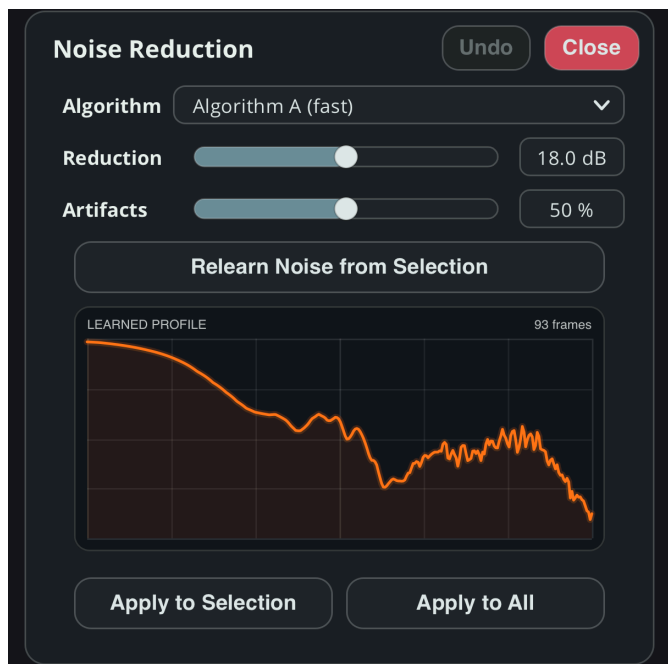
Automatically detects and removes quiet portions of a recording.

Silence sets the level below which audio is treated as silence. Raise it to remove more low-level material; lower it to trim only very quiet gaps.

Tolerance removes short audible interruptions between silent sections. Increase it to join nearby silent gaps and remove brief noises; reduce it to preserve short sounds between gaps.

Smoothness controls how gentle the edits are. Higher values keep more audio around each cut and use longer crossfades; lower values make tighter, more precise trims.

Noise Reduction



Reduce background noise by learning its profile from a selected quiet region. Select an area containing only the unwanted noise, tap **Learn Noise from Selection**, then apply the reduction to the current section or the whole recording.

Reduction sets the maximum amount of noise attenuation. Increase it to remove more of the learned noise profile; reduce it if the result sounds thin, dull or over-processed.

Artifacts controls how aggressively the reduction reacts. Lower values use smoother, gentler processing with fewer side effects but may leave more noise. Higher values remove more noise but can introduce metallic or watery artifacts.

Algorithm chooses the processing method: A is fastest, B is more refined/channel-aware, and C uses the most involved processing for stronger cleanup, but may change the sound more.

End

Credits

DSP & Code *Carlo Castellano*

QA *David*

Special Thanks *Samuel*

EULA

Please visit www.audiothing.net/eula/ to review this product's EULA.

Thank You

Thank you for your purchase! We hope you will have as much fun using it as we had making this product.

For support, please visit www.audiothing.net/support/

For further help or any questions, please contact us here: www.audiothing.net/contact/

