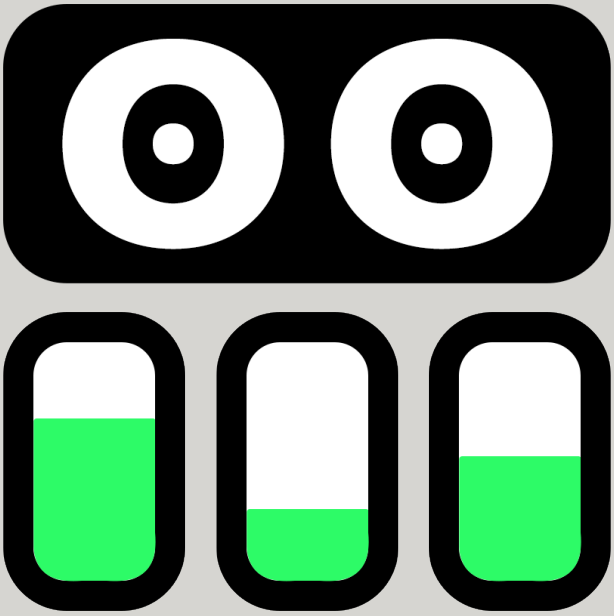


BLOOP MACHINE

USER GUIDE

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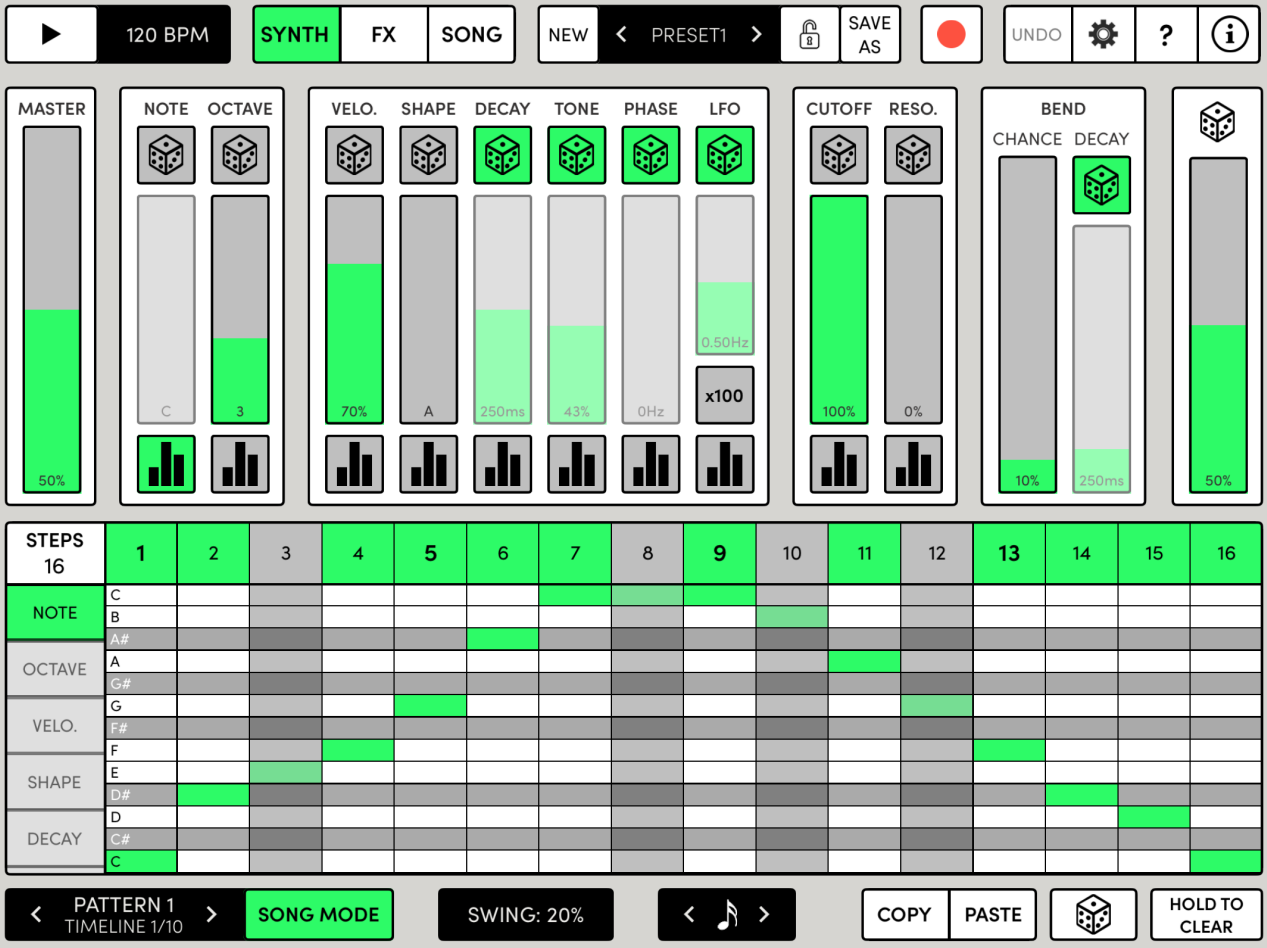
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1. General Workflow



