```
      help              h
      mon

      m
  5   r
      rec
      off                       z mute

      vol                       v
 10   cut
      unity             tuc
      pan                       p
      version           n
      loop
 15   save_project    keep k
      new_project           create
      load_project    load
      add_track             new
      generate_setup  setup
 20   list_marks        l
      show_setup            show
      show_effects    sfx
      ecasound_start  T
      ecasound_stop   S
 25   add_effect            add fx
      remove_effect   rem rfx
      renew_engine    renew
      mark              k
      start             t
 30   stop              st
      show_marks        sm
      rename_mark       rn
```