

Layers.

10-Track Audio Looper for iOS

USER MANUAL

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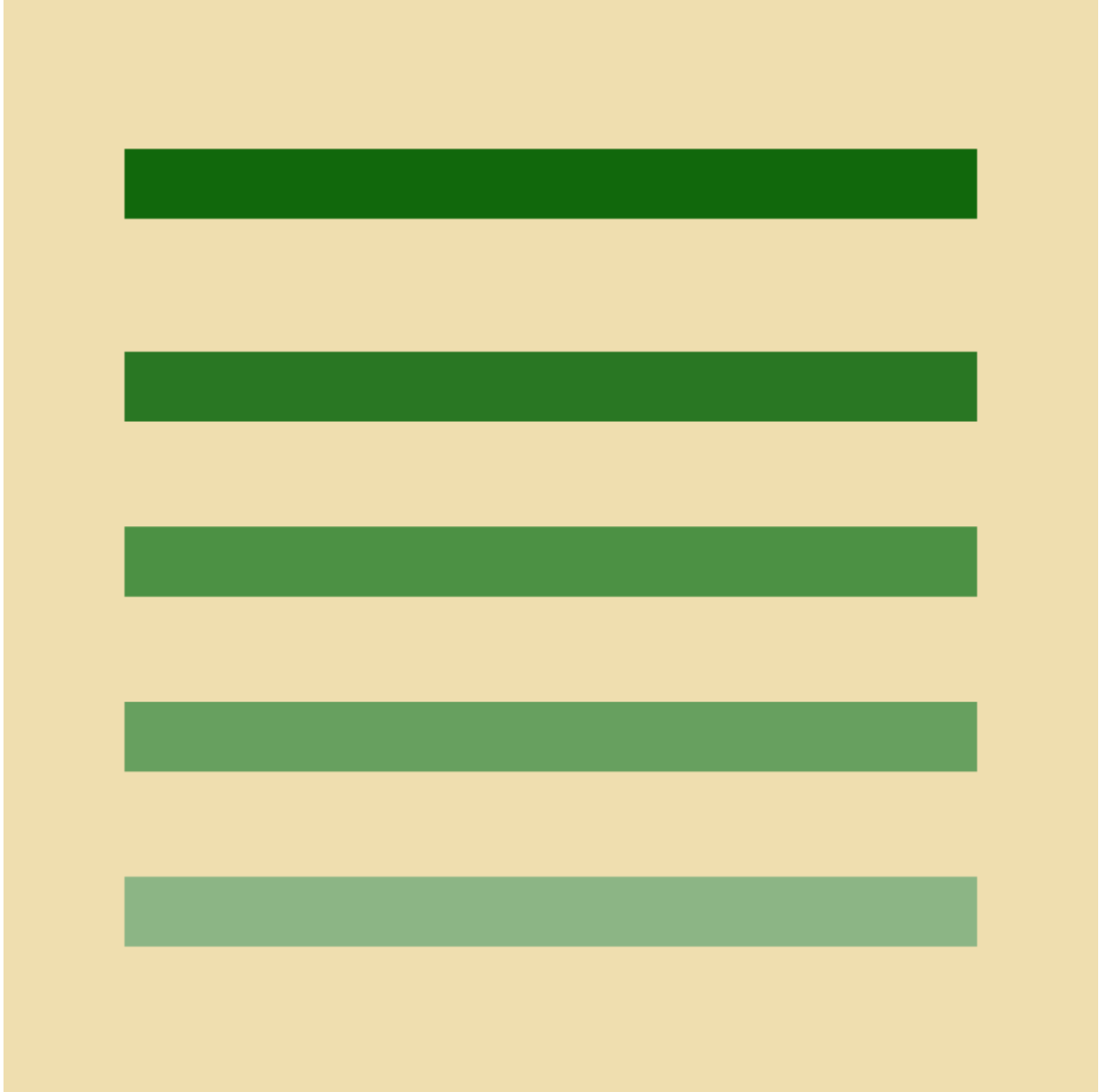


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1. Welcome to Layers.

Layers is a 10-track audio looper built for ambient musicians, sound designers, and anyone who loves layering sound.

With Layers, you can import audio files, record new samples with your microphone, trim and loop them, apply effects like reverb, delay, and filters, and mix up to 10 tracks together in real time. When you have something you like, export it as a WAV file to share or use in your DAW.

This manual covers everything you need to know to get started and get the most out of the app.