1.1 Preset Management

BloopMachine's preset system has been designed to be as fast and frictionless as possible, keeping you focused on sound design rather than file management.

AUTO-SAVE Presets are saved automatically as you edit them. Any change you make to a parameter is instantly stored — there is no need to manually save your work.

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LOCK To protect a preset from accidental modifications, use the Lock button. When a preset is locked, its parameters cannot be changed until you unlock it. This is particularly useful for protecting a finished sound you are happy with.

SAVE AS To create a new version of an existing preset without overwriting the original, use the **Save As** button. This duplicates the current preset under a new name, leaving the original intact. Use this to iterate on a sound and build variations without losing your starting point.

IMPORT & EXPORT Presets can be imported and exported via the **Presets popup**. This allows you to share your sounds with other **BloopMachine** users, back up your library, or transfer presets between devices.

1.2 Faders

FINE ADJUSTMENT For precise control, slide your finger to the left or right while dragging a fader to slow down its movement. This makes it easy to dial in exact values without overshooting.

DOUBLE-TAP TO RESET Double-tap on any fader to instantly reset it to its default value. This is a quick and reliable way to return a parameter to its neutral position without having to manually drag it back.

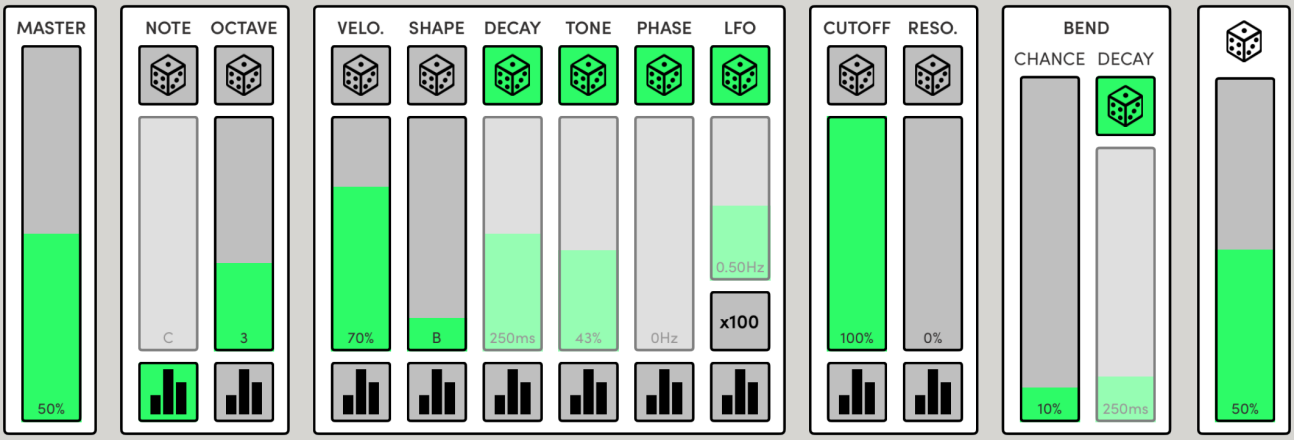
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1.3 Undo

The **Undo** button lets you step back through your recent edits, one change at a time. Made an accidental tweak or took a sound in the wrong direction? Tap Undo to restore the previous state. Use it freely while sound designing — it is your safety net.

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2. Synth Engine



The Synth Engine is the heart of **BloopMachine**.
This is where you shape the character of your sound: choose a waveform, sculpt it with the resonant filter, and set the note's dynamics and movement.
It is also where the app comes alive — use Random to turn static values into organic, evolving loops, and decide which parameters are driven by the sequencer for patterns that shift and breathe over time.

