

COMMON INSTRUMENT EFX		
VOL	Volume <i>00 (Silent) - FF (Max)</i>	VOL 40
PIT	Pitch (Coarse) <i>Hex Semitones</i>	PIT 0C
FIN	Fine Tune <i>Cents deviation</i>	FIN 05
ERR	Error <i>Stereo Detune / Noise</i>	ERR 10
DRY	Dry Volume <i>Signal Level</i>	DRY 80
SMX	Mod Send <i>ModFX amount</i>	SMX 40
SDL	Delay Send <i>Delay amount</i>	SDL 40
SRV	Reverb Send <i>Reverb amount</i>	SRV 40
FIL	Filter Type <i>Select Model</i>	FIL 01
CUT	Cutoff <i>Filter Frequency</i>	CUT 80
RES	Resonance <i>Filter Peak</i>	RES 40
AMP	Amp Level <i>Drive/Volume</i>	AMP 80
LIM	Limiter <i>Clip/Limit Mode</i>	LIM 02
PAN	Panning <i>00 (L) - 80 (C) - FF (R)</i>	PAN 20
→ SEQUENCE FLOW		
HOP	GOTO Row <i>XX: Row (00-0F Phrase, 00-FF Table)</i>	HOP 00
KIL	Kill Note <i>XX: Ticks (00-FF) until hard cut</i>	KIL 04
OFF	Note Off <i>XX: Ticks (00-FF) until release begins</i>	OFF 04
NXT	Next Track <i>XX: Inst (00-7F) to trig on track to right</i>	NXT 01
RET	Retrigger <i>X: Vol Multi (0-7 Out, 8-F In), Y: Ticks</i>	RET 82
REP	Repeat / Ramp <i>X: Ticks, Y: Step Amt (8-F is neg)</i>	REP 41
RTO	Repeat To <i>XX: Target value (Stops the REP cmd)</i>	RTO 80
CHA	Chance <i>Trigger probability (X:L, Y:R)</i>	CHA 1F
NTH	Nth Trigger <i>X: Mode (0:Every, 1:Not, 2:Once, 3:After), Y: Count</i>	NTH 02
RMX	Remix <i>X: Prob (0-F), Y: Random Range</i>	RMX 04
INS	Instrument <i>Change Inst (00-7F)</i>	INS 02
RND	Random <i>XX: Max val for FX column to the left</i>	RND 0F
RNL	Random Left <i>XX: Max val for FX column 2 slots left</i>	RNL 44
MTT	Micro Timing <small>NEW</small> <i>Sub-tick note shift</i>	MTT 10

MACROSYNTH		
OSC	Shape <i>Synth model selection</i>	OSC 02
TBR	Timbre <i>Macro Param 1</i>	TBR 80
COL	Color <i>Macro Param 2</i>	COL 40
DEG	Degrade <i>Sample Rate Redux</i>	DEG 20
RED	Redux <i>Bit Depth Redux</i>	RED 10
TRG	Trigger <i>Pluck/Strike Exciter</i>	TRG 80
FM SYNTH		
ALG	Algorithm <i>Op routing structure</i>	ALG 04
FM*	Mod 1-4 <i>Op A-D Modulation</i>	FM1 80
SNC	Sync <i>Oscillator Sync</i>	SNC 01
WAVSYNTH		
OSC	Shape <i>Wave Shape Select</i>	OSC 02
SIZ	Size <i>Pulse Width / Size</i>	SIZ 80
MUL	Mult <i>Wave Multiplier</i>	MUL 02
WRP	Warp <i>Wave Skew / Bias</i>	WRP 20
SNC	Sync <i>Phase Reset</i>	SNC 01
HYPERSYNTH		
CRD	Chord <i>Chord Bank</i>	CRD 01
CVO	Voicing <i>Chord Variation</i>	CVO 20
SWN	Swarm <i>Oscillator Detune</i>	SWN 40
WID	Width <i>Stereo Width</i>	WID FF
SUB	Sub Osc <i>Sub Mix Level</i>	SUB 80
SNC	Sync <i>Phase Reset</i>	SNC 01
SAMPLER		
PLY	Play Mode <i>Fwd, Rev, Loop</i>	PLY 01
STA	Start Pos <i>Sample Start</i>	STA 40
LOP	Loop Start <i>Loop Point</i>	LOP 10
LEN	Length <i>Play Length</i>	LEN 80
DEG	Degrade <i>Bit-crush / Redux</i>	DEG 80

🎵 NOTES & SCALES		
ARP	Arpeggio 3-note Arp XY = Intervals	ARP 37
ARC	Arp Config X=Mode, Y=Speed (Ticks)	ARC 04
SCA	Track Scale X=Key, Y=Scale Number	SCA 02
SCG	Global Scale X=Key, Y=Scale Number	SCG 01
DEL	Row Delay Delay row by XX ticks	DEL 03
PSL	Pitch Slide Time to slide	PSL 10
PBN	Pitch Bend Bend range (Hz)	PBN 80
PVB/ X	Vibrato Standard / Extreme	PVB 10
⚙️ GLOBAL		
TPO	Tempo Change BPM (Hex)	TPO 80
TSP	Global Transp Entire song offset	TSP 0C
GRV	Groove Track Groove Select	GRV 01
GGR	Global Groove Groove for all tracks	GGR 01
SED	Seed Lock generative randomness	SED 01
DJ*	DJ Filter Cut(C)/Res(R)/Typ(T)	DJC 80
☰ TABLE COMMANDS		
TIC	Table Tick Set table tick rate (XX)	TIC 02
TBL	Table Select Set Table number (XX)	TBL 01
THO	Table Hop Loop logic inside Table	THO 00
TBX	Aux Table Assign parallel Table	TBX 02
🕒 TIC MODES (TABLE TICK)		
00	Inc. row on instrument trigger	
01-FB	Number of ticks per row (XX)	
FC	Octave Map Octave to row	
FD	Velocity Map Vel to row	
FE	Note Map Note to row (HOP 0C)	
FF	Inc. row at 200 Hz	
New Note + Inst No: Table resets to step 0 and starts playing.		
New Note + No Inst No: Note pitch changes; Table continues playing.		
TIC 00 + New Note: Table advances exactly one row.		
OFF / KIL command: Table stops running for that voice.		