COMMON INSTRUMENT EFX

VOL	Volume *00 (Silent) - FF (Max)*	VOL 40
PIT	Pitch (Coarse) *Hex Semitones*	PIT 0C
FIN	Fine Tune *Cents deviation*	FIN 05
ERR	Error *Stereo Detune / Noise*	ERR 10
SMX	Mod Send *ModFX amount*	SMX 40
SDL	Delay Send *Delay amount*	SDL 40
SRV	Reverb Send *Reverb amount*	SRV 40
FIL	Filter Type *Select Model*	FIL 01
CUT	Cutoff *Filter Frequency*	CUT 80
RES	Resonance *Filter Peak*	RES 40
AMP	Amp Level *Drive/Volume*	AMP 80
LIM	Limiter *Clip/Limit Mode*	LIM 02
PAN	Panning *00 (L) - 80 (C) - FF (R)*	PAN 20

SEQUENCE FLOW

HOP	GOTO Row *XX: Row (00-0F Phrase, 00-FF Table)*	HOP 00
KIL	Kill Note *XX: Ticks (00-FF) until hard cut*	KIL 04
OFF	Note Off *XX: Ticks (00-FF) until release begins*	OFF 04
NXT	Next Track *XX: Inst (00-7F) to trig on track to right*	NXT 01
RET	Retrigger *X: Vol Multi (0-7 Out, 8-F In), Y: Ticks*	RET 82
REP	Repeat / Ramp *X: Ticks, Y: Step Amt (8-F is neg)*	REP 41
RTO	Repeat To *XX: Target value (Stops the REP cmd)*	RTO 80
CHA	Chance *Trigger probability (X:L, Y:R)*	CHA 1F
NTH	Nth Trigger *X: Mode (0:Every, 1:Not, 2:Once, 3:After), Y: Count*	NTH 02
RMX	Remix *X: Prob (0-F), Y: Random Range*	RMX 04
INS	Instrument *Change Inst (00-7F)*	INS 02
RND	Random *XX: Max val for FX column to the left*	RND 0F
RNL	Random Left *XX: Max val for FX column 2 slots left*	RNL 44
MTT	Micro Timing NEW *Sub-tick note shift*	MTT 10

MACROSYNTH

OSC	Shape *Synth model selection*	OSC 02
TBR	Timbre *Macro Param 1*	TBR 80
COL	Color *Macro Param 2*	COL 40
DEG	Degrade *Sample Rate Redux*	DEG 20
RED	Redux *Bit Depth Redux*	RED 10
TRG	Trigger *Pluck/Strike Exciter*	TRG 80

FM SYNTH

ALG	Algorithm *Op routing structure*	ALG 04
FM*	Mod 1-4 *Op A-D Modulation*	FM1 80
SNC	Sync *Oscillator Sync*	SNC 01

WAVSYNTH

OSC	Shape *Wave Shape Select*	OSC 02
SIZ	Size *Pulse Width / Size*	SIZ 80
MUL	Mult *Wave Multiplier*	MUL 02
WRP	Warp *Wave Skew / Bias*	WRP 20
SNC	Sync *Phase Reset*	SNC 01

HYPERSYNTH

CRD	Chord *Chord Bank*	CRD 01
CVO	Voicing *Chord Variation*	CVO 20
SWN	Swarm *Oscillator Detune*	SWN 40
WID	Width *Stereo Width*	WID FF
SUB	Sub Osc *Sub Mix Level*	SUB 80
SNC	Sync *Phase Reset*	SNC 01

SAMPLER

PLY	Play Mode *Fwd, Rev, Loop*	PLY 01
STA	Start Pos *Sample Start*	STA 40
LOP	Loop Start *Loop Point*	LOP 10
LEN	Length *Play Length*	LEN 80
DEG	Degrade *Bit-crush / Redux*	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.