

## Basics

**b = Bacalao();**  
**b.boot** - boot Server  
**b.tempo** - get/set tempo  
**b.varSet, varLookup, varPrint, vars, push/pop**  
**b.trks** - list of active track names  
**b.gui**  
**b.defAdd, defSet, defGet** - track Event defaults  
**b.once** - play a track (slot) pattern  
**b.p** - play a repeating track (slot) pattern  
**b.clear, free** - remove a track (clear leaves a VST instrument ready, free removes everything)  
**b.removeSlots** - remove one or several track slots  
**b.get/set** - track Synth/fx control values  
**b.pset, xset** - pattern track (slot) controls  
**b.db** - set volume (dB) for a track  
**b.sched** - schedule a function on clock w/quant  
**b.fx** - define effects for a track (slot)  
**b.fxClear** - clear all effect slots for a track  
**b.chop** - get Pbind for a chopped Buffer pattern  
**b.proxy** - get the NodeProxy for a track

## Effects (fx)

**b.fxPrintControls** - show all track/slot controls and values  
**b.fxLpf, fxBpf, fxHpf, fxVerb, fxVerbLite, fxCompress, fxLimit, fxDelay, fxDelayDub, fxDelayPingPong, fxDistort, fxCrush, fxCrushHard, fxDownsample, fxDecimate, fxPitchShift, fxTremolo, fxVibrato, fxFlange, fxGate** - effects to be passed to **b.fx**

## VST Plugins

**b.vstPrintInstruments** - show all available VST instruments (with/without presets)  
**b.vstPrintEffects** - show all available VST effects (with/without presets)  
**b.vstInit** - initialize a track with a specific VST instrument (and optional preset or MIDI bank/program)  
**b.vstClearAll, vstFreeAll** - clear all VST instruments (clear leaves them ready for re-use, free removes everything)  
**b.vstRead** - load a VST preset for a track  
**b.vstPresetDir** - show the user preset directory for a track's VST instrument  
**b.vst** - get the VSTPluginController for a track  
**b.vstBankProgram** - set the MIDI bank and program numbers for a track with VST instrument

## Pattern parsing (define patterns with duration)

**deg"0 2 4 6"** -> set \degree to 0,2,4,6 over one bar  
**deg"[0 1] 2\*3 7!2"** -> set \degree to 0,1,2,2,2,7,7, with durations (1/8,1/8,1/12,1/12,1/12,1/4,1/4)  
**deg"<0 1> 7"** -> alternate: 0 first time, 1 second time  
**deg"<0,2,4> <1,3>"** -> chord: [0,2,4], then [1,3]

Character pattern parsing (use single quotes):

**deg'abc/d e '**, or fix duration: **deg'4@abc/d e/01234'**

Variable lookup:

**deg~drum"bd sd hh\*(3,8)"** or **deg~drum'o x h h h '**

Time chaining:

**deg"0 2 4 6" << amp"0.7 0.3!3" << pan"-1 1"**