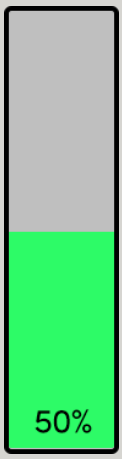
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2.1 Overview

Most synth parameters are made up of three elements: a Random button, a Fader and a Sequencer button.



RANDOM BUTTON When enabled, it takes over from the fader and alters the parameter's value randomly. How often this happens is set globally by the Random fader (see 2.2).



FADER The default mode: sets the parameter's current value manually. It is active whenever neither Random nor Sequencer is enabled.



SEQUENCER BUTTON When enabled, it takes over from the fader and drives the parameter's value from the sequencer, following the value stored for each step (see 3. Step Sequencer).

For any given parameter, these three modes are mutually exclusive: only one can be active at a time. Across the different parameters, though, you are free to mix modes — keeping some values fixed, randomizing others and sequencing the rest — which is the core of **BloopMachine**'s organic, ever-shifting behaviour.

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2.2 Parameters

MASTER Sets the app's overall output volume.

NOTE Sets the current note.
OCTAVE Sets the current octave.

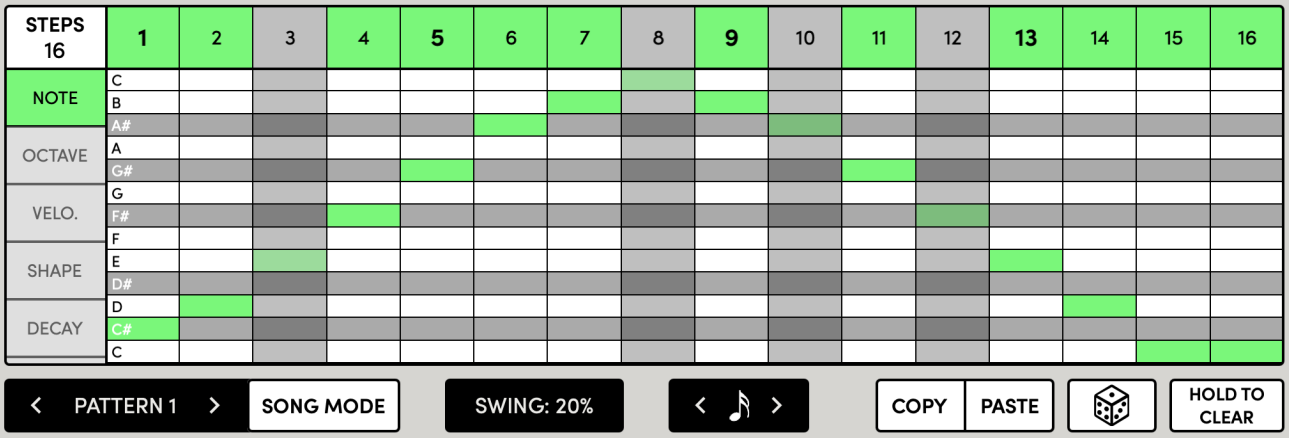
VELOCITY Sets the synth's playing volume.
SHAPE Selects the waveform, from 8 available shapes: A, B, C, D, E, F, G and H.
DECAY Sets the length of the note.
TONE Shapes the timbre of the note.
PHASE Sets the starting point of the waveform.
LFO Oscillates the Y position of the waveform.

CUTOFF Sets the filter cutoff frequency.
RESONANCE Sets the filter resonance.

BEND – CHANCE Sets the probability that a note will be bent.
BEND – DECAY Sets the duration of the bend.

RANDOM Sets the probability that parameters with their Random button enabled will be randomized. This acts as the global rate for every active Random button.

3. SEQUENCER



3.1 Overview

The step sequencer automates not only notes, but every synth parameter and every FX parameter as well (see 4. FX).
For any parameter, enabling its Sequencer button hands control over to the sequence stored in the current pattern.

Each sequence is stored in a pattern. **BloopMachine** offers 48 patterns, and each one can have its own step count, from 1 to 32 steps.

3.2 Step Count

Change the number of steps by dragging across the step count indicator located in the top-left of the sequencer, or tap it to open the Step Count popup.

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3.3 Parameter List

The list of available parameters runs down the left side of the step grid. Scroll it vertically to reach any synth or FX parameter, then edit its value on each step of the grid.

3.4 Editing Steps

ENABLE / DISABLE STEPS The top row shows the number of each step. Tap a step number to enable or disable that step. Disabled steps are muted: they keep their place in the sequence but produce no note.

