

MML Commands

Work in progress

Command	Description	Example	FF6 Command
a,b,c,d,e,f,g	Note	d1, g32	00-B5
1,2,4,8,16,32,64	1/n note	a8, c16	0-B5
+	Sharp Note	a+8	
-	Flat Note	a-8	
@xx	Set Channel Instrument to xx	@16, @0x10	DC
\$	Jump Command, the Channel will restart there when hitting “;”		F6 xxxx
oxx	Set Octave to xx	o5	D6 xx
%xx	Set Song Volume to xx		F4 xx
%bxx,yy	Set Echo Feedback to yy over xx frames		F7 xx yy
%cxx	Set Noise Clock to xx		CF xx
%fxx,yy	Set Filter		F8 xx yy
%kxx	Set Transpose to xx		D9 xx
%vxx	Set Song Echo Volume to xx	%v28	F2 xx
%d1	Enable Drum Roll		E6
%d0	Disable Drum Roll		E7
%e1	Enable Echo		D4
%e0	Disable Echo		D5
%p1	Enable Pitch Modulation		D2
%p0	Disable Pitch Modulation		D3
kxx	Add xx to Transpose		DA xx
m	Disable Vibrato		CA
mxx,yy	Change Pitch to yy with Envelope Duration xx		C8 xx yy
mxx,yy,zz	Enable Vibrato with delay of xx, cycle duration of yy and amplitude of zz		C9 xx yy zz
p	Disable pan sweep		CE
pxx	Set Channel Pan to xx		C6 xx
pxx,yy	Set Channel Pan to xx with Envelope yy		C7 xx yy
pxx,yy,zz	Enable Pansweep with delay of yy and cycle duration of zz		CD yy zz
v	Disable tremolo		CC
vxx	Set channel volume to xx	v127, v0x7F	C4 xx
vxx,yy	Set channel volume to yy with an envelope of xx		C5 xx yy
vxx,yy,zz	Enable Tremolo with a delay of xx, cycle duration of yy and amplitude of zz		CB xx yy zz
r	Rest. The length of the rest is specified in the same way as note length	r8	B6-C3
txx	Set Tempo to xx bpm	t30	F0 xx
>	Increment Octave		D7
<	Decrement Octave		D8
l	Apply length to a series of notes	l8 gab	

;	End of channel		EB
[xx	Loop start. Loop xx times	[8a1]	E2 xx
]	Loop end	[8a1]	E3
^	Sustained note or rest	d1^8^	
.	Sustain a note, as an example d1. equals d1^2, d1.. equals d1^2^4, etc.	d1..	
,	Command argument separator (for 2 and more arguments)		

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