KNOBILITY

A NEW MOBILE APP FOR SESSION DOCUMENTATION

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Motivation

- Personal: I wanted to write an iOS app!

- Educational: Students requested an app to help with session documentation

- Professional: Various pro engineers I talked to were excited about the idea

- Simple Idea: Studio I was recording at (The Brooklyn Outboard, East Nashville) had "knobs only" console

Development

* Started in late Summer 2015

* Used to be, had to pay Apple $100 for Dev. License just to test your app on your own (private) device

* With XCode 7, that restriction was lifted: still have to pay to distribute via App Store, but free for private use

* Swift language was new but growing, similar to many other languages. (Objective C is "ugly", "intimidating", etc)

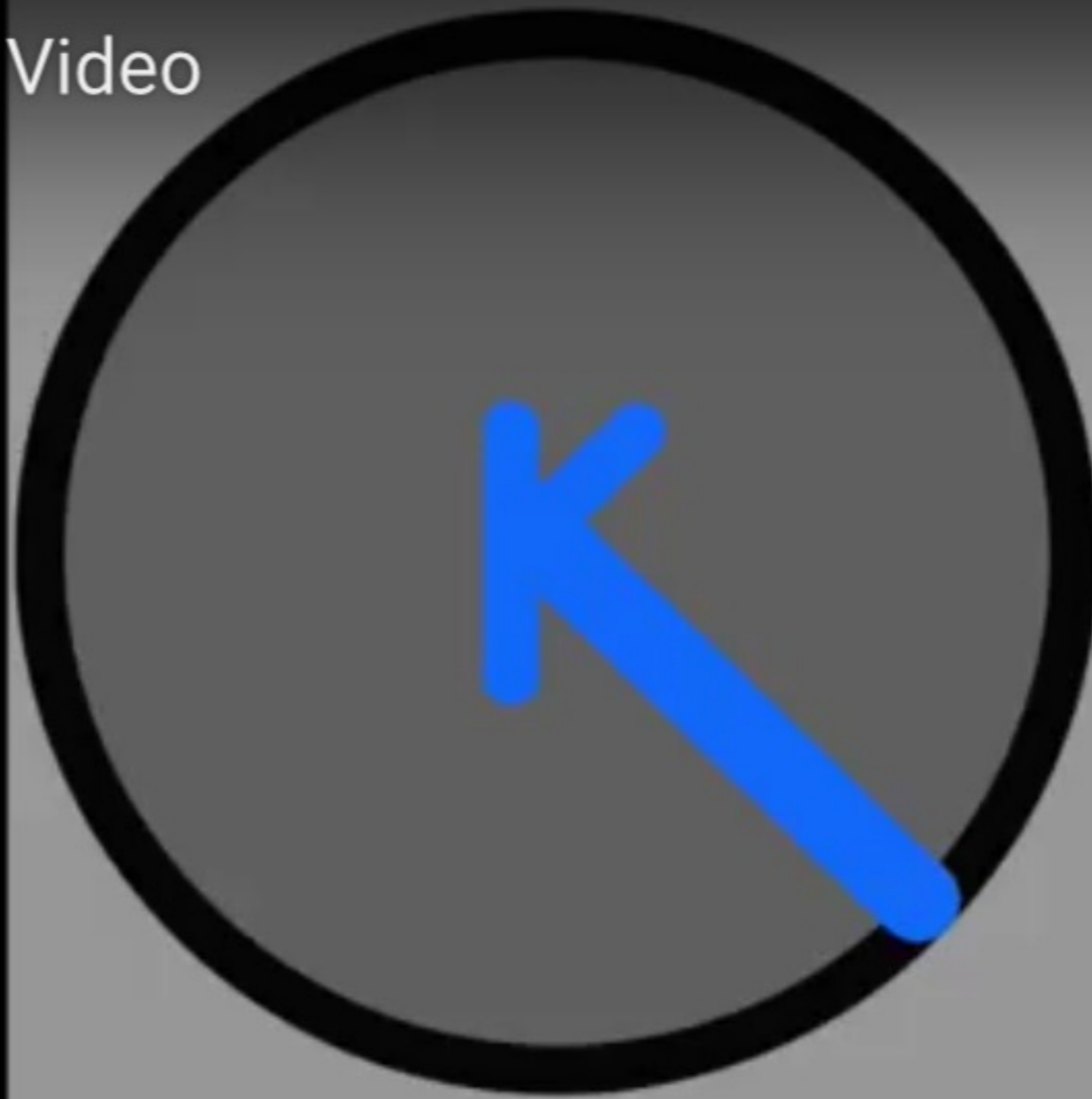* Had working app in a few weeks! *Not developed on "Belmont" time, btw!*

Development, p.2

- Process: Google-searched for tutorials about doing what I wanted to do.

