Category	Action	Max msg	Max msg (alias)		
core	Add shred from file with optional args	add <file> [arg1 arg2 ]</file>	+ <file> [args]</file>		
core	Run chuck file as shred (last file remembered)	run <file></file>			
core	Re-run last file	bang			
core	Eval code as shred	eval <code></code>			
core	Remove shred	remove <shred_id></shred_id>	- <shred_id></shred_id>		
core	Remove last shred	remove last			
core	Remove all shreds	remove all			
core	Replace shred	replace <shred_id> <file></file></shred_id>	= <shred_id> <file></file></shred_id>		
core	List running shreds	status	_		
core	Clear vm	clear vm	reset		
core	Clear globals	clear globals			
core	Reset id	reset id			
core	Time	time			
utility	Set active file attribute (does not run)	file <path></path>			
utility	Set full path to editor attribute	editor <path></path>			
utility	Prevent running shreds when dsp is off	safe <0 1>			
utility	Open file in external editor	edit <path></path>			
utility	Probe and list chugins in console	chugins			
utility	Get/set loglevel (0-10)	loglevel & loglevel <n></n>			
utility	Get state of chuck vm	vm			
•	Launch chuck docs in a browser	docs			
utility	Laurich Chuck docs in a browser	uocs			
		1 .	I		
variable	Change param value (untyped)	<name> <value></value></name>			
variable	Dump global variables to console	globals			
event	Trigger named event	sig <name></name>			
event	Trigger named event all shreds	broadcast <name></name>			
variable	Set int variable	set int <name> <value></value></name>			
variable	Set float variable	set float <name> <value></value></name>			
variable	Set string variable	set string <name> <value></value></name>			
variable	Set int array	set int[] <name> v1, v2,</name>			
variable	Set float array	set float[] <name> v1, v2,</name>			
variable	Set int array indexed value	set int[i] <name> <index> <value></value></index></name>			
variable	Set float array indexed value	<pre>set float[i] <name> <index> <value></value></index></name></pre>			
variable	Set int associative array value	set int[k] <name> <key> <value></value></key></name>			
variable	Set float associative array value	set float[k] <name> <key> <value></value></key></name>			
callback event	Listen to event (one shot)	listen <name> or listen <name> 0</name></name>			
callback event	Listen to event (one shot)	listen <name> 1</name>			
callback event	Stop listening to event	unlisten <name></name>			
callback event	Trigger named callback	sig <name></name>			
callback event	Trigger named callback all shreds	broadcast <name></name>			
callback variable	Get int variable	get int <name></name>			
callback variable	Get float variable	get float <name></name>			
callback variable	Get string variable	· ·			
callback variable	Get int array	<pre>get string <name> get int[] <name></name></name></pre>			
callback variable	Get float array	<pre>get int[] <name> get float[] <name></name></name></pre>			
callback variable	Get int array indexed value	<pre>get int[i] <name> <index></index></name></pre>			
	Get float array indexed value	<pre>get float[i] <name> <index></index></name></pre>			
callback variable	Get int associative array value	get int[k] <name> <key></key></name>			
callback variable	Get float associative array value	<pre>get float[k] <name> <key></key></name></pre>			
callback variable	Set int variable	set int <name> <value></value></name>			
callback variable	Set float variable	set float <name> <value></value></name>			
callback variable	Set string variable	set string <name> <value></value></name>			
callback variable	Set int array	set int[] <name> v1, v2,</name>			
callback variable	Set float array	set float[] <name> v1, v2,</name>			
callback variable	Set int array indexed value	set int[i] <name> <index> <value></value></index></name>			
callback variable	Set float array indexed value	set float[i] <name> <index> <value></value></index></name>			
callback variable	Set int associative array value	set int[k] <name> <key> <value></value></key></name>			
callback variable	Set float associative array value	<pre>set float[k] <name> <key> <value></value></key></name></pre>			

platform	variant	subvariant	target	build command	alias
macos	base	native	macos-base-native	make macos-base-native	make
		universal	macos-base-universal	make macos-base-universal	
	adv	brew	macos-adv-brew	make macos-adv-brew	make macos
		full	macos-adv-full	make macos-adv-full	
		nomp3	macos-adv-nomp3	make macos-adv-nomp3	
		light	macos-adv-light	make macos-adv-light	
linux	base	alsa	linux-base-alsa	make linux-base-alsa	make
		pulse	inux-base-pulse	make linux-base-pulse	
		jack	linux-base-jack	make linux-base-jack	
		all	linux-base-all	make linux-base-all	
	adv	alsa	linux-adv-alsa	make linux-adv-alsa	make linux
		pulse	linux-adv-pulse	make linux-adv-pulse	
		jack	linux-adv-jack	make linux-adv-jack	
		all	linux-adv-all	make linux-adv-all	

variant / feature	external	chugins	faust	warpbuf	.wav	.mp3	.others
macos-base-native	Х	х			Х		
macos-base-universal	Х	х			Х		
macos-adv-brew	Х	х	Х	X	Х	Х	Х
macos-adv-full	Х	х	Х	X	Х	Х	Х
macos-adv-nomp3	Х	х	Х	X	Х		Х
macos-adv-light	Х	Х	Х	X	Х		
linux-base-alsa	Х	Х			Х		
inux-base-pulse	Х	Х			Х		
linux-base-jack	X	X			Х		
linux-base-all	Х	X			Х		
linux-adv-alsa	Х	Х	Х	Х	Х	Х	Х
linux-adv-pulse	X	X	Х	Х	Х	Х	Х
linux-adv-jack	Х	х	Х	X	Х	Х	Х
linux-adv-all	X	X	Х	Х	Х	Х	Х

<sup>\* .</sup>others includes support for .flac, .ogg, .opus, and .vorbis