

OctaMED

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Chapter 1

OctaMED

1.1 Normal Commands

COMMAND TYPES AND NAMES

- 00 ARPEGGIO
 - Changes the pitch of the note quickly.
 - Level 1: Number of halfsteps between the 1st and 2nd pitch.
 - Level 2: Number of halfsteps between the 2nd and 3rd pitch.
 - 01 SLIDE PITCH UP
 - 02 SLIDE PITCH DOWN
 - 03 PORTAMENTO
 - As 01 / 02, but doesn't replay the target note.
 - 04 VIBRATO
 - Level 1: Vibrato speed.
 - Level 2: Vibrato depth.
 - 05 SLIDE PITCH AND FADE
 - Combines 0300 and 0Dxx.
 - Level: Fade speed (the xx in the 0D command).
 - 06 VIBRATO AND FADE
 - Combines 0400 and 0Dxx.
 - Level: Fade speed (the xx in the 0D command).
 - 07 TREMOLO
 - A 'volume vibrato'.
 - Level 1: Vibrato speed.
 - Level 2: Vibrato depth.
 - 08 HOLD AND DECAY
 - Level 1: Decay value.
 - Level 2: Hold value.
 - 09 SET TPL SLIDER
 - Level: Must be \$01 to \$20.
 - 0B PLAYING SEQUENCE POSITION JUMP
 - Level: Playing sequence line number - 1.
 - 0C SET VOLUME
 - Level: 00 to 64: Temporary volume change.
 - \$80 to \$C0: Set default volume of this instrument.
 - 0D VOLUME SLIDE
 - Level 1: Volume increase
 - Level 2: Volume decrease
 - 0E SYNTH JUMP
 - Triggers a jump in the waveform sequence.
 - Level: The line number to jump to.
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0F SET TEMPO SLIDER / MISCELLANEOUS
 Level: \$00: Jump to the next playing sequence entry.
 \$01 to \$F0: Sets the Tempo slider.
 \$F1: Makes a single note play twice.
 \$F2: Delays the start of a note by half a line.
 \$F3: As F1 except the note is played three times.
 \$F4: Delays the note one-third of a line.
 \$F5: Delays the note two-thirds of a line.
 \$F8: Turns the low-pass filter off.
 \$F9: Turns the low-pass filter on.
 \$FD: Sets the track pitch to the new note.
 \$FE: Stops the song playing.
 \$FF: Stops the note on the current track.

11 SLIDE PITCH UP ONCE
 12 SLIDE PITCH DOWN ONCE
 14 PROTRACKER-STYLE VIBRATO
 Depth levels cause half the vibrato depth of command type 04.
 15 SET FINETUNE
 Use signed hex.
 16 REPEAT LINES (LOOP)
 Level: \$00: Marks the loop start.
 Other: Marks the loop end with the number of repeats.
 18 CUT NOTE
 Almost like hold (command type 08), but sets the volume to 0.
 19 SAMPLE START OFFSET
 Level: Sample byte to start at \$\div\$ 256.
 1A SLIDE VOLUME UP ONCE
 1B SLIDE VOLUME DOWN ONCE
 1D JUMP TO NEXT PLAYING SEQUENCE ENTRY
 Level: Number of first line to play in the block jumped to.
 1E REPLAY LINE
 Level: Number of times to replay commands on current line.
 1F NOTE DELAY AND RETRIGGER
 Level 1: Note delay.
 Level 2: Retrigger.
 2D AREXX TRIGGER
 Level: The ARexx command number to execute. More

1.2 MIDI Commands

NOTES

'Normal' commands 0B, 0F, 16, 1D, 1E and 1F all work identically with MIDI. Commands 15, 18, 19, 1A and 1B have no effect with MIDI.

COMMAND TYPES AND NAMES

00 CONTROLLER VALUE
 Use after command type 05.
 01 PITCHBENDER UP
 Level: Pitchbender steps \$\div\$ 8.
 02 PITCHBENDER DOWN
 Level: Pitchbender steps \$\div\$ 8.
 03 SET PITCHBENDER
 Use signed hex. Can't be used with a note (unlike 13).
 04 MODULATION WHEEL
 Level: \$00 to \$7F.

05 CONTROLLER NUMBER
Set the MIDI controller number to change with this command, then set the new value of the controller with command 00.

08 SET HOLD ONLY
Level: Hold value, can use both digits.

0A POLYPHONIC AFTERTOUCH
Level: \$00 to \$7F.

0C SET VOLUME
Note: The volume of a note can't be changed after playing.

0D CHANNEL PRESSURE
Level: \$00 to \$7F.

0E PAN CONTROL
Controls the stereo location of a note
Level: \$00 to \$7F.

0F MISCELLANEOUS
Level: \$F7: Suspends play until all MIDI messages sent.
\$FA: Sends a MIDI 'hold pedal on' message.
\$FA: Sends a MIDI 'hold pedal off' message.

10 SEND MIDI MESSAGE
Level: Message number - 1.

17 SET VOLUME CONTROLLER
Level: \$00 to \$7F.

1C CHANGE MIDI PRESET
Level: Current instrument's new preset number.

