ROCK TRIBE
SOUNDS

RTS MUSIC PRODUCER TOOLS

USER MANUAL

Version 1.0 | iPhone
Rock Tribe Sounds

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01 / INTRODUCTION

1.1 What is RTS Music Producer Tools?

RTS Music Producer Tools is a focused collection of practical utilities for musicians, producers, engineers and sound designers. It brings essential timing, tuning, pitch, tempo, sample and audio-reference tools together in one compact iPhone workflow.

Instead of switching between multiple apps or calculating values manually, the app provides fast access to common production calculations and reference functions used during recording, editing, sound design, mixing and practice.

1.2 Who is the app for?

- Music producers and recording or mixing engineers
- Sound designers and electronic musicians
- Guitarists and bassists
- Composers and students of music production
- Anyone working with tempo, pitch, timing, samples or audio signals

1.3 Included tools

- Tap Tempo
- Metronome
- Delay Calculator
- Reverb Timing
- LFO / Modulation
- Dynamics Timing
- Note / Frequency
- Bars / Beats / Time
- Sample Calculator
- Re-Pitch / Tempo Change
- Chromatic Tuner
- Tone Generator

The app also includes shared workflow features such as Global Session, Favorites, Recents, History and App Settings.

1.4 FREE and PRO

RTS Music Producer Tools can be used for free and includes a selection of core production tools and functions. An optional RTS Music Producer Tools PRO upgrade unlocks the full feature set as a one-time purchase. There is no subscription.

Features that require PRO are marked with a PRO badge inside the app.

1.5 Offline-first workflow

Core calculations and audio-reference functions run directly on the iPhone and do not require an internet connection for normal operation. An internet connection may still be required for Apple App Store and StoreKit functions such as purchasing or restoring PRO.

1.6 Privacy

RTS Music Producer Tools does not require an RTS account and does not use advertising, behavioural tracking, third-party analytics or third-party telemetry. The Chromatic Tuner uses the microphone only while actively listening. Audio is analysed locally for pitch detection and is not recorded, stored or uploaded by RTS Music Producer Tools.

1.7 Supported devices

RTS Music Producer Tools v1.0 is designed for iPhone. Dedicated iPad support is planned for a later release.

02 / GETTING STARTED

2.1 First launch

The Home screen provides access to the complete toolkit, Global Session, recent activity, workflow utilities, settings and help. Tools can be opened directly from their corresponding cards.

2.2 Home screen

The Home screen is the central starting point. The main production tools are arranged in a compact two-column layout for quick access during a session. Utilities include Session Settings, Favorites, Recents, History, App Settings and Help.

2.3 Global Session

Global Session stores three shared reference values: BPM, Sample Rate and A4 Reference. Compatible tools reuse these values so the same project information does not need to be entered repeatedly.

2.4 BPM

BPM means Beats Per Minute and defines musical tempo. At 120 BPM, one quarter-note beat lasts 500 ms.

2.5 Sample Rate

Sample Rate defines how many audio samples occur per second. Common production values include 44.1 kHz, 48 kHz, 88.2 kHz and 96 kHz. At 48 kHz, 48,000 samples represent one second.

2.6 A4 Reference

The A4 Reference defines the tuning frequency used for note and tuning calculations. The standard reference is A4 = 440 Hz. Adjust it when a different tuning standard is required.

2.7 Navigating between tools

Each module has a dedicated screen with its title, relevant session values, primary controls, results and contextual actions. Use the Back control to return to the previous screen.

2.8 PRO features

A PRO badge identifies a feature that belongs to the PRO tier. When a restricted feature is selected without an active PRO entitlement, the app can present the PRO upgrade screen.

2.9 Unlocking PRO

RTS Music Producer Tools PRO is a one-time, non-consumable purchase processed through Apple StoreKit. It is not a subscription. Rock Tribe Sounds does not receive or store payment-card information.

2.10 Restore Purchases

Use Restore Purchases from the PRO screen when PRO was previously purchased with the current Apple Account. This may be useful after reinstalling the app, changing devices or restoring an iPhone.

