

# TidalCycles Cheatsheet

808	cr	koy
808bd	crow	kurt
808cy	d	latibro
808hc	db	led
808ht	diphone	less
808lc	diphone2	lighter
808lt	 Dirt-Samples	linnhats
808mc	dist	lt
808mt	dork2	made
808oh	dorkbot	made2
808sd	dr	mash
909	dr_few	mash2
ab	dr2	metal
ade	dr55	miniyeah
ades2	drum	moan
ades3	drumtraks	monsterb
ades4	e	moog
alex	east	mouth
alphabet	electro1	mp3
amencutup	erk	msg
armora	f	mt
arp	feel	mute
arpy	feelfx	newnotes
auto	fest	noise
baa	fire	noise2
baa2	flick	notes
bass	fm	numbers
bass0	foo	oc
bass1	future	odx
bass2	gab	off
bass3	gabba	outdoor
bassdm	gabbaloud	pad
bassfoo	gabbalouder	padlong
battles	glasstap	pebbles
bd	glitch	perc
bend	glitch2	peri
bev	gretsch	pluck
bin	gtr	popkick
birds	h	print
birds3	hand	proc
bleep	hardcore	procshort
blip	hardkick	psr
blue	haw	rave
bottle	hc	rave2
breaks125	hh	ravemono
breaks152	hh27	 README.md
breaks157	hit	realclaps
breaks165	hmm	reverbkick
breath	ho	rm
bubble	hoover	rs
can	house	sax
casio	ht	sd
cb	if	seawolf
cc	ifdrums	sequential
chin	incoming	sf
chink	industrial	sheffield
circus	insect	short
clak	invaders	sid
click	jazz	sine
clubkick	jukebox	sitar
co	jungbass	sn
control	jungle	space
cosmicg	jvbass	speakspell
cp	kicklinn	speech

speechless
speedupdown
stab
stomp
subroc3d
sugar
sundance
tabla
tabla2
tablex
tacscan
tech
techno
tink
tok
toys
trump
ul
ulgab
uxay
v
voodoo
wind
wobble
world
xmas
yeah

- stut
- jux
- brak
- rev
- palindrome
- stretch
- loopFirst
- breakUp
- degrade
- fast
- fast'
- density
- slow
- iter
- iter'
- stack
- fastcat
- slowcat
- cat
- listToPat
- fit
- choose
- randcat
- cycleChoose
- run
- scan
- irand
- toScale'
- toScale
- randStruct

## Params

- coarse
- cut
- n
- up
- speed
- pan
- shape
- gain
- accelerate
- bandf
- bandq
- begin
- crush
- cutoff
- delayfeedback
- delaytime
- delay
- end
- hcutoff
- hresonance
- resonance
- shape
- loop
- s
- sound
- vowel
- unit
- repeatCycles
- spaceOut
- fill
- ply
- shuffle
- scramble
- trunc
- swingBy
- append
- append'
- every
- every'
- whenmod
- overlay
- fastGap
- densityGap
- sparsity
- slow'
- rotL
- rotR
- playFor
- foldEvery
- superimpose
- trunc
- linger
- zoom
- compress
- sliceArc
- within
- within'
- revArc
- e
- e'
- einv
- distrib
- efull
- wedge
- prr
- preplace
- prep
- preplace1
- protate
- prot
- prot1
- discretise
- discretise'
- struct
- substruct
- compressTo
- substruct'
- slowstripe
- fit'
- chunk
- timeLoop
- swing
- degradeBy
- unDegradeBy
- degradeOverBy
- sometimesBy
- sometimes
- often
- rarely
- almostNever
- almostAlways
- never
- always
- someCyclesBy

## Mods

- rand
- sinewave1
- sinewave
- sine1
- sine
- sawwave1
- sawwave
- saw1
- saw
- triwave1
- triwave
- tri1
- tri
- squarewave1
- square1
- square
- squarewave
- cosine