command	description	param1	param2	example	ex. description
A	table start/stop	table number	-	A03	start table $03
				A20	stop table
C	chord	first transposition	second transposition	C47	major chord
				C37	minor chord
... for NOISE	applies S cmd with given value every *second* tick				
D	delay	no. of ticks to delay	-	D03	delay note $03 ticks
E	envelope	initial amplitude ($0 = min, $F = max)	release $0,$8 = no change $1-$7 = decrease $9-$F = increase	E6D	start at volume $6 increase to $D
... for WAVE	sets volume	volume $00 volume 0% $01 volume 25% $02 volume 50% $03 volume 100%		E01	volume 25%
F					
... for PULSE	wave/frame finetune	PU2 tune	PU finetune		
... for WAVE	change the waveframe being played. cmd value will be added to current frame number.	frame number to add		F01	if frame $03 is being played, play frame $04.
... for KIT	modify sample position $00-$7F steps forwd $80-$FF steps backwd	relative sample position		F03	go $03 steps forward
G	select groove	groove number	-	G04	select groove $04
H	hop to new position	position	-		
... in phrases	hop to next phrase	destination phrase step	-	H03	hop to next phrase, step $03
	hop back within phrase	number of times to hop back	destination step	H2C	hop back $2 times, to step $C
	stop song (channel in live mode)			HFF	stop song/channel
... in tables	table loops	number of times to hop	table step to jump to	H21	hop $2 time to table step $1
				H04	hop to step $4 forever
K	kill note	number of ticks after which to kill note	-	K00	kill note instantly
				K03	kill note after 3 ticks
L	slide to note in given duration (n/360 s, ticks if P/L/V is set to ticks)	duration of slide	-	L40	slide to target note in $40/360 seconds
... in tables	slide to note in transpose column in given duration				
M	master volume $0-$7 = absolute volume $8-$F = relative change - - $8 = unchanged - $9-$B = increase - $D-$F = decrease	left output volume	right output volume	M77 M99 MFE	maximize volume increase vol by 1 dec left by 1 right by 2
O	stereo outputs	left channel active	right channel active		
P	pitch change with given speed	pitch change speed - $00 = unchanged - $01-$7F = pitch up - $80-$FF = pitch down		P02 PFE	pitch up with speed $02 pitch down with speed $FE
R	retrigger last played note	volume change - $0 = no change - $1-$7 = increase - $8-$F = decrease	retrigger period $0 = fastest, $F only once	R00 R0F RF3	very fast retriggering retrigger once medium speed, decreasing volume (delay effect!)
S	sweep/shape	- $0 = unchanged - $1-$7 = increase - $8-$F = decrease	- $0 = unchanged - $1-$7 = increase - $8-$F = decrease		
... for PULSE	modulate pitch	pitch	pitch velocity		
... for KIT	change loop points	offset	loop length		
... for NOISE	alters noise shape				
T	set bpm	bpm		T80	set bpm to $80 (=128)
V	vibrato	period	depth	V42 V00	vibrato with period 4, depth 2 no vibrato
W					
... for PULSE	change waveform				
... for WAVE	change speed/length	synth sound speed	synth sound length		
Z	randomize repeats last non Z cmd, adding a random number to the original value does not work with H, G, and D	max value to be added		Z02 Z22	add 0, 1, or 2 to last cmd adds 0, 1, 2, 10, 11, 12, 20, 21, or 22 to last cmd