EDIT VALUES To set a parameter's value on a given step, tap or drag (pan) directly on the steps in the grid.

3.5 Controls

Below the sequencer you will find the following controls:

PATTERN INDICATOR Shows the current pattern. Move between patterns with the previous and next buttons, or tap the indicator to open the Pattern popup (see 3.6).

SWING Drag across the swing (shuffle) indicator to adjust the amount of swing.

CLOCK DIVISION Sets the note value each step plays, from a quarter note (1/4) down to a sixty-fourth note (1/64): 1/4, 1/8, 1/16, 1/32 and 1/64. The default is a sixteenth note (1/16). Each division is shown as a note icon. Smaller values make the sequencer advance faster, for tighter, more rapid patterns.

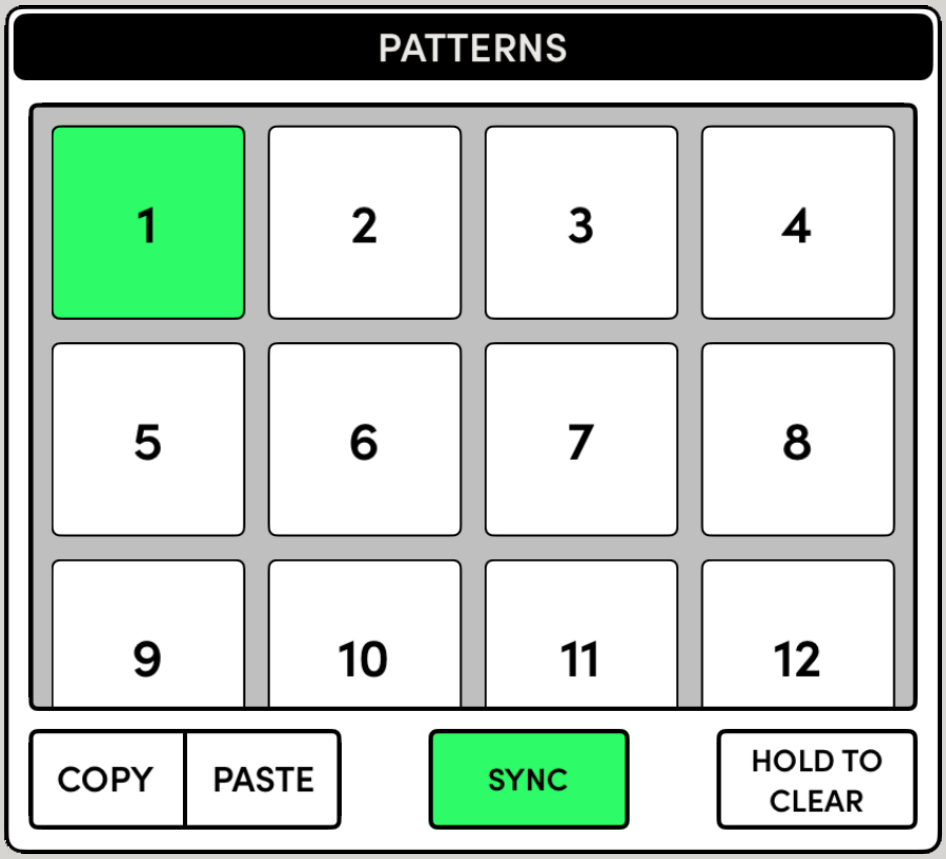
COPY / PASTE Copy the values of all steps for a parameter, then paste them onto another parameter or into another pattern.

RANDOM Fills every step with random values.

HOLD TO CLEAR Hold to reset every step back to its default value.

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3.6 Pattern Popup



Tap the pattern indicator (see 3.5) to open the Pattern popup.

From here you can:

BROWSE Navigate freely through all 48 patterns.