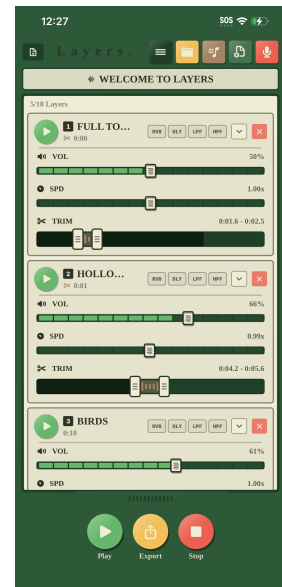


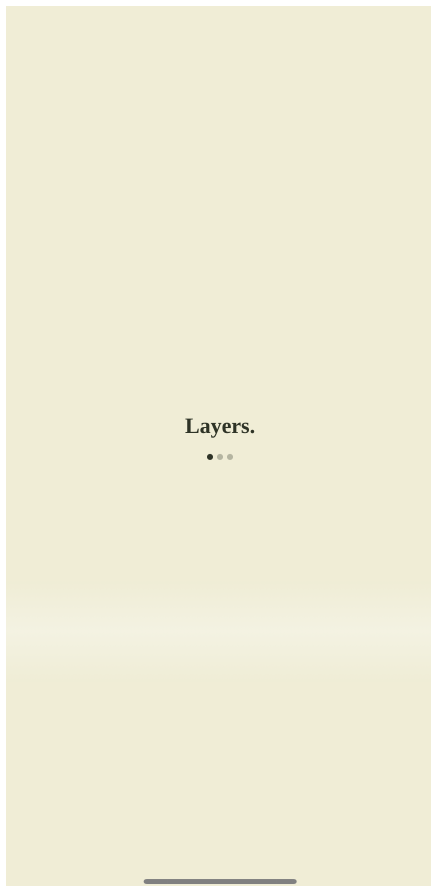
Figure 1.1

1.1 First Launch

The first time you open Layers, you will see a power-on animation (Figure 1.1) inspired by old handheld screens — a quick flicker, a scanline sweep, and the Layers logo fading in. This takes about 1.5 seconds.

On first launch, Layers also installs a demo project called “Welcome to Layers” with bundled samples so you can start playing immediately. This only happens once — subsequent launches will open your most recent project.

To try Layers for the first time, tap the green play button (Figure 1.2) at the bottom of the screen. All layers will begin to play simultaneously. To stop press the red stop button shown in figure 1.2.



Layers.
•••

Figure 1.2

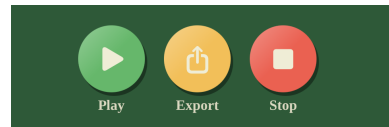


Figure 1.3

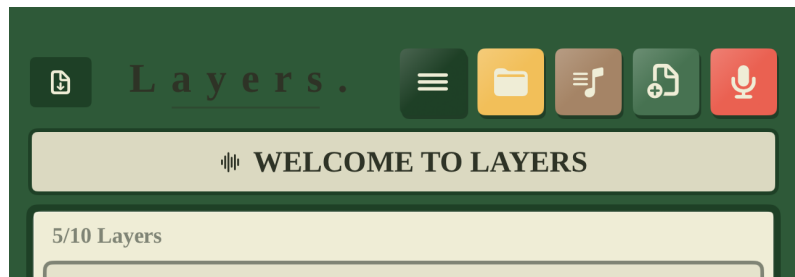


Figure 1.4

2. The Main Screen

The main screen is divided into three areas that mirror a physical device: the header bar at the top (Figure 1.3, Figure 2.1), the layers section (Figure 1.1), and the control bar at the bottom (Figure 1.2)

2.1 Header Bar



Figure 2.1

The header bar (Figure 2.1) contains the save button, the app title, and a row of quick-access icons. From left to right:

BUTTON	FUNCTION
Save	Saves the current project. A green "SAVED!" confirmation appears briefly.
Menu	Opens the menu for themes, manual, contact, and about.
Projects	Opens the project browser to create, switch, or delete projects.
Library	Opens the sample library to browse, import, and add samples.
Import	Opens the file picker to import audio directly from your device.
Record	Opens the recorder to capture audio with your microphone.

Below the icons, the current project name is displayed (Figure 2.2) as a tappable label. Tap it to rename your project. (Figure 2.3)



(Figure 2.2)

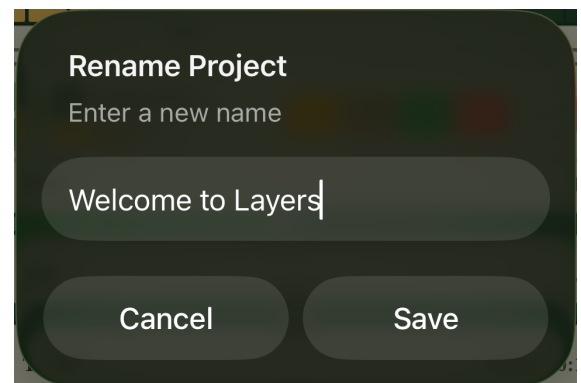


Figure 2.3

2.2 Layers View

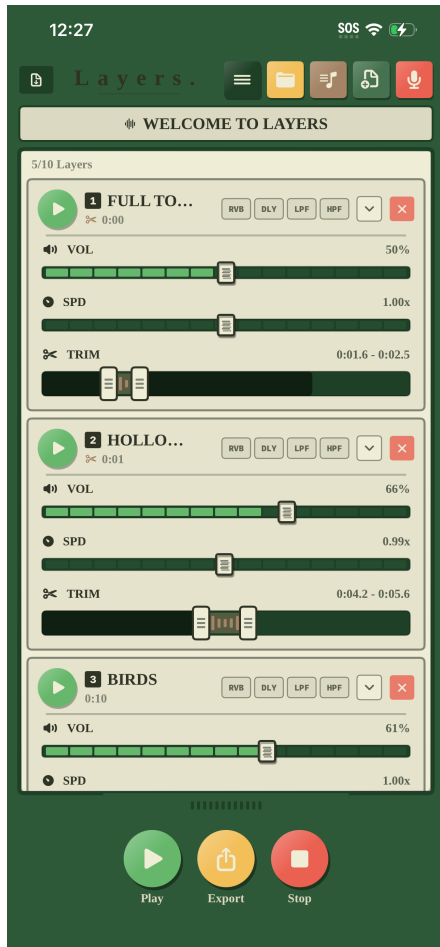


Figure 2.4

The central area your layers are displayed (Figure 2.4)

