

Music Commands

Overview

These commands are used in the [music tracks](#)

Notes

1/1	1/2	1/3	3/8	1/4	1/6	3/16	1/8	1/12	1/16	1/24	1/32	1/48	1/64	
00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	A
0E	0F	10	11	12	13	14	15	16	17	18	19	1A	1B	A#
1C	1D	1E	1F	20	21	22	23	24	25	26	27	28	29	B
2A	2B	2C	2D	2E	2F	30	31	32	33	34	35	36	37	C
38	39	3A	3B	3C	3D	3E	3F	40	41	42	43	44	45	C#
46	47	48	49	4A	4B	4C	4D	4E	4F	50	51	52	53	D
54	55	56	57	58	59	5A	5B	5C	5D	5E	5F	60	61	D#
62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F	E
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	F
7E	7F	80	81	82	83	84	85	86	87	88	89	8A	8B	F#
8C	8D	8E	8F	90	91	92	93	94	95	96	97	98	99	G
9A	9B	9C	9D	9E	9F	A0	A1	A2	A3	A4	A5	A6	A7	G#
A8	A9	AA	AB	AC	AD	AE	AF	B0	B1	B2	B3	B4	B5	Tie
B6	B7	B8	B9	BA	BB	BC	BD	BE	BF	C0	C1	C2	C3	
Rest														
Common names and ticks for note lengths:														
1/1	\$0:	Whole Note							C0					
1/2	\$1:	Half Note							60					
1/3	\$2:	Half Note Triplet							40					
3/8	\$3:	Dotted Quarter Note							48					
1/4	\$4:	Quarter Note							30					
1/6	\$5:	Quarter Note Triplet							20					
3/16	\$6:	Dotted Eighth Note							24					
1/8	\$7:	Eighth Note							18					
1/12	\$8:	Triplet							10					
1/16	\$9:	Sixteenth Note							0C					
1/24	\$A:	Sixteenth Note Triplet							08					
1/32	\$B:	Thirty-second Note							06					
1/48	\$C:	Thirty-second Note Triplet							04					
1/64	\$D:	Sixty-fourth Note							03					

Track Commands

C4: xx	\$11D3 Set Voice Volume to xx (00-7F)
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C5: xx yy \$11E4 Set Voice Volume w/ Envelope (yy: volume, xx: envelope duration)
C6: xx \$1236 Set Voice Pan to (xx: 01 = Left, 40 = Center, 7F = Right, top bit inactive)
C7: xx yy \$1246 Set Voice Pan w/ Envelope (yy: 01 = Left, 40 = Center, 7F = Right, top bit inactive, xx = envelope duration)
C8: xx yy \$1266 Change Pitch w/ Envelope (xx: envelope duration, yy: change in pitch, signed)
C9: xx yy zz \$12E3 Enable Vibrato (xx: delay in ticks, yy: cycle duration, ??zzzzzz: amplitude, max 1/4 step)
CA: \$138C Disable Vibrato
CB: xx yy zz \$1396 Enable Tremolo (xx: delay in ticks, yy: cycle duration, ??zzzzzz: amplitude, max 50%)
CC: \$13EA Disable Tremolo
CD: xx yy \$13F4 Enable Pansweep (xx: delay in ticks, yy: cycle duration)
CE: \$144A Disable Pansweep
CF: xx \$14CB Set Noise Clock (00-1F)
D0: \$148D Enable Noise
D1: \$14BB Disable Noise
D2: \$14D9 Enable Pitch Modulation
D3: \$14F2 Disable Pitch Modulation
D4: \$1464 Enable Echo
D5: \$147D Disable Echo
D6: xx \$1460 Set Octave to xx
D7: \$1456 Increment Octave
D8: \$145C Decrement Octave
D9: xx \$1275 Set Transpose
DA: xx \$1271 Add to Transpose
DB: xx \$174E Set Detune
DC: xx \$1502 Set Instrument
DD: xx \$1538 Set ADSR Attack Value (0-15)
DE: xx \$1568 Set ADSR Decay Value (0-7)
DF: xx \$157B Set ADSR Sustain Value (0-7)
E0: xx \$158D Set ADSR Release Value (0-31)
E1: \$159D Reset ADSR Default Values
E2: xx \$16C0 Loop Start (loop xx+1 times)
E3: \$16F0 Loop End
E4: \$15B4 Enable Slur (key on at beginning of first note only, no key off at end of note unless the next note is a rest)
E5: \$0FD3 Disable Slur
E6: \$15DE Enable Drum Roll (no key off at end of note unless the next note is a rest)
E7: \$0FD3 Disable Drum Roll
E8: xx \$174B Add to Note Duration (xx = duration in ticks)
E9: xx \$1602 Play Game Sound Effect (voice A)
EA: xx \$1606 Play Game Sound Effect (voice B)
EB: \$1770 End of Script
EC: \$1770 End of Script
ED: \$1770 End of Script

EE:	\$1770	End of Script
EF:	\$1770	End of Script

Master Commands

F0:	xx	\$11AF	Set Tempo
F1:	xx yy	\$11B8	Set Tempo w/ Envelope
F2:	xx	\$1205	Set Song Echo Volume
F3:	xx yy	\$1212	Set Song Echo Volume w/ Envelope
F4:	xx	\$11D0	Set Song Volume
F5:	xx yyyy	\$1665	Jump to yyyy When Loop Count Reaches xx
F6:	xxxx	\$164A	Jump to xxxx
F7:	xx yy	\$1279	Set Echo Feedback to yy over xx frames
F8:	xx yy	\$129B	Set Filter -----yy
F9:		\$1752	Increment Output Code
FA:		\$1755	Clear Output Code
FB:		\$15B0	Ignore Song Volume
FC:	xxxx	\$1759	Conditional Jump to xxxx
FD:		\$1770	End of Script
FE:		\$1770	End of Script
FF:		\$1770	End of Script

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