

# Quick Reference : pattern effects



## Glides, Slides, and Vibrato

- 05xx** **Glide to Note**  
10 = semitone step, 00 = repeat step
- 01xx** **Pitch Slide Up**  
08 = half semitone, 10 = semitone
- 02xx** **Pitch Slide Down**  
08 = half semitone, 10 = semitone
- 0Fxy** **Vibrato**  
x = speed, y = depth

## Offsets and Reversals

- 09xx** **Sample Offset**  
00 = sample start, FF = sample end
- 0Bxx** **Play Backwards**  
00 = backwards, 01 = forwards again

## Retriggers

- 0Exy** **Retrig**  
x = volume (1 to 7 = down, 9 to F = up)  
retrig every y ticks

## Tempo Changes

- F0xx** **Beats Per Minute**  
20 to FF = BMP
- F1xx** **Lines per Beat**  
00 = stop, 01 to FF = LBP

## Other Pattern Effects

- 00xy** Arpeggio (x = first offset, y = second offset)
- 03xx** Set Channel Volume (00 to FF = -60 to +3db)
- 04xy** Volume Slicer (x = volume 0 to F, y = tick)
- 06xx** Volume Slide Up (01 = full, 02 to FF = step)
- 07xx** Volume Slide Down (00 to FF = step)
- 08xx** Set Panning (00 = left, 80 = center, FF = right)
- 0Axx** Surround Width (00 to FF)
- 0Cxx** Pre-Fader Track Volume (00 to FF = -60 to +3db)
- 0Dxx** Delay Track Notes (xx = ticks)
- F2xx** Set Tick Rate (xx = 01 to 10 ticks)
- F3xx** Set Track Routing (00 = stereo out, xx = channel)
- F4xx** Toggle Song Groove (00 = off, 01 = on)
- FBxx** Pattern Break (xx = row to start on next pattern)
- FCxx** Set Master Volume (00 to FF)
- FDxx** Delay the Whole Pattern (xx = lines)
- FF00** Stop All Notes and Track Effects

## Send Parameters to VST/DSP

- XYzz** Send a Parameter Change  
X = effect number (0 to E)  
Y = parameter number to be changed (0 to E)  
zz = parameter value  
Y = effect on/off (F)  
(if Y = F then 00 = off and 01 = on)