

GARDEN

COMMANDS

Drumkit		
Kick	vol bin (136 136) dist mod sample (filepath)	Volume (0-1) Binary Sequence (2x 8bit) Distortion (0-1) Length of sequence (1-16) Load sample (omit .wav extension)
Snare	vol bin (8 8) lp mod sample (filepath)	Volume Binary Sequence (2x 8bit) Lowpass Filter (0-20000) Length of sequence (1-16) Load sample
HHC (closed hat)	vol (0-1) bin (36 36) mod sample (filepath) offset (0-16)	Volume (0-1) Binary Sequence (2x 8bit) Length of sequence (1-16) Load sample (omit .wav extension) Change starting step
Cym (cymbal)	vol (0-1) bin (136 136) mod (1-16) sample (filepath) offset (0-16)	Volume Binary Sequence (2x 8bit) Length of sequence Load sample Change starting step
Clap (Euclidean)	vol (0-1) euc mod (1-16) sample (filepath) offset (0-16)	Volume Claps per sequence Length of sequence Load sample Change starting step
Examples		
Kick vol 1 Snare bin 8 18 Clap euc 5 Hhc offset 1 Kick sample user/909/kick1		

Bass Synthesiser

vol	Volume
bin	Binary Gate Sequence (2x 8bit)
riff	Notes (8 notes. 0 is C)
type	Bass sound (sqr, phz,wutbl = square, phasor, wavetable)
pitch	Pitch (0 as index, 12 an octave up)
patternmod	Length of gate sequence (0-16)
riffmod	Length of riff (0-8)
attack	Amplitude envelope attack
decay	Amplitude envelope decay
pow	Logarithmic decay tail
Examples	
Bass riff 0 0 7 12 10 0 7 12 Bass bin 88 123 Bass vol 0.8 Bass type wutbl Bass patternmod 12 Bass riffmod 6	

Melody Synthesiser

vol	Volume
bin	Binary Gate Sequence (2x 8bit)
riff	Notes (8 notes. 0 is C)
type	Synth sound (fm, dualosc, loop = fm synth, dual sawtooth, sampler)
pitch	Pitch (0 as index, 12 an octave up)
patternmod	Length of gate sequence (0-16)
riffmod	Length of riff (0-8)
attack	Amplitude envelope attack
decay	Amplitude envelope decay
pow	Logarithmic decay tail
sample (filepath)	Load sample for sampler (samples can be a C note for tuning with bass)
detune	Detune dualosc
findex	Fm synth index
fmratio	FM synth ratio
lp	Low pass filter (0-20000)
Examples	
synth sample user/synths/junoc synth type dualosc synth findex 50 synth fmratio 0.125 synth detune 0.98 synth pow 3	

Sampler		
	vol	Volume
	start	Starting point in sample for playback (0-100. 50 is ½ way through the sample).
	mod	Length of loop sequence
	sample	Load sample (omit .wav extension)
	verb	Reverb (0-100)
	rev	Reverse sample
	play	Step in sequence to trigger sample playing
Examples		
sampler sample user/samples/recording1 sampler play 4 sampler start 25 sampler rev		

Mix		
	glitch vol	Volume of glitch effect (0-1)
	glitch trig	How often glitch is triggered
	glitch rec	How often a new glitch sample is recorded
	lp	Lowpass filter (0-20000)
	hp	Highpass filter (0-20000)
	comb vol	Comb filter volume
	comb tex	Comb filter texture (0-20)
Examples		
mix glitch vol 1 mix glitch trig 5 mix rec trig 12 mix lp 250 mix comb vol 0.7 mix comb tex 5		

<https://nickysystem.github.io/>