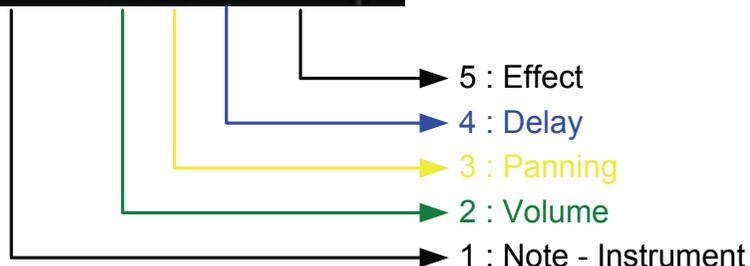
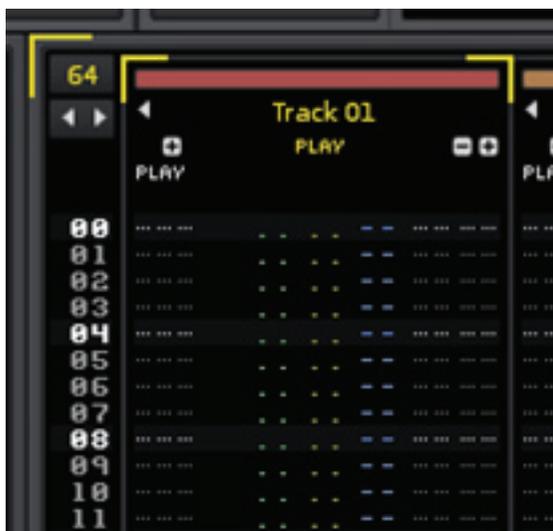


Pattern Effect Commands



Volume Column

- **00 - 7F** - Set note volume value on current playing note.
- **Ix** - Volume fade in in the current note column, with step $x * 10$ (91 = 0I10 in effect column).
- **Ox** - Volume fade out in the current note column, with step $x * 10$ (A1 = 0O10, A2 = 0O20 etc.).
- **Bx** - Play sample in the current note column backwards (0 is backwards, 1 is forwards again).
- **Qx** - Delay a note by x ticks (0 - F).
- **Rx** - Retrigger a note every x ticks (0 - F).
- **Cx** - Cut the note after x ticks (0 - F).

Panning Column

- **00 - 80** - Set panning of current note column (00 = full left, 40 = center, 80 = full right).
- **Jx** - Panning slide left with step x (0 - F).
- **Kx** - Panning slide right with step x (0 - F).
- **Bx** - Play sample in the current note column backwards (0 is backwards, 1 is forwards again).
- **Qx** - Delay a note by x ticks (0 - F).
- **Rx** - Retrigger a note every x ticks (0 - F).
- **Cx** - Cut the note after x ticks (0 - F).

Note : The panning/volume Rx version of retrigger does not restart the sample from the beginning, while the 0Rxy effect command does. This behaviour is intended to give you a choice of two different retrigger modes.

Delay Column

- **40** - 25 % delay
- **80** - 50 % delay
- **C0** - 75 % delay

Effect Column

- Global Commands

- * **ZTxx** - Set tempo (BPM) (20 - FF, 00 = stop song)
- * **ZLxx** - Set Lines Per Beat (LPB) (01 - FF, 00 = stop song).
- * **ZKxx** - Set Ticks Per Line (TPL) (01 - 10).
- * **ZGxx** - Toggle song Groove on/off (00 = turn off, 01 or higher = turn on).
- * **ZBxx** - Break pattern. The current pattern finishes immediately and jumps to next pattern at line xx (hex).
- * **ZDxx** - Delay (pause) pattern playback by xx lines.

– Sample Commands

* **0Axy** - Set arpeggio, x/y = first/second note offset in semitones. Using 0 for x or y will use the basenote.

* **0Uxx** - Slide pitch up by xx 1/16ths of a semitone (01 is 1/16th of a semitone, 08 is half a semitone, 10 is a whole semitone)

* **0Dxx** - Slide pitch down by xx 1/16ths of a semitone (01 is 1/16th of a semitone, 08 is half a semitone, 10 is a whole semitone).

* **0Mxx** - Set channel volume level, 00 = -60db, FF = +3db.

* **0Cxy** - Cut volume to x after y ticks (x = volume factor, 0 = 0)

* **0Gxx** - Glide towards given note by xx 1/16ths of a semitone (01 is 1/16th of a semitone, 08 is half a semitone, 10 is a whole semitone).

* **0Lxx** - Fade volume in by xx volume units (0101 inserted 256 times will slide from 0 to full volume, 017F inserted twice will do the same much faster).

* **0Oxx** - Fade volume out by xx volume units.

* **0Nxy** - Set auto pan (regular pan variation), x = speed, y = depth.

* **0Pxx** - Set track pre-mixer's pan, 00 = full left, 80 = center, FF = full right.

* **0Sxx** - Trigger sample slice number xx or offset xx.

* **0Wxx** - Set surround width, 00 = min, FF = max.

* **0Bxx** - Play sample backwards (xx = 00) or forwards (xx = 01).

* **0Lxx** - Set track pre-mixer's volume level, 00 = -INF, FF = +3db.

* **0Qxx** - Delay note by xx ticks (00 - TPL). Also QX in Volume and Panning columns.

* **0Rxy** - Retrieger note every y ticks with volume x, where x

– Track DSP Commands

* **0Vxy** - Set vibrato (regular pitch variation)

* **0Txy** - Set tremolo (regular volume variation)

* **0Exx** - Set active sample envelopes' position to offset xx.

* **0Jxx** - Set track's output routing to channel xx, 01 upwards = hardware channels, FF downwards = parent groups (00 is the master track, 01 is the first soundcard output channel and FF is the closest parent group track).

* **0Xxx** - Stop all notes and FX (xx = 00), or only effect xx (xx < 00).

You can also change any Track DSP effect parameters with pattern effect commands. The sample commands all start with 0 (e.g. 0G for glide), but Track DSPs also make use the first number to specify which effect in the chain is being altered : **XYZZ**

* **X** is the xth effect in the chain.

* **Y** is the yth parameter in the device. For example : let's say you have a Filter as the first effect in the DSP effect chain, then 13FF will set the Filter's Resonance to the maximum value (1 = Filter device (the first effect), 3 = Resonance (the third parameter), FF = maximum value).

* **ZZ** is the value.

You can also enable and disable effects with track DSP commands :

* **x000** - Turn effect x off.

* **x001** - Turn effect x on.

0	No volume change
1	-1
2	-2
3	-4
4	-8
5	-16
6	*2/3
7	*1/2
8	No change
9	+1
A	+2
B	+4
C	+8
D	+16
E	*3/2
F	*2

represents :