



Fugue Machine Rubato

Time-bending MIDI Sequencer for iPad, iPhone, and Mac

Quick Facts

Developer	Alexandernaut
Development Time	Fugue Machine Rubato took 8 years to build
Development Location	Hyde Street Studios, San Francisco, CA
Launch Date	May 20, 2025
Main Features	Nonlinear time engine (playheads can strum, swing, bounce, and more), note automation (step, pitch, velocity, and more), parameter automation, position playheads anywhere on the grid. See more below.
Launch Price / MSRP	Launch price: \$59.99 USD (25% off) until July 1 — Regular price: \$79.99 — Also releasing a Fugue Machine Upgrade App Bundle for an additional \$10 off for existing Fugue Machine Classic users.
Platforms	iPadOS 15+, iOS 15+, macOS 15+ (Intel & Apple Silicon)
Universal Purchase?	Yes. Buy once, use on iPad, iPhone, and Mac.
In-App Purchases?	No
Free Demo for Users	A free time-limited demo will be available from the app's website for users to try before purchasing. More info below.
Compatibility	iPad, iPhone, Mac (Intel & Apple Silicon), Ableton Link, MIDI, AUv3 MIDI — AUv3 MIDI plugin supports iPadOS and iOS currently, macOS plugin support coming soon.
App Store Link	https://itunes.apple.com/app/id6670253122 (live on launch day)
App Website	www.fuguemachinerubato.com (live on launch day)
Fugue Machine Classic	The original Fugue Machine app is renamed "Fugue Machine Classic".

Description

Bend time. Automate notes. A single grid as a multi-dimensional musical canvas — for iPad, iPhone, and Mac.

Fugue Machine Rubato dives deeper into the **multi-playhead piano roll** concept of Fugue Machine Classic by adding time-bending playheads, parameter automation, and much more.

At the heart of the sequencer is a **nonlinear time engine** that lets playheads move with a natural — or surreal — feel. Unlike conventional sequencers, where time advances at a constant rate, time in this engine can expressively accelerate, decelerate, freeze, and change direction. Playheads are now free to swing, strum, bounce, move elastically, and more.

Built upon the time engine is a robust **parameter automation** system with time-bending automation playheads and envelopes sculpted with points, curves, and shapes. Nearly everything can be automated — even the notes.

Eight years in the making, Fugue Machine Rubato is rock-solid and absolutely packed with features.

Highlights

- Bend time with curves, rates, and offsets
- Automate notes and nearly everything else
- Sculpt envelopes with curves and shapes
- Position playheads anywhere on the grid
- Play up to eight playheads at once
- Apply note echoes per-playhead
- Arpeggiate notes from multiple playheads
- Blend notes from multiple playheads
- Offset, stack, spread, and invert pitches
- Clamp, compress, and expand velocities
- Program drums via per-note Drum Trigs
- Route notes to up to eight MIDI outputs
- Organize patterns in nestable folders
- Launch patterns quantized to the beat
- Revert state via auto-saved Snapshots
- Learn contextually via popovers
- Explore ~150 built-in patterns
- Control via touch, keyboard, and cursor
- Resize Mac window at native resolution

Compatibility

Fugue Machine Rubato supports **iPad**, **iPhone**, **Mac** (Intel & Apple Silicon), **Ableton Link**, **MIDI**, and **AUv3* MIDI**.

With the included AUv3 MIDI plugin, you can run multiple instances of Fugue Machine Rubato within AUv3 host apps — like AUM, Logic Pro for iPad, Loopy Pro, and Cubasis.

* The AUv3 MIDI plugin currently supports iPad and iPhone, with Mac support coming soon.

Universal App — One-Time Purchase

Pay once and use on iPad, iPhone, and Mac. No in-app purchases.

Free Demo for Users

A free 15-minute time-limited demo is available via TestFlight. It will be available on the app's website for users starting on launch day.

All features work, but playback turns off after 15 minutes, requiring app restart. No data is lost between sessions. Also, if a user purchases the app after using the demo, patterns and settings will be preserved as long as Fugue Machine Rubato remains installed on their device.

If you'd like to try it out, please visit <https://testflight.apple.com/join/n1nedavK>.

If you'd like to test the full build without the time limit, please reach out to alexander@alexandernaut.com.

Roadmap

- Loading Fugue Machine Classic patterns
- Plugin support for Mac
- Send and automate MIDI CCs
- Control parameters with MIDI input
- File system enhancements
- And more...

Contact

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