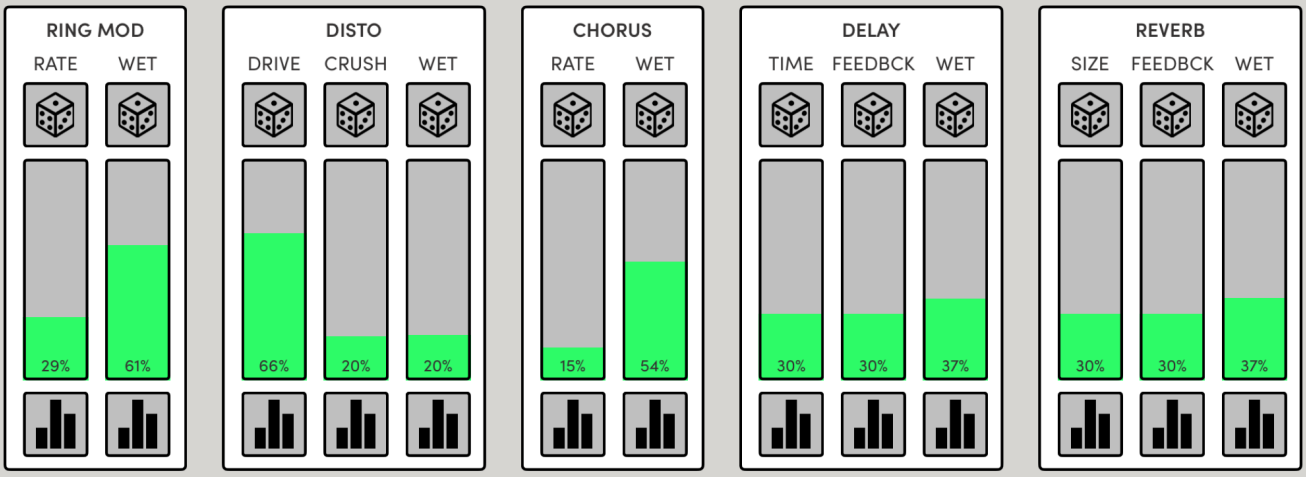
COPY / PASTE Copy and paste a whole pattern at once, including its steps and all note and parameter automation.

PATTERN SYNC When enabled, pattern changes happen only at the end of the current pattern rather than immediately, keeping your switches in time.

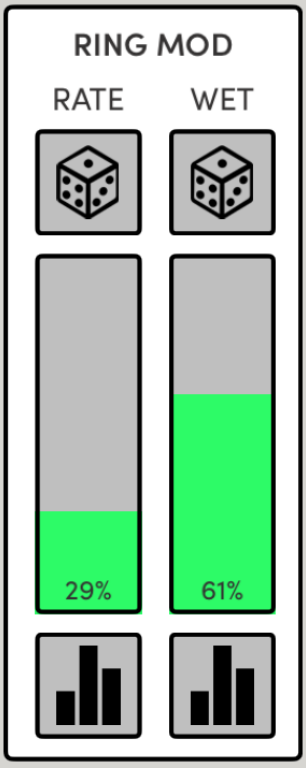
HOLD TO CLEAR Hold to reset a pattern back to its default, empty state.

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4. FX



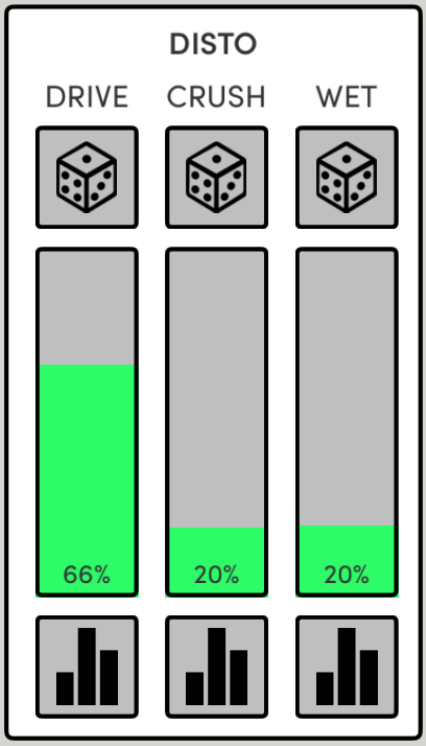
BloopMachine's FX section offers five effects: Ring Mod, Disto, Chorus, Delay and Reverb.
Like the synth parameters, every FX parameter can be sequenced or randomized (see 2.1 and 3), letting the effects evolve step after step.
On every effect, the WET parameter sets the balance between the dry (unprocessed) and wet (processed) signal.



4.1 Ring Mod

RATE Sets the frequency of the modulation.
WET Sets the dry/wet balance.