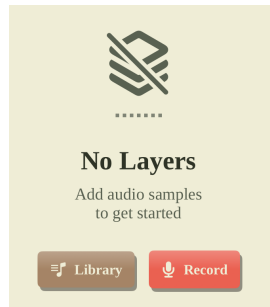


Figure 2.5

If no layers have been added yet, you will see an empty state with shortcuts to the Library and Recorder (Figure 2.5)

Once you add layers, each one appears as a card showing its name, playback status, active effect badges, and duration. A counter in the top-left shows how many layers you have out of the maximum 10 (for example, "5/10 Layers") (Figure 2.6).

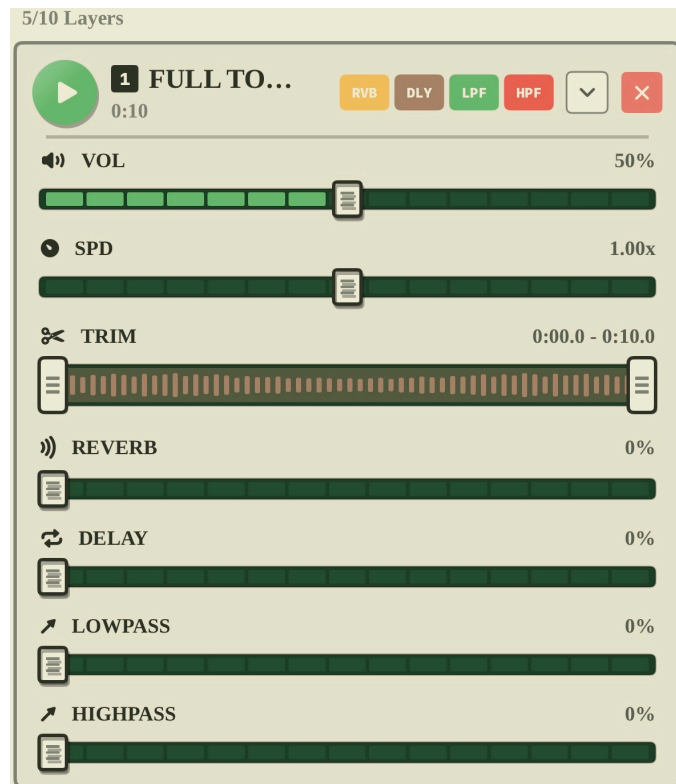


Figure 2.6

2.3 Control Bar

At the bottom of the screen, three large circular buttons provide global transport controls (Figure 2.6):

BUTTON	ACTION
Play (Green)	Starts playback on all layers simultaneously.
Export (Amber)	Opens the export screen to render your mix as a WAV file.
Stop (Red)	Stops all layers with a smooth 50ms fade-out to prevent clicks.

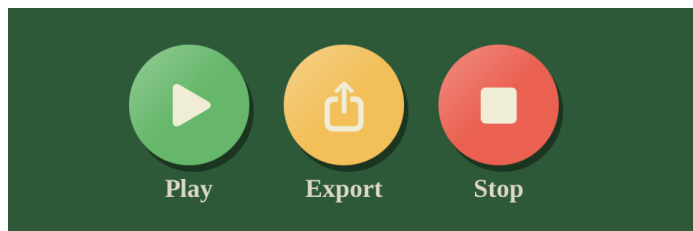


Figure 2.6

TIP

You can also play and stop individual layers using the buttons on each layer card. The global PLAY and STOP buttons affect all layers at once.

3. Working with Layers.

Layers are the heart of the app. Each layer holds one audio sample and gives you independent control over its volume, speed, trim points, and effects. (Figure 3.1)

3.1 Adding Layers

There are three ways to add a layer to your project:

1. From the Sample Library — Tap the Library icon, then tap the green “+” button on any sample.
2. By importing a file — Tap the Import icon and pick an audio file from your device. The sample is added to both the library and the current project.
3. By recording — Tap the Record icon, capture audio, then save it. The recording is added as a new layer automatically.

You can have up to 10 layers per project. If you try to add an 11th, Layers will show a “LAYER LIMIT” alert.

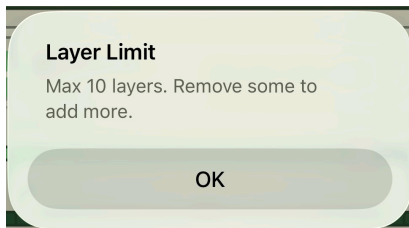


Figure 3.2

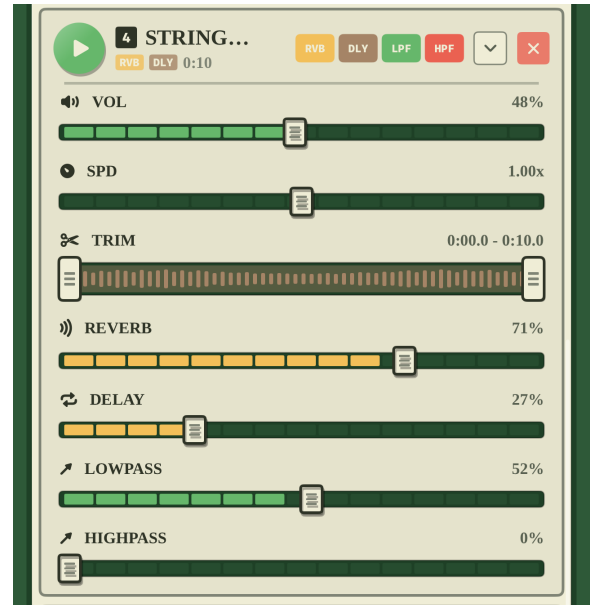


Figure 3.1

3.2 Removing and Renaming Layers

To remove a layer, tap the red “X” button on the layer card (Figure 3.2). You will be asked to confirm before it is removed.