- Started with "Monkey Pinch" demo from Ray Wenderlich's website...

- Proceeded from there, adding features

- "About" screen of Knobility app shows references of websites used

- Read/posted to StackOverflow when I got stuck

App Store Publication

- iTunesConnect is the developer portal to the App Store.

- Can do a limited "Beta" release via TestFlight program

- Made "Launch" Video: Got screen-mirroring software (V), 30-day free trial of Final Cut Pro, added "TouchPose" library

- Need screenshots for EVERY Apple device, plus 30 second (not 3-minute) video!

- Full XCode 7 release coincided with iOS9 release (Sept 9), made things much easier w/ better TestFlight beta-testing integration

- Takes 1-2 weeks for Review process. If you re-submit during that time, your app goes to the "back of the line" and the wait begins anew
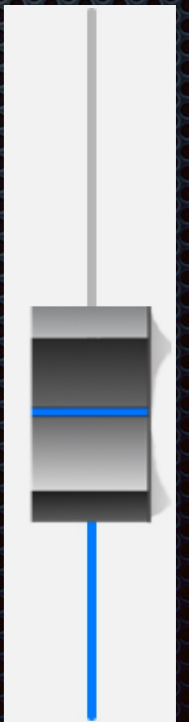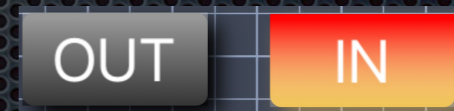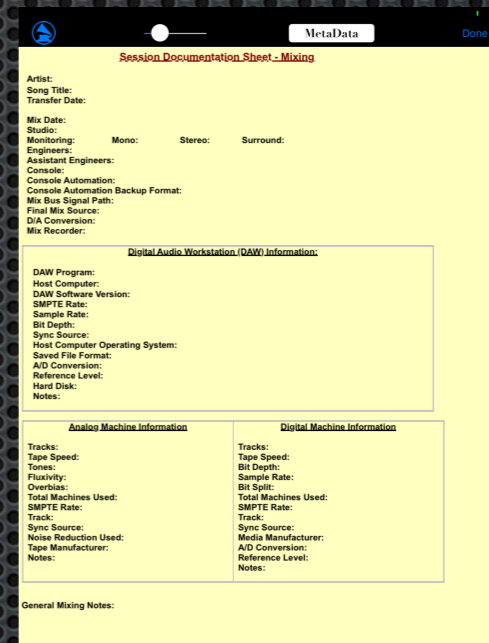
Knobility Launch Video

0:00 -3:17

Lets' show the video...
https://www.youtube.com/watch?v=80RcYVdQx00

New Since Launch Video

- Tutorial video (18 minutes) now out

- All Grammy P&E templates, with proper layouts

- Faders (sliders)

