## **Milkytracker Effects Commands**

Source <u>battleofthebits.org</u>

0xy Arpeggio $x,y = semitone offset$	1xx Portamento up xx = speed	2xx  Portamento down $xx = speed$	3xx Portamento to note $xx = speed$	4xy Vibrato $x = speed$ $y = depth$
<b>5xy</b> Portamento to note with volume slide $x = up$ speed $y = down$ speed	<b>6xy</b> Vibrato with volume slide $x = up$ speed $y = down$ speed	7xy Tremolo $x = speed$ $y = depth$	<b>8xx</b> Set note panning position $xx = panning position$	<b>9xx</b> Sample offset xx = sample offset
Axy Volume slide x = up speed y = down speed	$\mathbf{B}\mathbf{x}\mathbf{x}$ Jump to order $\mathbf{x}\mathbf{x} = \mathbf{song} \ \mathbf{position}$	Cxx Set note volume xx = volume	<b>Dxx</b> Pattern break xx = row nr on next pattern	<b>E1x</b> Fine portamento up x = portamento speed
<b>E2x</b> Fine portamento down $x = \text{portamento speed}$	E3x Glissando control x = toggle on/off	<b>E4x</b> Vibrato control x = vibrato waveform selection	E5x Set note fine-tune x = fine-tune	<b>E6x</b> Pattern loop x = set loop point / number of iterations
E7x Tremolo control x = tremolo waveform selection	E8x Set note panning position x = position	<b>E9x</b> Re-trigger note x = interval	<b>EAx</b> Fine volume slide up x = speed	<b>EBx</b> Fine volume slide down x = speed

**EC**x **ED**x **EEx** Fxx Gxx Set song speed/BPM Note delay Pattern delay Set global volume Note cut xx = speed/BPM valuex = tick numberx = tick numberx = amount of rowsxx = volumeLxx Hxy Kxx Pxy Rxy Set volume envelope position Re-trigger note with volume slide Global volume slide Panning slide Kev-off xx = tick numberxx = positionx = right speedx = slide speedx = up speedy = down speedy = left speedy = triggering interval XX+XX1xX2xTxy Tremor Extra fine portamento up Extra fine portamento down Set note volume Volume slide up/down x + 1 = ticks on

x = speedx = speed (+2/-4)x = speedxx = volume (20)y + 1 = ticks offMx Px  $\mathbf{S}\mathbf{x}$  $\mathbf{V}\mathbf{x}$ Set vibrato speed Portamento to note Set note panning position Vibrato x = speed (S4)x = depth (V6)x = speed(M4)x = speed(PC)