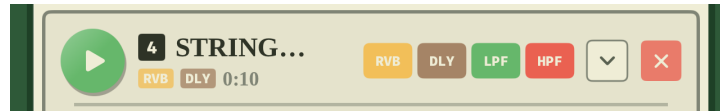


Figure 3.2

To rename a layer’s sample, long-press the sample name on the layer card. A rename dialog will appear (Figure 3.3)

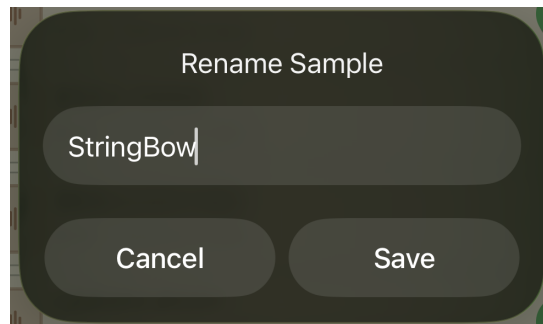


Figure 3.3

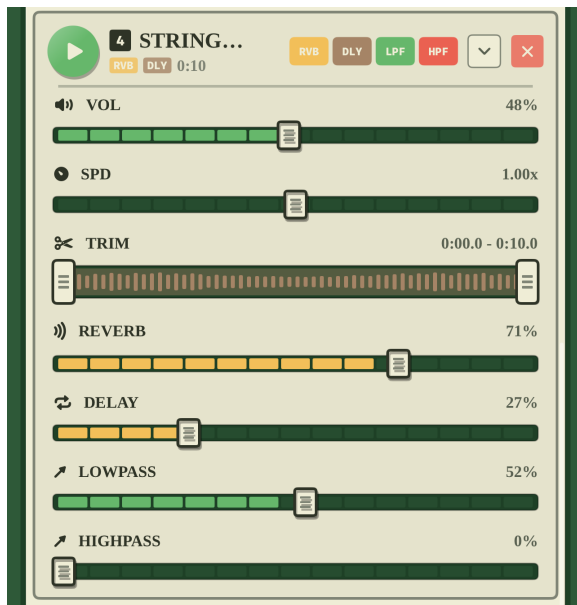


Figure 3.4

3.3 Layer Controls

Each layer card can be expanded (tapped) to reveal its full set of controls. Here is what each control does (Figure 3.4):

Volume (VOL)

Controls the layer's output volume from 0% (silent) to 100% (full). New layers default to 50%. The slider displays the current percentage.

Speed (SPD)

Controls playback speed using a logarithmic scale from 0.25x (quarter speed) to 4.0x (quadruple speed). The center position is 1.0x (normal speed). Because the scale is logarithmic, musical pitch intervals are evenly spaced — half speed is the same distance from center as double speed.

TIP

Double-tap the speed slider thumb to snap it back to 1.0x instantly

Trim

The trim slider lets you set loop in and out points within the sample. Drag the left handle to set where the loop begins and the right handle to set where it ends. The minimum trimmed duration is 100ms to prevent zero-length segments.

When a sample is trimmed, a scissors icon appears on the layer card. Trim values are saved with the project and persist across sessions.

NOTE

Layers uses a 30ms crossfade at the loop boundary to eliminate clicks. For very short loops, the crossfade is capped at 5% of the trimmed length so it doesn't swallow the audio.

Reverb

Adds reverb to the layer. Toggle it on with the wave icon button on the layer card header, then adjust the slider from 0% (dry) to 100% (fully wet). When active, an “RVB” badge appears on the layer card.

Delay

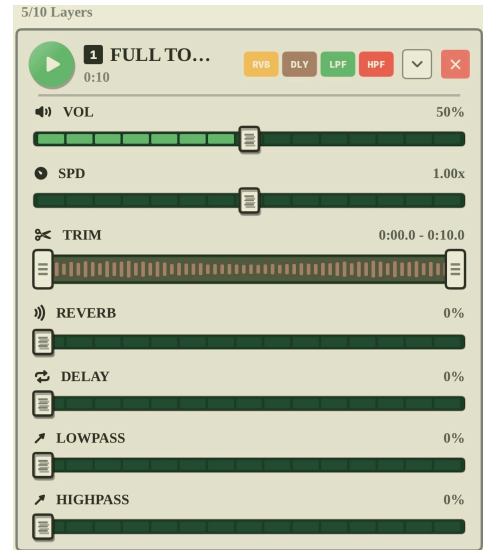
Adds delay/echo with a 400ms delay time and 50% feedback. The repeats are filtered through an 8kHz lowpass to give them a warm, darker character. Toggle with the repeat icon, then adjust the wet/dry mix. When active, a “DLY” badge appears on the layer card.

