

# 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)
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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  
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## 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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