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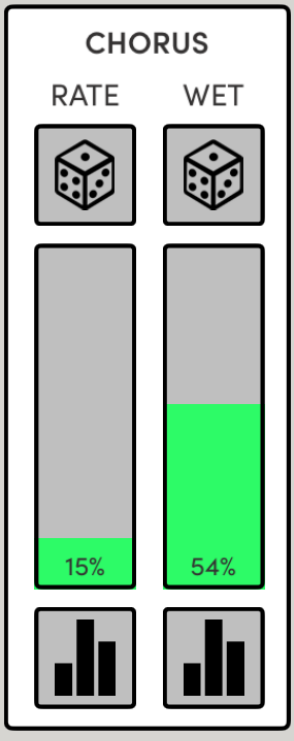


4.2 Disto

DRIVE Sets the amount of distortion.

CRUSH Sets the amount of bit-crushing.

WET Sets the dry/wet balance.

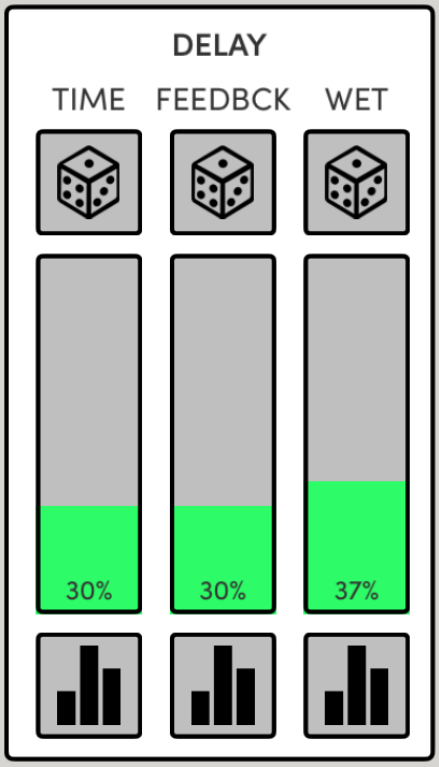


4.3 Chorus

RATE Sets the speed of the chorus modulation.

WET Sets the dry/wet balance.

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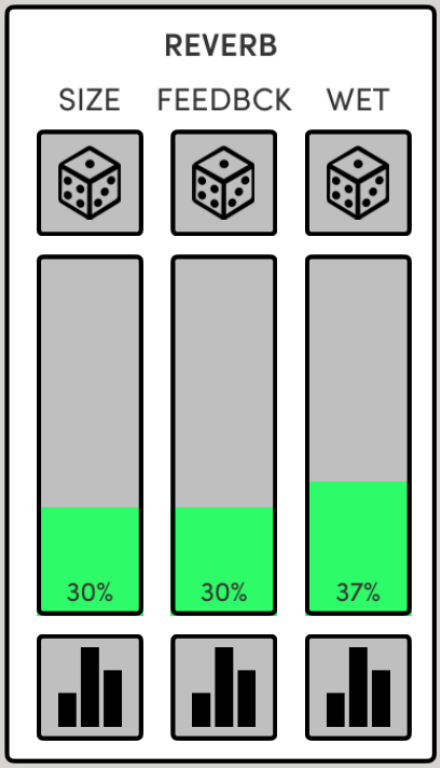


4.4 Delay

TIME Sets the delay time.

FEEDBACK Sets the number of repeats.

WET Sets the dry/wet balance.



4.5 Reverb

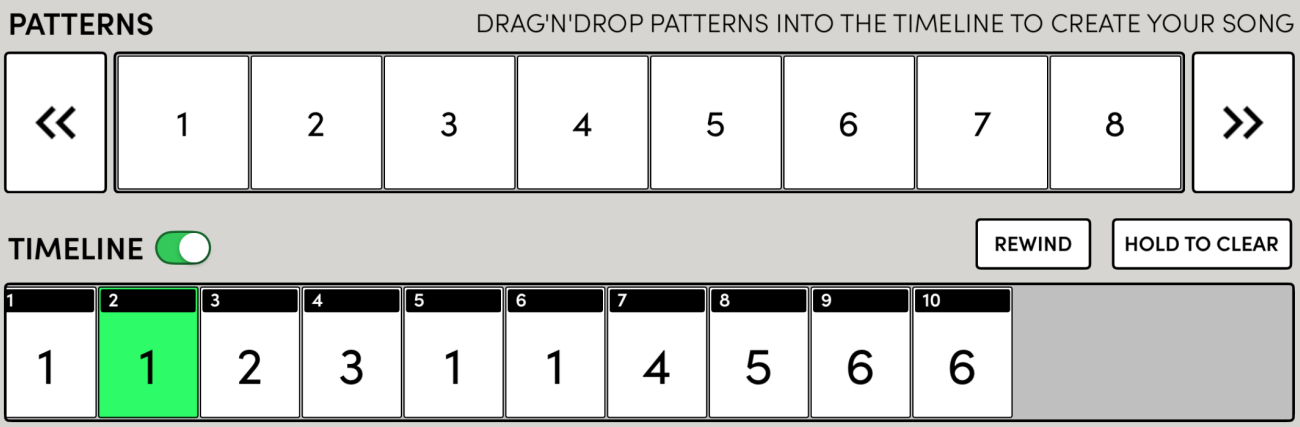
SIZE Sets the size of the reverb space.