Lowpass Filter

Removes high frequencies from the layer. At 0% the filter is inactive (full spectrum). As you increase the amount, the cutoff frequency sweeps down from 20kHz toward 200Hz, making the sound progressively darker and more muffled.

Highpass Filter

Removes low frequencies from the layer. At 0% the filter is inactive. As you increase the amount, the cutoff frequency sweeps up from 20Hz toward 5kHz, making the sound thinner and removing bass and body.



TIP

Combining lowpass and highpass on the same layer creates a bandpass effect — useful for isolating the midrange of a sample or creating telephone/radio textures.

4. The Sample Library

The sample library is your collection of all audio files available in Layers. Samples persist across projects — any sample in the library can be added to any project.

4.1 Importing Audio

Tap the IMPORT button in the library header to open the iOS file picker. Layers supports the following audio format.

FORMAT	EXTENSION
MP3	.mp3
AAC / Apple Lossless	.m4a
WAV	.wav
AIFF	.aiff, .aif
Core Audio Format	.caf

There are two limits on imported files:

- Maximum file size: 250 MB
- Maximum duration: 5 minutes (300 seconds)

Files that exceed either limit will be rejected with an error message.

4.2 Searching and Managing Samples

The library includes a search bar at the top (Figure 4.1). Type any part of a sample name to filter the list (case insensitive). Tap the X to clear the search and restore the full list.

Long-press any sample to access the context menu (Figure 4.2) with options to rename or delete the sample.

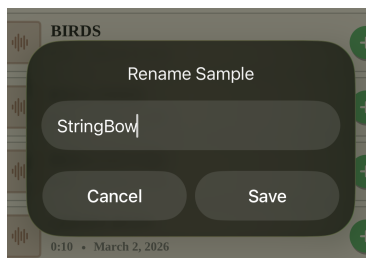


Figure 4.2

Sample names follow these rules: maximum 100 characters, no file-system-unsafe characters (/ \ : * ? " < > |), and names cannot start with a dot. All names are automatically uppercased.

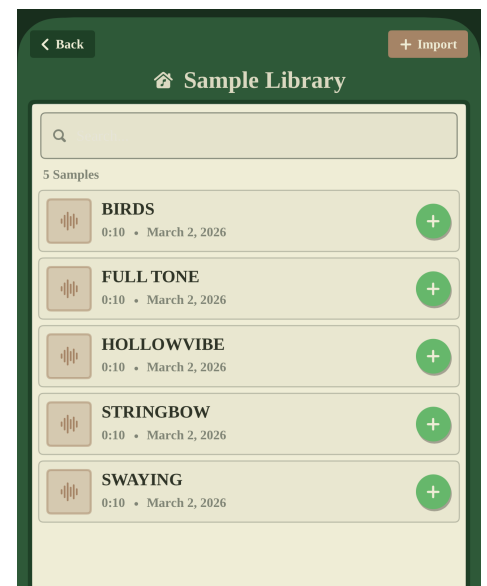


Figure 4.1

4.3 Adding a Sample to Your Project

Tap the green “+” (Figure 4.1) circle on any sample row. The sample will be added as a new layer in your current project, and the library screen will close automatically.

5. Recording

Layers includes a built-in recorder (Figure 5.1) so you can capture audio directly from your device's microphone (or connected Bluetooth microphone).

5.1 Permissions

The first time you tap Record, iOS will ask for microphone permission. You must grant this for recording to work. If you deny it, Layers will show a prompt with a shortcut to open the Settings app so you can enable it.

5.2 Recording a Sample

1. Tap the Record (microphone) icon from the main screen header.
2. Tap the large red RECORD button to begin. (Figure 5.1) The REC indicator will blink and the timer will start counting (Figure 5.2)
3. Tap STOP when finished.
4. Preview your recording with the PLAY
5. When you are satisfied, tap SAVE TO LIBRARY.

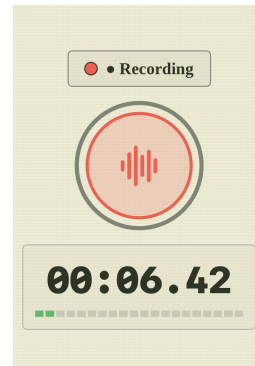


Figure 5.2

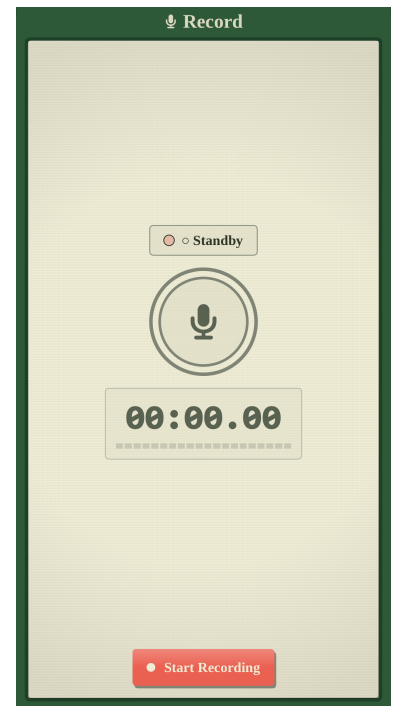


Figure 5.1

The recording is saved as a high-quality AAC file (44.1 kHz, stereo) and is automatically added to both the sample library and the current project as a new layer.

