Pattern Effects Quick Reference

Pitch Commands

Axy	**A**rpeggio	x/y = 1st/2nd note offset in semitones
Uxx	Slide **U**p	xx = amount in 1/16th semitones
Dxx	Slide **D**own	xx = amount in 1/16th semitones
Gxx	**G**lide towards note	xx = 1/16th of a semitone
Vxy	**V**ibrato	x = speed, y = depth

Volume Commands

Lxx	Track **L**evel	xx = level between -INF and +3dB
Ixx	Fade **I**n	xx = amount in steps of 1/256
Oxx	Fade **O**ut	xx = amount in steps of 1/256
Cxy	**C**ut Volume	x = new volume, y = tick to cut at
Txy	**T**remolo	x = speed, y = depth

Offset & Trigger Commands

Sxx	Trigger **S**lice	xx = sample offset or slice number
Rxy	**R**etrigger note	x = volume change mode, y = tick interval
Bxx	Play **B**ackwards	xx = 00: backwards, 01: forwards
Exx	**E**nvelope offset	xx = position in sample envelope

Panning Commands

Pxx	Track **P**an	xx = 00: left, 80: center, FF: right
Nxy	Auto **P**an	x = speed, y= depth

Other Commands

Wxx	Surround **W**idth	xx = amount in steps of 1/256
Jxx	Track Routing	xx = 01+: hw channels, FF-: groups
Xxx	Stop Notes & F**X**	xx = 00: all, >00: only effect xx

Global Commands

ZTxx	**T**empo	xx = tempo in BPM, 00: stop
ZLxx	**L**ines per Beat	xx = LPB in lines
ZKxx	Tic**k**s per Line	xx = TPL in ticks
ZGxx	Toggle **G**roove	xx = 00: off, 01: on
ZBxx	**B**reak Pattern	xx = line in next pattern to start from
ZDxx	**D**elay Pattern	xx = lines to pause for

Track DSP Commands

xyzz	DSP Param Change	x = effect number, y = param number, zz = parameter value (y = 0: enable/disable effect)