

# 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   | C   |
| 0E   | 0F  | 10  | 11  | 12  | 13  | 14   | 15  | 16   | 17   | 18   | 19   | 1A   | 1B   | C#  |
| 1C   | 1D  | 1E  | 1F  | 20  | 21  | 22   | 23  | 24   | 25   | 26   | 27   | 28   | 29   | D   |
| 2A   | 2B  | 2C  | 2D  | 2E  | 2F  | 30   | 31  | 32   | 33   | 34   | 35   | 36   | 37   | D#  |
| 38   | 39  | 3A  | 3B  | 3C  | 3D  | 3E   | 3F  | 40   | 41   | 42   | 43   | 44   | 45   | E   |
| 46   | 47  | 48  | 49  | 4A  | 4B  | 4C   | 4D  | 4E   | 4F   | 50   | 51   | 52   | 53   | F   |
| 54   | 55  | 56  | 57  | 58  | 59  | 5A   | 5B  | 5C   | 5D   | 5E   | 5F   | 60   | 61   | F#  |
| 62   | 63  | 64  | 65  | 66  | 67  | 68   | 69  | 6A   | 6B   | 6C   | 6D   | 6E   | 6F   | G   |
| 70   | 71  | 72  | 73  | 74  | 75  | 76   | 77  | 78   | 79   | 7A   | 7B   | 7C   | 7D   | G#  |
| 7E   | 7F  | 80  | 81  | 82  | 83  | 84   | 85  | 86   | 87   | 88   | 89   | 8A   | 8B   | A   |
| 8C   | 8D  | 8E  | 8F  | 90  | 91  | 92   | 93  | 94   | 95   | 96   | 97   | 98   | 99   | A#  |
| 9A   | 9B  | 9C  | 9D  | 9E  | 9F  | A0   | A1  | A2   | A3   | A4   | A5   | A6   | A7   | B   |
| 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: (\$17D1)

|      |                                 |    |
|------|---------------------------------|----|
| 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) |
|--------|---------------------------------------|

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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Last update: **2019/02/12 12:21**