NOTE

When you open the recorder, all currently playing layers are automatically stopped. This prevents playback audio from bleeding into your recording.

BLUETOOTH

If you are using Bluetooth headphones with a microphone, Layers will use the HFP profile for recording, then reconnect to the A2DP profile for playback after you finish. There may be a brief pause (~500ms) during this switch.

6. Projects

Projects are how Layers organizes your work. Each project contains up to 10 layers with all their settings (volume, speed, effects, trim points). You can have as many projects as you like.

6.1 Creating a Project

Open the Projects screen from the folder icon in the header bar, then tap NEW. Enter a name (up to 50 characters) and tap CREATE. If you leave the name empty, the project will be called “NEW PROJECT.” Project names are automatically uppercased.

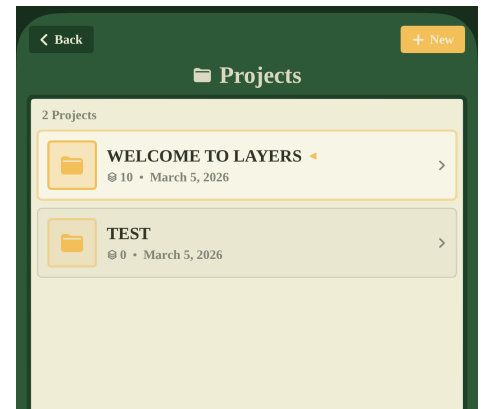


Figure 6.1

6.2 Switching Projects

Tap any project in the list to open it. The current project is highlighted with an amber border and an arrow indicator. When you switch projects, the previous one is saved automatically.

6.3 Deleting a Project

Long-press a project and tap DELETE, or use the context menu. You will be asked to confirm. You cannot delete the currently active project — switch to another one first.

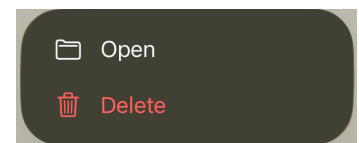


Figure 6.2

6.4 Auto-Save

Layers automatically saves your current project whenever you leave the app or switch to another app. You can also save manually at any time using the save button in the header bar. A green “SAVED!” confirmation will appear for 1.5 seconds.



Figure 6.3

IMPORTANT

Layer playback state (playing/stopped) is never saved to disk. When you reopen a project, all layers will be stopped. This prevents the app from attempting to play audio that may no longer be valid.

7. Exporting Your Mix

The Export feature (Figure 7.1) renders your playing layers into a single WAV file that you can save to your device, share, or import into a DAW.

7.1 How to Export

1. Start playing the layers you want to include in the export. Only playing layers are exported.
2. Tap the Export button (amber circle) in the control bar.
3. Review the list of layers that will be exported, along with their effects and volume.
4. Set the filename (defaults to the project name).
5. Choose a duration from the presets (30s, 1m, 2m, 5m, 10m) or enter a custom value in seconds.
6. Tap Export Wav. A progress ring and segmented bar will show the render progress (Figure 7.2).

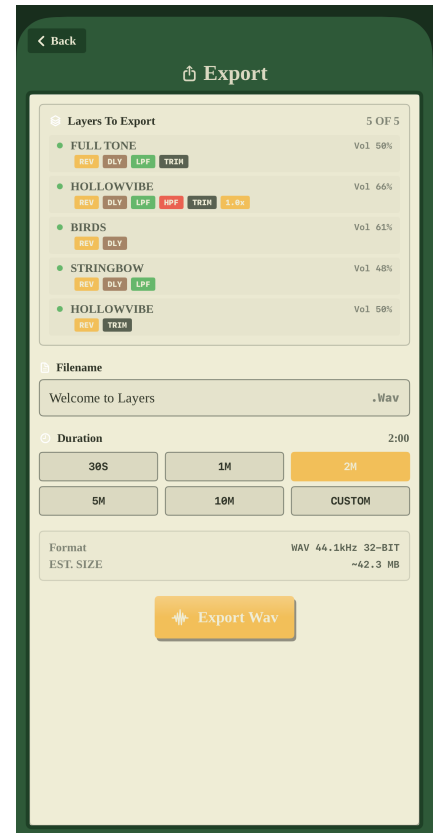


Figure 7.1



Figure 7.2

When the export finishes, tap SAVE to open the iOS share sheet where you can save to Files, AirDrop it, or send it to another app.

7.2 Export Settings

SETTING	VALUE
Default duration	2 minutes
Maximum duration	30 minutes
Format	WAV (uncompressed)
Sample rate	44,100 Hz
Channels	Stereo (2)
Bit depth	32-bit float
File size (approx.)	~20.7 MB per minute

NOTE

The export screen shows an estimated file size before you begin. For example, a 2-minute export is approximately 41 MB, and a 10-minute export is approximately 207 MB.

