

```

00 00 02 01 00
01 00 02 01 01
02 03 04 05 02
03 -- -- -- --
04 -- -- -- --
05 -- -- -- --
06 -- -- -- --
07 -- -- -- --
08 -- -- -- --
09 -- -- -- --

```

MT2

LP 01 playback indicators
 LP 01 loop point
 SP 10 global song speed
 BS 00 block start
 BE 00 block end
 D 5FCD user drum pointer
 A1P Autolnc/RowPlay indicators
 CA message area
 CONF

alpha mode indicator

channel 1 channel 2 channel 3 drum&fx channel

```

00 00 02 01 00
01 00 02 01 01
02 03 04 05 02
03 -- -- -- --
04 -- -- -- --
05 -- -- -- --
06 -- -- -- --
07 -- -- -- --
08 -- -- -- --
09 -- -- -- --

```

MT2

A 123D
 LP 01
 SP 10
 BS 00
 BE 00
 D 5FCD
 A1P
 CA
 CONF

sequence row no.

PT 02 pattern no.
 OC 0 current octave

```

0 1 2 3 4 5 6 7 8 9
B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1
B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1
B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1
B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1
B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1
B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1
B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1
B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1
B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1
B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1 B-1

```

notes

row numbers

PT 01 pattern no.

```

0 1 2 3 4 5 6 7 8 9
F20 9000 0000 0000 0000 0000 0000 0000 0000 0000
F20 9000 0000 0000 0000 0000 0000 0000 0000 0000
F20 9000 0000 0000 0000 0000 0000 0000 0000 0000
F20 9000 0000 0000 0000 0000 0000 0000 0000 0000
F20 9000 0000 0000 0000 0000 0000 0000 0000 0000
F20 9000 0000 0000 0000 0000 0000 0000 0000 0000
F20 9000 0000 0000 0000 0000 0000 0000 0000 0000
F20 9000 0000 0000 0000 0000 0000 0000 0000 0000
F20 9000 0000 0000 0000 0000 0000 0000 0000 0000
F20 9000 0000 0000 0000 0000 0000 0000 0000 0000

```

drums

effect commands

effect parameters



cmd	effect
1xx	SET PAN
2xx	PITCH SLIDE UP CH3
3xx	PITCH SLIDE DOWN CH3
4xx	DUTY CYCLE / NOISE CH1
5xx	DUTY CYCLE / SWEEP CH2
6xx	DUTY CYCLE CH3
8xx	EXEC NOTE TABLE CH3
9xx	GLITCH CH3
A0x	ADD SFX CH1
B00	BREAK PTN
Cxx	NOTE CUT CH1
Dxx	DRUM MODE
E0x	RESET FX
Fxx	SET SPEED