03 / GLOBAL SESSION

3.1 Overview

Parameter	Purpose
BPM	Defines musical tempo
Sample Rate	Defines the audio sample/time relationship
A4 Reference	Defines the tuning reference

3.2 Session BPM

The session BPM acts as the central tempo reference for timing-based tools. At 120 BPM a quarter note is 500 ms; at 60 BPM it is 1000 ms.

3.3 Changing BPM

BPM can be adjusted in the session controls. A tempo detected with Tap Tempo can also be applied to the session where supported.

3.4 Session Sample Rate

The Sample Rate is the reference for converting between samples and time. At 48 kHz: 48 samples = 1 ms, 4,800 samples = 100 ms and 48,000 samples = 1 second.

3.5 Session A4 Reference

The default tuning reference is A4 = 440 Hz. Alternative references can be used for orchestral, historical or special recording situations.

3.6 How Global Session affects tools

Tool	Uses
Metronome	BPM
Delay Calculator	BPM
Reverb Timing	BPM
LFO / Modulation	BPM
Bars / Beats / Time	BPM + meter context
Sample Calculator	Sample Rate
Note / Frequency	A4 Reference
Chromatic Tuner	A4 Reference

3.7 Practical workflow example

For a session at 128 BPM, 48 kHz and A4 = 440 Hz, set the three values once in Global Session. You can then move between timing, sample and tuning tools without repeatedly configuring the same project information.

04 / TAP TEMPO

4.1 Purpose

Tap Tempo determines the BPM of a performance, loop, reference track or idea by tapping along with the beat.

4.2 How to use

- Open Tap Tempo.
- Tap the main tempo control repeatedly in time with the music.
- Continue for several beats to improve stability.
- Read the detected BPM.
- Apply the BPM to Global Session when required.

4.3 BPM range

Tap Tempo operates within the app-supported BPM range. Extremely slow or fast tapping may fall outside that range.

4.4 Tips

- Tap consistently on quarter-note beats.
- Use several consecutive taps.
- Avoid changing tapping speed during measurement.
- Restart the tapping sequence if you lose the beat.

4.5 Example

If your taps are approximately half a second apart, the resulting tempo is approximately 120 BPM.

05 / METRONOME

5.1 Purpose

The Metronome provides a steady musical timing reference for practice, recording preparation and tempo verification.

5.2 BPM

The Metronome uses the current BPM, which can be changed directly or through Global Session.

5.3 Start and Stop

Use the main control to start and stop the click. Audio transitions are smoothed to reduce unnecessary clicks or pops.

5.4 Time signatures

The Metronome supports a range of simple and compound meters, including 1/4 through 16/4 plus 5/8, 6/8, 7/8, 9/8, 11/8 and 12/8.

5.5 Beat accents

The first beat of a measure can be emphasized to make bar boundaries easier to identify.

5.6 Compound meters

Compound meters such as 6/8, 9/8 and 12/8 follow their musical grouping rather than behaving like simple equal-beat patterns.

5.7 FREE and PRO

The FREE version includes 4/4. Additional meters are available with PRO.

5.8 Screen awake behaviour

While the Metronome is actively being used, the app can keep the display awake. Normal device sleep behaviour is restored when appropriate.

5.9 Practice example

Set 80 BPM in 4/4 and practice one scale, riff or exercise per bar. Increase the tempo gradually only when the exercise can be performed accurately and consistently.

06 / DELAY CALCULATOR

6.1 Purpose

Delay Calculator converts BPM into tempo-synchronized delay times that can be entered into compatible plug-ins, hardware effects or DAW devices.

6.2 Straight timing

At 120 BPM	Delay
1/4 note	500 ms
1/8 note	250 ms
1/16 note	125 ms

6.3 Dotted timing

A dotted note lasts 1.5 times the corresponding straight note value. At 120 BPM, 1/8 Straight = 250 ms and 1/8 Dotted = 375 ms.

6.4 Triplet timing

Triplet timing is two thirds of the equivalent straight note duration. At 120 BPM, 1/8 Triplet is approximately 166.67 ms.

6.5 FREE and PRO

Straight timing is available in FREE. Dotted and Triplet timing are available with PRO.

6.6 Practical use

- Vocal and guitar delays
- Synth echoes
- Rhythmic effects
- Stereo delay offsets

- Sound design

Calculated values are technical references. Final settings should still be adjusted according to the musical context.