8. Menu and Support

The menu (Figure 8.1) is accessible from the three-line icon in the header bar. It provides access to the following:

OPTION	DESCRIPTION
Theme	Customize the app's color palette (see Section 8)
Manual	Links to the text manual and video manual on the TwoPine Music website
Contact	Opens your email app to send a message to twopineaudio@gmail.com
Suggestions	Opens your email app pre-filled with a suggestion subject line
About	Shows app information and credits
Report a Bug	Opens your email app pre-filled with a bug report subject line

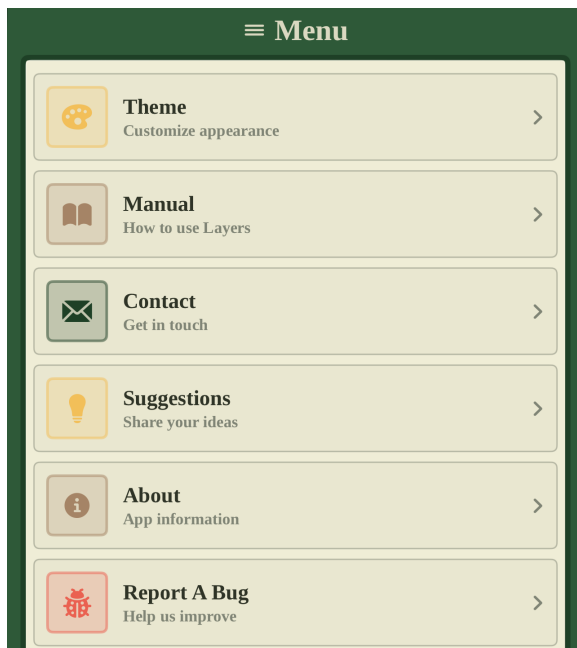


Figure 8.1

If no email is configured, Layers will display the support email so you can reach out Manually.

9. Themes

Layers includes 8 color themes that change the look of the entire app. Each theme changes the shell, screen, button, and text colors to create a distinct visual atmosphere.

To change your theme, open the Menu and tap Theme to bring up the Theme Manager (Figure 8.1). You can preview each theme by tapping it — the app updates in real time so you can see how it looks. Tap SAVE to commit your choice, or CANCEL to revert to your previous theme. Your theme preference is saved and persists across app launches

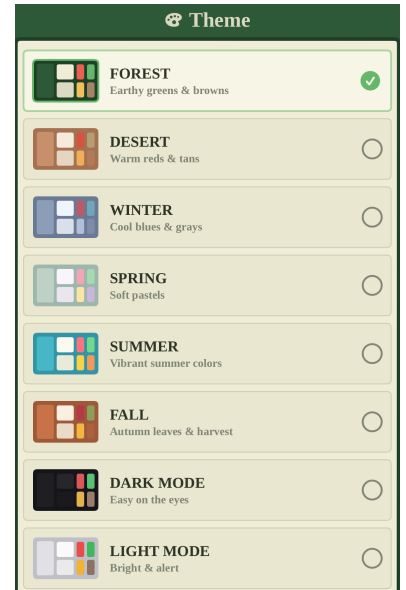


Figure 9.1

THEME	DESCRIPTION
Forest	Earthy greens and browns — the default theme (Figure 8.1)
Desert	Warm reds, tans, and terracotta (Figure 8.2)
Winter	Cool blues and icy grays (Figure 8.3)
Spring	Soft pastel pinks and greens (Figure 8.4)
Summer	Vibrant teals and warm yellows (Figure 8.5)
Fall	Autumn leaves — deep oranges, reds, and browns (Figure 8.6)
Dark Mode	Traditional Dark Mode
Light Mode	Tradition Light Mode