FEEDBACK Sets the length of the reverb tail.

WET Sets the dry/wet balance.

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5. Song



The Song section lets you build a complete track by chaining a series of patterns one after another, up to a maximum of 128 patterns.

5.1 Building a Song

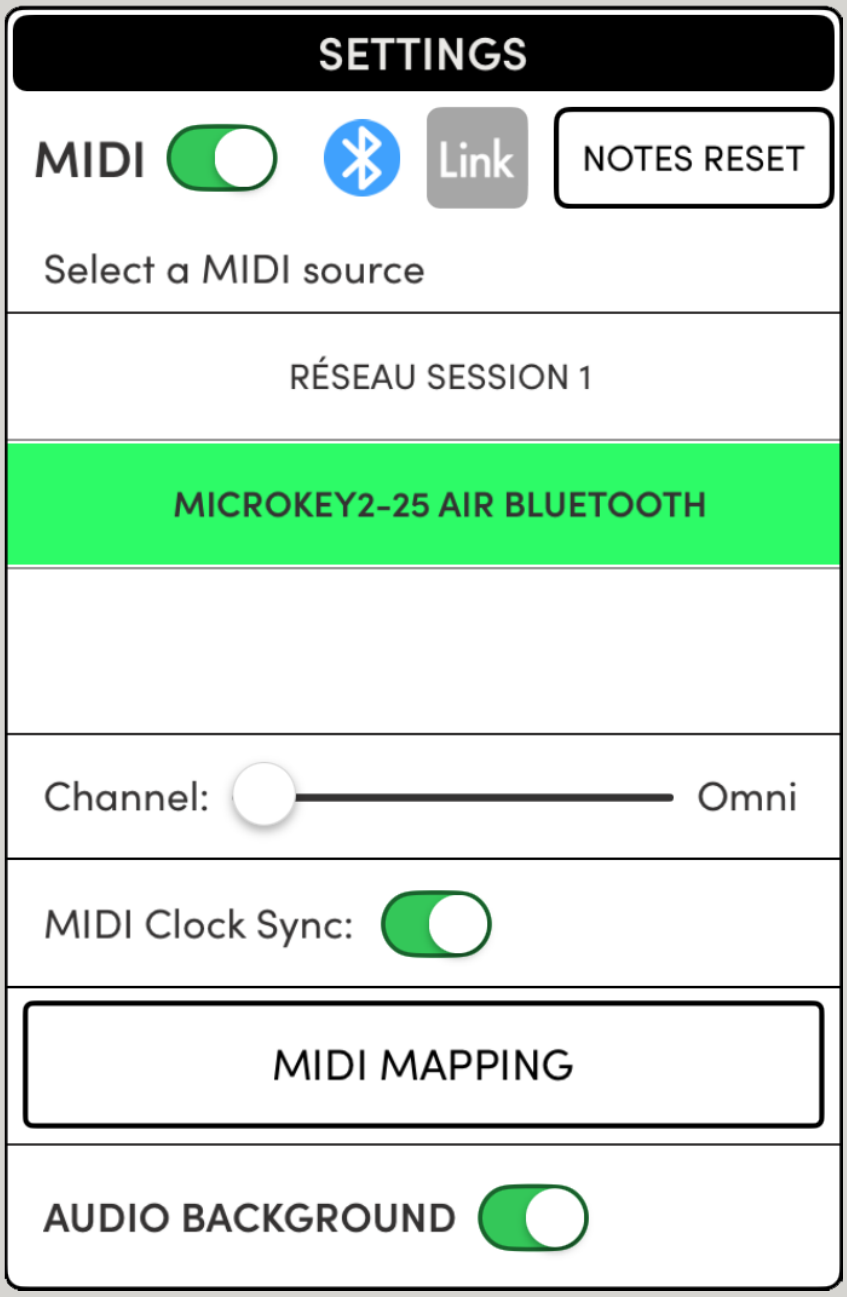
Drag and drop patterns from the pattern list (at the top) into the song timeline (at the bottom) to arrange your track. Once in the timeline, a pattern can be moved to a new position within the song, or removed by dragging it out of the timeline.