07 / REVERB TIMING

7.1 Purpose

Reverb Timing provides tempo-related reference values that can be used as starting points when configuring reverb.

7.2 Typical uses

- Pre-delay
- Early reflection timing
- Decay timing

7.3 Why tempo-based reverb values?

Relating reverb timing to the song tempo can help ambience interact rhythmically with the arrangement, especially for vocals, drums, synths, guitars and cinematic effects.

7.4 Important note

Reverb timing values are starting points, not strict mixing rules. Room size, source material, arrangement density and artistic intent should always influence the final setting.

08 / LFO / MODULATION

8.1 Purpose

LFO / Modulation converts tempo-synchronized musical divisions into modulation timing values.

8.2 Results

Depending on the selected division, the module provides useful values such as milliseconds and modulation frequency in Hz.

8.3 Practical uses

- Tremolo
- Filter modulation
- Auto-pan
- Phaser and flanger
- Chorus
- Synth LFOs
- Rhythmic sound design

8.4 Example

If one modulation cycle lasts 500 ms, the corresponding frequency is 2 Hz because two complete cycles occur per second.

09 / DYNAMICS TIMING

9.1 Purpose

Dynamics Timing provides musical timing references for dynamics processors.

9.2 Applications

- Compressor attack
- Compressor release
- Gate timing
- Sidechain timing
- Rhythmic pumping effects

9.3 Musical context

Dynamics processors react differently depending on the source material and processor design, so the calculated values should be treated as references rather than mandatory settings.

9.4 Practical workflow

- Select the current BPM.
- Choose a musical division.
- Use the calculated timing as a starting point.
- Adjust by ear until the dynamics processor reacts naturally within the mix.

10 / NOTE / FREQUENCY

10.1 Purpose

Note / Frequency converts musical notes into frequencies and frequencies back into musical notes.

10.2 Note to Frequency

A selected musical note is converted into its corresponding frequency according to the current A4 reference.

10.3 Frequency to Note

Enter a frequency and the app identifies the corresponding musical note.

10.4 Equal temperament

The module uses the standard equal-tempered relationship between musical notes. Each octave doubles the frequency.

Note	Frequency at A4 = 440 Hz
A3	220 Hz
A4	440 Hz
A5	880 Hz

10.5 Custom A4 reference

Changing A4 changes the note-frequency relationship used by compatible tools.

11 / BARS / BEATS / TIME

11.1 Purpose

Bars / Beats / Time converts musical duration into real-world time and vice versa.

11.2 Applications

- Arrangement planning
- Estimating song sections
- Editing and cue timing
- Soundtrack work
- Loop or passage length

11.3 BPM relationship

At slower tempos, the same number of bars lasts longer; at faster tempos it lasts less time.

11.4 Meter

Time signature affects the calculation because it defines the number and value of beats contained in each measure.

11.5 Example

At 120 BPM in 4/4, one quarter-note beat lasts 0.5 seconds. One bar lasts 2 seconds, and eight bars last 16 seconds.

12 / SAMPLE CALCULATOR

12.1 Purpose

Sample Calculator converts between audio samples and time.

12.2 Sample Rate

The calculation depends on Sample Rate. At 48 kHz, 48,000 samples equal one second.

12.3 Samples to Time

Enter a number of samples to determine the corresponding duration.

12.4 Time to Samples

Enter a duration to determine the equivalent number of samples.

12.5 Practical uses

- Sample-accurate editing
- Phase alignment
- Delay compensation
- DSP reference
- Sound design
- Technical troubleshooting

12.6 Rounding

Where a calculation results in a non-integer sample count, the app provides an appropriate whole-sample result.

13 / RE-PITCH / TEMPO CHANGE

13.1 Purpose

Re-Pitch / Tempo Change calculates the relationship between playback speed, tempo, pitch and duration for varispeed-style workflows.

13.2 Tempo changes

Changing playback speed affects duration and pitch when traditional re-pitching is used.

13.3 Pitch results

Pitch differences can be expressed in semitones and cents.

13.4 Duration

Faster playback reduces total duration. Slower playback increases total duration.