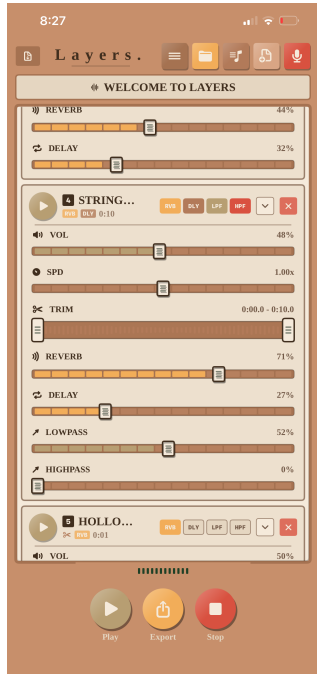


Figure 9.1

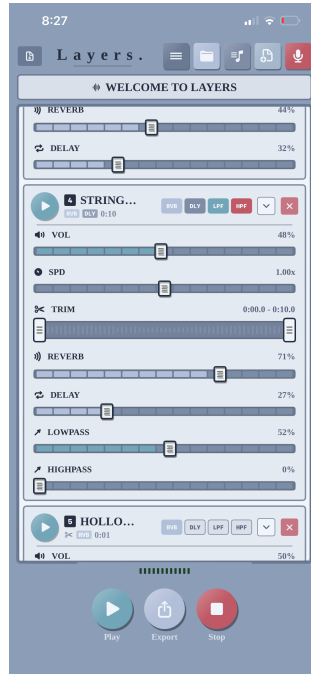


Figure 9.2

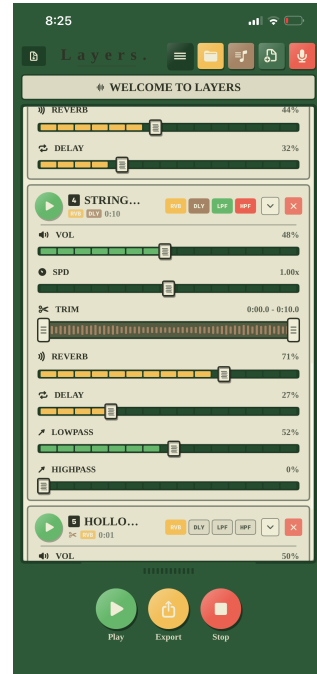


Figure 9.3

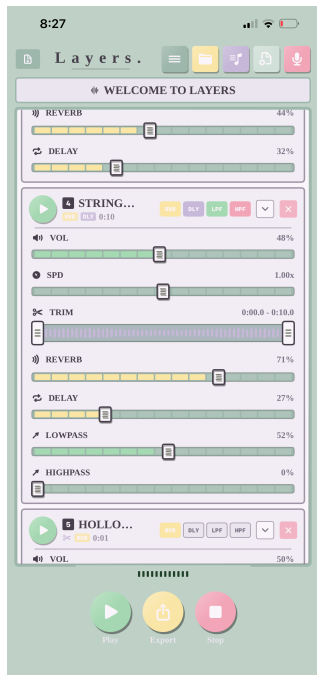


Figure 9.4

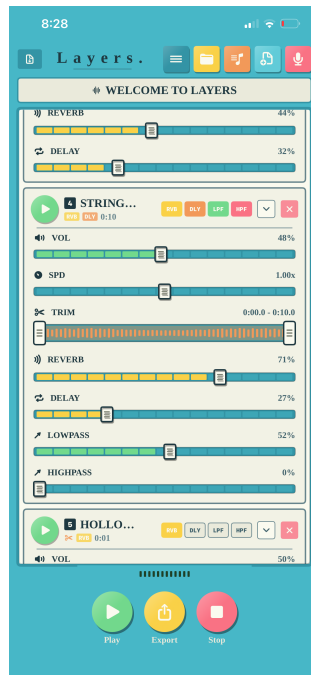


Figure 9.5

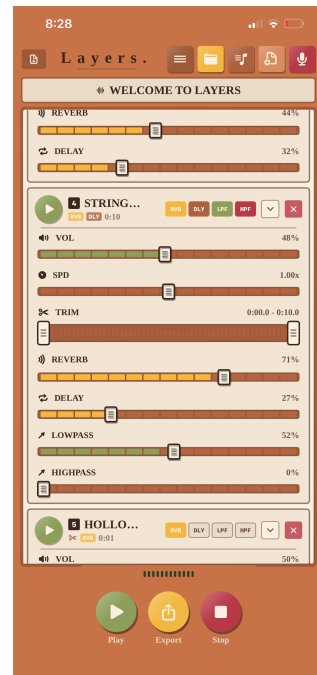


Figure 9.6

10. Tips and Techniques

10.1 Building an Ambient Texture

15. Start with a long, evolving pad or field recording as your base layer. Set the volume to around 60–70%.
16. Add a second layer with a melodic or tonal element at a lower volume (30–40%). Slow it down to 0.5x for a deeper, more atmospheric feel.
17. Add reverb to both layers (50–70%) to push them into a shared space.
18. Use the lowpass filter on the pad layer to soften its high end and make room for the melody.
19. Add a nature recording (rain, birds, wind) as a third layer at low volume for organic texture.

10.2 Creative Speed Tricks

Slowing a sample down to 0.25x transforms it completely — a short piano chord becomes a massive drone. Speeding something up to 4x turns a slow pad into a rhythmic texture. Experiment with extreme speed settings to discover unexpected sounds.

10.3 Using Trim for Rhythmic Loops

Trim a sample to a very specific length to create a rhythmic loop. Because each layer loops independently, layers with different trim lengths will drift in and out of phase, creating evolving patterns.

10.4 Background Listening

Layers continues playing audio when the app is in the background. You can use it as an ambient sound machine while you work, study, or sleep. Just set up your layers, tap Play All, and switch to another app.

11. Quick Reference

11.1 Limits

LIMIT	VALUE
Maximum layers per project	10
Maximum sample duration	5 minutes (300s)
Maximum import file size	250 MB
Minimum disk space required	100 MB free
Maximum export duration	30 minutes
Default export duration	2 minutes
Maximum project name length	50 characters
Maximum sample name length	100 characters
Minimum trim duration	100 ms

11.2 Effect Ranges

PARAMETER	RANGE	DEFAULT
Volume	0% – 100%	50%
Speed	0.25x – 4.0x	1.0x
Reverb	0% – 100%	0% (off)
Delay	0% – 100%	0% (off)
Delay time	400 ms (fixed)	—
Delay feedback	50% (fixed)	—
Lowpass cutoff range	200 Hz – 20 kHz	Off
Highpass cutoff range	20 Hz – 5 kHz	Off

11.3 Supported Audio Formats

MP3, M4A (AAC/ALAC), WAV, AIFF, AIF, CAF

11.4 Keyboard Shortcuts (Layer Cards)

ACTION	RESULT
Tap layer card	Expand or collapse controls
Tap play/stop button	Toggle individual layer playback
Long-press sample name	Rename the sample
Tap red X button	Remove the layer (with confirmation)
Tap effect icon (wave, repeat, filter)	Toggle that effect's slider on/off
Double-tap speed slider thumb	Reset speed to 1.0x

12. Contact and Support

Layers is made by TwoPine Music (Tayler File). If you have questions, ideas, or encounter a bug, reach out any time:

- **Email:** twopineaudio@gmail.com
- **Website:** twopineaudio.com

Thank you for using Layers. I hope it serves you well.