- Pushbuttons } "Upgrade" features

- *Custom knobs*

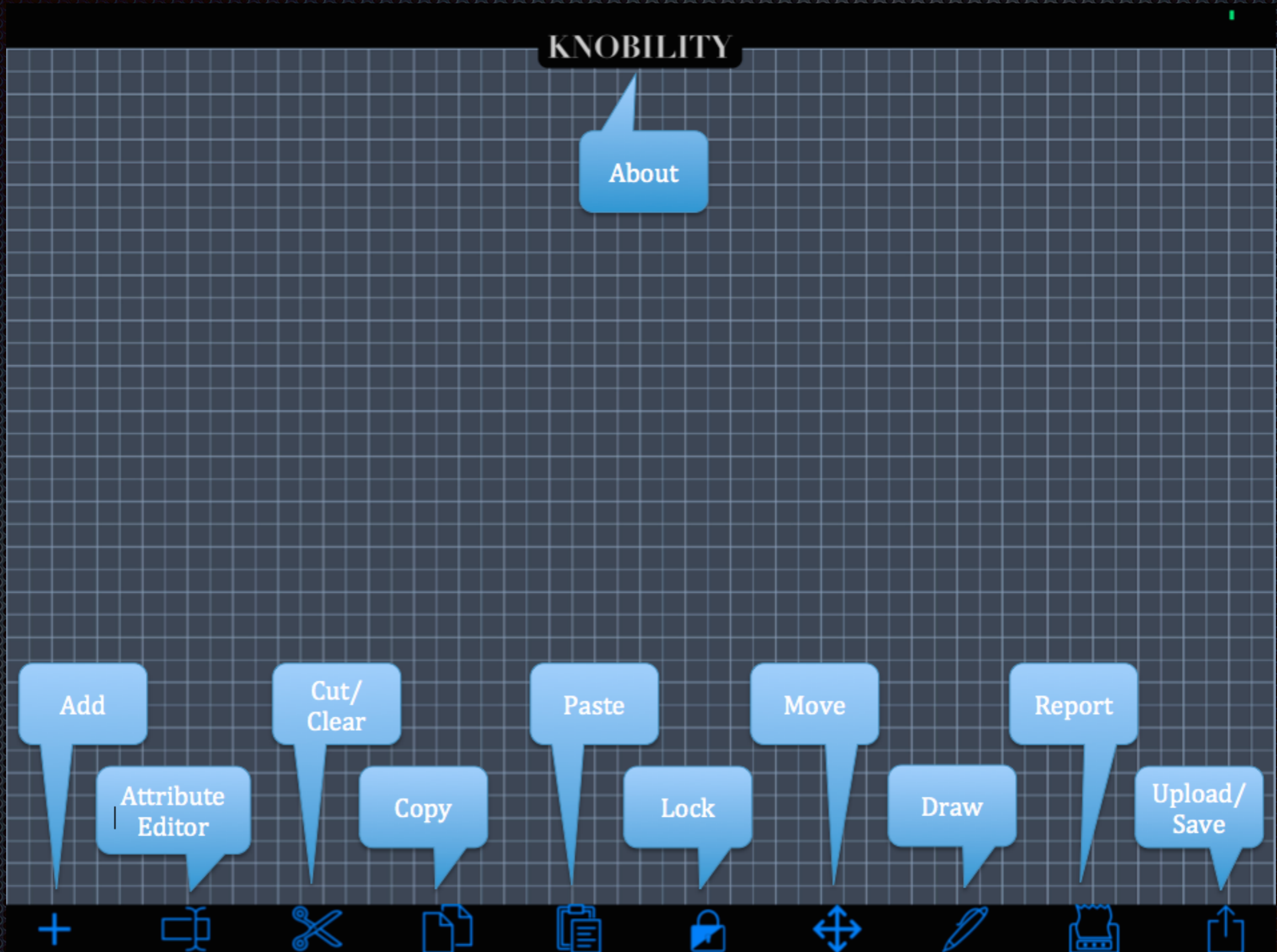- Rescales when orientation changes

- Less buggy / fewer crashes

Things It Doesn't Do - Yet

- Logarithmic-scale knobs

- Custom color/shape knobs

- Discrete-position knobs and/or Switches

- "Social" integration for file-sharing (via Parse?). For now, still use the forums

- In-App purchases for "upgrade" features

- A.I. to infer knob positions directly from photographs

- Generate a "full report" according Belmont's Audio II specs

Interface Overview

How to Use Knobility

- Easier on iPad -- iPhone will work but seems cramped

- Get gear photo(s) or Front Panel Recall Sheet(s) via internet, camera, etc.

- Use "Add" ("+") menu to add Knobs, etc.

- Calibrate/Edit settings via Attribute Editor

- Draw signal flow, make notes by hand

- Add Notes for MetaData

- Stack gear-on-gear for larger builds (e.g. channel strips for console)

- Upload/Save to Dropbox (in Dropbox/Apps/Knobility/)

- Read settings via Excel & .CSV file

- Paste screenshot(s), settings & MetaData into Word doc for Audio II! ;-)

Final Remarks

- Not fully "Open Source" but file I/O routines are.

- NEED HELP moderating forums! Volunteers?

- Next: Workshop: Let's build some virtual gear, play around with it, and upload to the forums!

- Questions...?