13.5 Important distinction

Re-pitching / varispeed changes both pitch and playback duration. Modern time-stretching can change duration without necessarily changing pitch. These are different processes.

13.6 Practical uses

- Tape-style varispeed
- Sample matching
- Creative pitch manipulation
- Tempo matching
- Sound design
- Identifying playback-speed relationships

14 / CHROMATIC TUNER

14.1 Purpose

The Chromatic Tuner detects the pitch of a live sound through the iPhone microphone and can be used with instruments such as guitar and bass.

14.2 Microphone permission

The tuner requires microphone access. Permission is requested only when microphone functionality is needed.

14.3 Starting detection

Open Chromatic Tuner, tap Listen and play one clear note at a time. The tuner analyses the incoming pitch and displays the detected musical note.

14.4 Cents

A cent is one hundredth of a semitone. Negative values indicate that the note is flat; positive values indicate that it is sharp.

14.5 Tuned state

When the stabilized pitch is within approximately ±3 cents, the tuner presents the tuned state visually. The tuned state exits only after the pitch moves outside the wider tolerance used by the presentation logic.

14.6 Guitar

- Play one string at a time.
- Allow the note to sustain.

- Avoid excessive background noise.
- Mute unused strings when necessary.

14.7 Bass

The tuner supports bass instruments. Very low notes can require slightly more time to stabilize. In V1, low E is more reliable with fingerstyle than with some pick attacks, and the lowest B can be less reliable depending on attack and instrument.

14.8 FREE demo

FREE users receive 30 seconds of active tuner listening followed by a two-minute cooldown. Stopped, backgrounded, interrupted or failed listening time does not consume the active allowance.

14.9 PRO

PRO unlocks unlimited Chromatic Tuner usage.

14.10 Privacy

Microphone audio is processed locally for pitch detection. RTS Music Producer Tools does not record, save or upload tuner audio.

15 / TONE GENERATOR

15.1 Purpose

Tone Generator produces reference signals directly from the iPhone.

15.2 Signal types

- Sine
- Square
- Triangle
- Saw
- White Noise
- Pink Noise
- Note / Frequency mode

15.3 Sine

A sine wave contains a single fundamental frequency and is useful for reference and test purposes.

15.4 Square

A square wave contains a fundamental plus a series of harmonics and produces a bright, strong tone.

15.5 Triangle

A triangle wave has fewer high-frequency harmonics than a square wave and produces a softer tonal character.

15.6 Saw

A saw wave contains a rich harmonic spectrum and is commonly associated with synthesizer-style reference tones.

15.7 White Noise

White Noise distributes energy broadly across the frequency spectrum.

15.8 Pink Noise

Pink Noise uses a frequency distribution often useful for audio and monitoring reference work.

15.9 Speaker-only safety

The Tone Generator is designed to use the built-in speaker under supported safety conditions. Headphones, AirPods, Bluetooth and other unsafe or unsupported routes can block playback.

15.10 Volume

The module starts from a conservative app volume around 25%.

15.11 Start and Stop behaviour

Normal playback uses smooth gain transitions: approximately three seconds of fade-in on Start and 250 ms fade-out on Stop. Unsafe route changes or interruptions can trigger an immediate emergency stop.

15.12 High-frequency warning

Additional caution is required at approximately 10 kHz and above. Do not increase volume simply because a very high frequency becomes difficult or impossible to hear.

15.13 Hearing safety

- Begin at a low volume.
- Do not place the iPhone speaker directly against your ear.
- Stop playback immediately if a signal feels uncomfortable.

16 / FAVORITES

16.1 Purpose

Favorites provide quick access to frequently used tools or workflow items.

16.2 Availability

Favorites are a PRO feature.

16.3 Using Favorites

Add frequently used items to Favorites to reduce navigation during regular production sessions.

17 / RECENTS

17.1 Purpose

Recents provides quick access to recently used areas of the app so you can return quickly to tools used earlier in the workflow.

17.2 Availability

Recents are available without requiring PRO.

18 / HISTORY

18.1 Purpose

History provides a record of supported previous workflow activity and can help you return to earlier calculations or operations.

18.2 Availability

History is a PRO feature.

