

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
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>Phrase: XX=Row (0-F). Table: X=Count (0=∞), Y=Row</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 (00: Stop), 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>Phrase: X=L, Y=R (0-F). Table: XX (00-FF)</i>	CHA 1F
NTH	Nth Trigger <i>Phrase: X=L, Y=R. Table: XX=L. (0:Ev, 1: 2:On 3:Af)</i>	NTH 02
RMX	Remix Tracks <i>X: Track Mask, Y: Playhead Row</i>	RMX 04
INS	Instrument <i>Change Inst (00-7F)</i>	INS 02
RND	Rand Prev FX <i>X/Y: L/R Digit Range (0-F)</i>	RND 1F
RNL	Rand Left Cmd <i>X/Y: L/R Digit Range (0-F)</i>	RNL 44
MTT	Micro Timing <span>NEW</span> <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 <i>3-note Arp XY = Intervals</i>	ARP 37
ARC	Arp Config <i>X=Mode, Y=Speed (Ticks)</i>	ARC 04
SCA	Track Scale <i>X=Key, Y=Scale Number</i>	SCA 02
SCG	Global Scale <i>X=Key, Y=Scale Number</i>	SCG 01
DEL	Row Delay <i>Delay row by XX ticks</i>	DEL 03
PSL	Pitch Slide <i>Time to slide</i>	PSL 10
PBN	Pitch Bend <i>Bend range (Hz)</i>	PBN 80
PVB/ X	Vibrato <i>Standard / Extreme</i>	PVB 10

GLOBAL		
TPO	Tempo <i>Change BPM (Hex)</i>	TPO 80
TSP	Global Transp <i>Entire song offset</i>	TSP 0C
GRV	Groove <i>Track Groove Select</i>	GRV 01
GGR	Global Groove <i>Groove for all tracks</i>	GGR 01
SED	Seed <i>Lock generative randomness</i>	SED 01
DJ*	DJ Filter <i>Cut(C)/Res(R)/Typ(T)</i>	DJC 80

TABLE COMMANDS		
TIC	Table Tick <i>Set table tick rate (XX)</i>	TIC 02
TBL	Table Select <i>Set Table number (XX)</i>	TBL 01
THO	Table Hop <i>Loop logic inside Table</i>	THO 00
TBX	Aux Table <i>Assign parallel Table</i>	TBX 02

TIC MODES (TABLE TICK)	
00	Inc. row on instrument trigger
01-FB	Number of ticks per row (XX)
FC	Octave Map <i>Octave to row</i>
FD	Velocity Map <i>Vel to row</i>
FE	Note Map <i>Note to row (HOP 0C)</i>
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.	