5.2 Controls

REWIND Returns to the beginning of the song.
HOLD TO CLEAR Hold to remove every pattern from the song.

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6. Settings



The Settings panel gives you access to the global configuration options.

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6.1 MIDI

Tap the MIDI switch to enable or disable **MIDI input**.
When active, **BloopMachine** responds to note, velocity and control messages from external MIDI devices and apps.

MIDI SOURCE Select the MIDI input source you wish to use — a hardware controller, a virtual MIDI port, or any other available MIDI input on your device.

MIDI CHANNEL Set the MIDI channel on which **BloopMachine** listens for incoming messages.

BLUETOOTH MIDI
BloopMachine supports Bluetooth MIDI controllers, allowing you to play and control the app wirelessly without any cable or adapter.

Tap the Bluetooth button to open the Bluetooth MIDI device list. Make sure your device is powered on and in pairing mode, then tap its name in the list to connect it. Once connected, your Bluetooth MIDI device will automatically appear in the MIDI Source list — simply select it to start playing.

Tip: Keep your Bluetooth MIDI device close to your iPhone, iPad or Mac for a stable, low-latency connection.

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MIDI CLOCK SYNC When enabled, **BloopMachine** syncs to an incoming MIDI clock, following an external device or app as the master. It locks to the master's tempo and also responds to its Start, Stop and Continue messages, so playback and timing stay aligned with your setup instead of running on BloopMachine's internal clock. MIDI Clock Sync and Ableton Link cannot be active at the same time: enabling one disables the other.

6.2 MIDI Mapping

MIDI Mapping allows you to control any parameter of **BloopMachine**'s Synth Engine and Effects directly from a hardware MIDI controller — knobs, faders, buttons, everything. Once mapped, your controller becomes a physical extension of the app, perfect for expressive live performance and hands-on sound design.

Tap the **MIDI Mapping** button to open the MIDI Mapping page. Parameters are mapped one by one using a simple MIDI learn workflow:
1 - Tap the parameter you want to map in the list
2 - Move the knob or fader on your MIDI controller you want to assign to it
3 - The mapping is instantly created

To remove a mapping, simply double-tap on the mapped parameter value.

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6.3 Ableton Link

Tap the Link button to open the Ableton Link popup. Ableton Link keeps **BloopMachine** in sync with other Link-enabled apps and devices on the same network, sharing tempo, timeline position and transport (play/stop).
Once connected, starting or stopping playback and changing the tempo stays aligned across every linked app, with no manual setup.

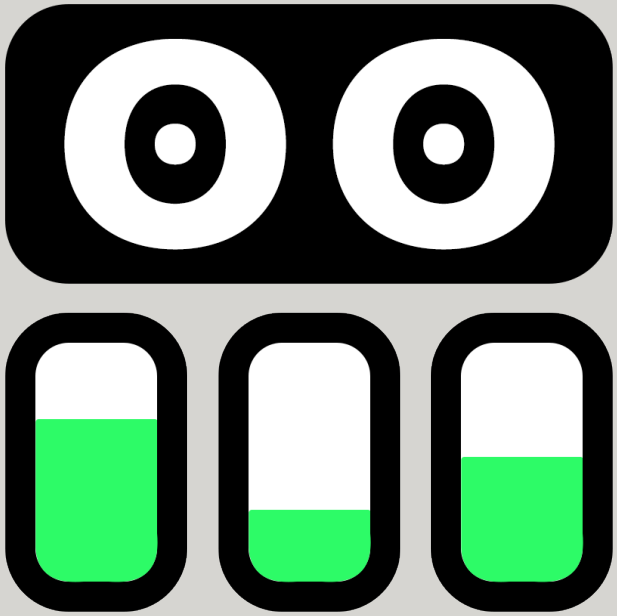
6.4 Audio Background

When enabled, **BloopMachine** continues to produce audio even when the app is in the background — for example, when your screen is off or when you switch to another app.

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*Thank you for reading the **BloopMachine** User Guide. You now have everything you need to explore, create patterns and build songs. The rest is up to you: tweak the synth engine, embrace Random, sequence your steps and create something extraordinary.*
Happy sequencing!

The Fingerlab Team



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