1xy	SET PAN	<p>bit 0 set: pan channel 1 right (add 0x01 to parameter)</p> <p>bit 1 set: pan channel 1 left (add 0x02 to parameter)</p> <p>bit 0,1 reset: pan channel 1 center (don't add anything to parameter)</p> <p>bit 2 set: pan channel 2 right (add 0x04 to parameter)</p> <p>bit 3 set: pan channel 2 left (add 0x08 to parameter)</p> <p>bit 2,3 reset: pan channel 2 center (don't add anything to parameter)</p> <p>bit 4 set: pan channel 3 right (add 0x10 to parameter)</p> <p>bit 5 set: pan channel 3 left (add 0x20 to parameter)</p> <p>bit 4,5 reset: pan channel 3 center (don't add anything to parameter)</p> <p>bit 6 set: pan drums right (add 0x40 to parameter)</p> <p>bit 7 set: pan drums left (add 0x80 to parameter)</p> <p>bit 6,7 reset: pan drums center (don't add anything to parameter)</p>
2xx	PITCH SLIDE UP CH3	<p>Cause a (rather fast) upward pitch slide on channel 3.</p> <p>xx defines the speed of the slide, lower values mean slower slides. xx can be any value, but beware that the pitch counter will eventually wrap.</p> <p>200 switches off the effect.</p>
3xx	PITCH SLIDE DOWN CH3	<p>Cause a very fast downward pitch slide on channel 3. Using this will disable effect 9xx.</p> <p>xx defines the speed of the slide, higher values mean slower slides. xx can be any value, but beware that the pitch counter will eventually wrap, after which the pitch will start to slide upwards.</p> <p>300 switches off the effect.</p>
4xx	DUTY CYCLE/ NOISE CH1	<p>Set the duty cycle for channel 2, and toggle noise mode.</p> <p>xx <= 0x80 - set duty cycle and disable noise mode (equivalent to additionally setting A00 command)</p> <p>xx > 0x80 - set duty cycle and enable noise mode (equivalent to additionally setting A01 command).</p>
5xx	DUTY CYCLE/ SWEEP CH2	<p>Set the duty cycle for channel 2, or enable duty cycle sweep.</p> <p>xx <= 0x80 - set duty cycle and disable duty cycle sweep. A value of 0x80 produces the default 50:50 wave. Very low/high values will cause glitches.</p> <p>xx > 0x80 - enable SID-style duty cycle sweep.</p>
6xx	DUTY CYCLE CH3	<p>Set the duty cycle for channel 3.</p> <p>xx can be any value, but very low/high values will cause glitches. A value of 0x80 produces the default 50:50 wave.</p>
8xx	EXEC NOTE TABLE CH3	<p>Execute a given pattern as a note table for channel 3. This effect operates on a per-tick basis. Execution starts after the first tick.</p> <p>xx is the pattern to be executed as note table. If the current tempo is greater than 0x10, table execution will continue at the following pattern.</p> <p>To disable the effect, set xx to a value greater than 0x7F.</p> <p>Using this effect will disable the Cxx (note cut ch1) effect.</p>
9xx	GLITCH CH3	<p>Add a nasty glitch effect to channel 3. Using this will disable effect 3xx.</p> <p>xx can be any value, 900 turns off the effect.</p>
A0x	ADD SFX CH1	<p>Add a sound effect to channel 1.</p> <p>A00 deactivates the effect.</p> <p>A01 adds noise or glitchy sounds to channel 1. The actual outcome depends on the current pitch of ch1. To some extent, it's also influenced by the currently active drum sound. It works best with high notes, especially A-5 and A-6.</p> <p>A02 adds slight random inaccuracies to the pitch of channel 1. It has little effect by itself, but can be used to produce a phasing effect in conjunction with other channels set to the same note as ch1. The effect does not work equally well on all pitches, namely it won't do anything on C notes.</p>
B00	BREAK PTN	<p>Break pattern and jump to the next position in the sequence. This command doesn't take any parameters. Also, it is ignored on the first line of a pattern.</p>
Cxx	NOTE CUT CH1	<p>Cut the note on channel 1 after xx ticks. Using this effect can make the sound output slightly more noisy.</p> <p>Use C00 to disable the effect.</p> <p>Using this effect will disable the 8xx (exec note table ch3) effect.</p>
Dxx	DRUM MODE	<p>Set the drum mode, where xx is 0x00..0x4F. Refer to the drums section for details.</p>
E0x	RESET FX	<p>Reset previous FX commands to default settings. This effect causes a slightly longer than normal delay when triggered.</p> <p>E00 - reset all effects.</p> <p>E01 - reset all effects except speed.</p> <p>E02 - reset all effects except speed and duty cycles.</p> <p>E03 - reset all effects except speed, duty cycles, and panning settings.</p>
Fxy	SET SPEED	<p>Set the current speed. xy can be any hexadecimal number between 0x01 and 0xFF. The higher the value, the slower the speed. This command temporarily overrides the global speed setting, but does not permanently change it.</p> <p>TIP: When entering this effect while the player is running, make sure to enter the parameter first, and then the F command.</p>