18.3 Privacy

History is stored locally on the device and is not synchronized with an RTS cloud account.

19 / APP SETTINGS

App Settings provides access to available application-level configuration. Depending on the app version, settings can include session-related behaviour, preferences and application information. Settings are stored locally unless otherwise stated.

20 / FREE VS. PRO

Feature	FREE	PRO
Global Session	Yes	Yes
Tap Tempo	Yes	Yes
Metronome 4/4	Yes	Yes
Additional Metronome meters	-	Yes
Delay Straight	Yes	Yes
Delay Dotted / Triplet	-	Yes
Reverb Timing	-	Yes
LFO / Modulation	-	Yes
Dynamics Timing	-	Yes
Note / Frequency	Yes	Yes
Bars / Beats / Time	Yes	Yes
Sample Calculator	Yes	Yes
Re-Pitch / Tempo Change	-	Yes
Chromatic Tuner limited demo	Yes	Yes
Unlimited Chromatic Tuner	-	Yes
Tone Generator	-	Yes
Recents	Yes	Yes
Favorites	-	Yes
History	-	Yes

PRO is a one-time purchase, not a subscription. Where applicable, the entitlement can be restored through Apple StoreKit.

21 / PRIVACY & DATA

21.1 No RTS account

RTS Music Producer Tools does not require users to create a Rock Tribe Sounds account.

21.2 No advertising

The app does not contain advertising.

21.3 No behavioural tracking

The app does not use behavioural tracking for advertising purposes.

21.4 Analytics

V1 does not include third-party analytics or telemetry SDKs.

21.5 Local information

Global Session values, app preferences, Favorites, Recents, History and tuner demo/cooldown state are handled locally on the device.

21.6 Microphone

Microphone access is used for the Chromatic Tuner. Audio is analysed locally for pitch detection and is not recorded, saved or uploaded.

21.7 Purchases

PRO purchases are processed through Apple StoreKit. Rock Tribe Sounds does not receive or store payment-card information.

21.8 Cloud

RTS Music Producer Tools V1 does not provide an RTS account-based cloud synchronization service.

22 / TROUBLESHOOTING

22.1 Tuner cannot access microphone

Open iPhone Settings > Privacy & Security > Microphone and make sure RTS Music Producer Tools is allowed to use the microphone.

22.2 Tuner does not detect a note

- Play one clear sustained note.
- Move away from background noise.
- Mute unused strings.
- Use a controlled attack.
- Allow low bass notes slightly more time to stabilize.

22.3 Tone Generator will not start

Check the current audio route. Tone Generator includes route-safety restrictions and may refuse playback when headphones, Bluetooth audio or another unsupported output route is connected.

22.4 PRO does not appear

Verify the internet connection, Apple Account and App Store availability, then use Restore Purchases from the PRO screen.

22.5 Purchase cannot be restored

Make sure the same Apple Account that originally purchased PRO is being used. If the issue continues, contact Rock Tribe Sounds Support.

22.6 App behaves unexpectedly

- Stop any active audio function.
- Close the app.
- Reopen it.
- Confirm the current Global Session values.
- If the problem remains, contact Support.

23 / SUPPORT

Rock Tribe Sounds provides support for installation, app operation, PRO entitlement, Restore Purchases, microphone permission, supported audio behaviour and reproducible bugs.

Official links

Resource	Address
Website	rocktribesounds.com
Support Policy	rocktribesounds.com/support-policy/
Privacy Policy	rocktribesounds.com/privacy-policy/

When reporting an issue

- App version
- iPhone model
- iOS version
- Affected tool
- Steps that reproduce the issue
- Screenshots when relevant

Do not include passwords or sensitive payment information.

24 / LEGAL & CREDITS

RTS Music Producer Tools

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25 / VERSION INFORMATION

Item	Information
Application	RTS Music Producer Tools
App Version	1.0
Manual Version	1.0
Publisher	Rock Tribe Sounds
Platform	iPhone
Release Year	2026
Website	rocktribesounds.com

This manual describes the functionality of RTS Music Producer Tools V1.0. Future app updates may add, remove or modify functionality. Corresponding manual revisions may therefore be published when necessary.

For the latest product information, support resources and updates, visit rocktribesounds.com.