30 to 3F SET DEFINED MIDI CONTROLLER 1 - 16
Level: The new controller value. More

1.3 Mix Mode Commands

NOTE

These commands can only be used in the Mix playing mode.

COMMAND TYPES AND NAMES

20 REVERSE SAMPLE / RELATIVE SAMPLE OFFSET
Level: \$00: Reverse sample (use beside a note).
\$01 to FF: Relative sample offset (signed hex; use after a note).

21 SLIDE PITCH UP (FIXED RATE)

22 SLIDE PITCH DOWN (FIXED RATE)

2E SET TRACK PANNING
Signed hex. \$F0 to \$10 = -16 to 16 decimal.

2F SET STEREO SEPARATION / ECHO DEPTH
Level: \$DC to \$D4: Set stereo separation. Level 2 is signed:
Decimal -4 -3 -2 -1 0 1 2 3 4
Hex \$DC \$DD \$DE \$DF \$D0 \$D1 \$D2 \$D3 \$D4
\$E1 to \$E6: Set echo depth. \$E1 = 50.0%, \$E2 = 25.0%...

1.4 Keyboard Shortcuts / Editing

These shortcuts are used in editing with the Tracker editor.

Esc Edit mode on/off

Shift-Esc Chord mode on/off

~ Space mode on/off

Del Delete note or command digit under cursor

Shift-Del Delete note and command digits

Alt-Del Delete only command digits

Left Amiga-Del Delete chord. When L-Amiga is held down, every time you press Del the note under the cursor is deleted and the cursor moves to the next selected track. When L-Amiga is released, the cursor advances.

Return or A Insert hold symbol (-|-)

Shift-Return Insert hold symbols to all tracks of the previous chord.

F Insert / play note at default pitch

Backspace Delete note and move following notes up

Shift-Backsp Insert empty note slot

Alt-Backspace Delete current track

Alt-Shift-Bksp Insert new track

Amiga-Backsp Delete line

Sh-Amiga-Bksp Insert line

Shift- 0 - 9 Enter programmable key 0 - 9

Shift-Ctrl-0-9 Pick note under cursor as programmable key 0 - 9

Tab Highlight current line

Shift-Tab Cycle command pages

Ctrl-O Create volume slide (using command 0C)

Shift-Ctrl-O Create generic slide (using any command)

Ctrl-T Create type 1 slide (using command 03)

Shift-Ctrl-T Create type 2 slide (using commands 01 and 02)

Shift-Alt-Z Swap block

Shift-Alt-X Cut block

Shift-Alt-C Copy block

Shift-Alt-V Paste block

Ctrl-Z Erase range

Ctrl-X Cut range

Ctrl-C Copy range

Ctrl-V Paste range

Shift-Ctrl-V Paste to selected tracks

Ctrl-B Range current track

Shift-Ctrl-B Range current block

Ctrl-J Join block with next

Shift-Ctrl-J Split block at cursor

Ctrl- < Swap note under cursor with following note, taking account of the current spacing value

Ctrl- > Swap notes on adjacent tracks

Ctrl-K Kill notes to end of track
 Shift-Ctrl-K Kill notes to end of block
 Alt-Ctrl-K Kill notes to end of block and actually remove the
 deleted part of the block. In other words, the
 current line becomes the last line of the block.

1.5 Keyboard Shortcuts / Cursor Movement

These shortcuts allow cursor movement in the Tracker editor. The cursor keys move the cursor one place up/down/left/right.

Alt-<left> Cursor to previous track
 Alt-<right> Cursor to next track

Ctrl-<left> Previous screenful of tracks
 Ctrl-<right> Next screenful of tracks

Shift-Ctrl-<left> Cursor to track 0
 Shift-Ctrl-<right> Cursor to last track

Shift-<up> Previous block
 Shift-<down> Next block
 Left Alt-<up> First block
 Left Alt-<down> Last block

Right Alt-<up> Up *one* line, whether or not Space is on
 Right Alt-<down> Down *one* line, whether or not Space is on

Ctrl-NK(Previous song (NK = numeric keypad)
 Ctrl-NK) Next song / Add song
 Shift-Ctrl-NK(Delete last song
 Shift-Ctrl-NK) Add song with no confirmation requester
 Alt-Ctrl-NK(Delete current song
 Alt-Ctrl-NK) Add and select song (no requester)

F6 Cursor to first line of block
 F7 Cursor to second quarter of block
 F8 Cursor to middle of block
 F9 Cursor to last quarter of block
 F10 Cursor to last line of block

Alt-Ctrl-<left> Go to where sample previously appeared in the
 song. The sample number is taken from either
 the number under the cursor, or (if that is
 "---- 00000") from the current instrument no.
 Alt-Ctrl-<right> Go to where sample next appears in the song

1.6 Other Shortcuts

Shift-Alt-Space Play song
 Shift-Space Continue song
 Amiga-Space Play block

Alt-Space Continue block
 Space bar Stop playing

Ctrl-Space bar Reset MIDI presets / pitchbenders / mod. wheels

Shift-<left> Previous sample
 Shift-<right> Next sample
 Alt-Shift-<left> 16 samples backward
 Alt-Shift-<right> 16 samples forward
 Shift-Ctrl- < Previous free sample slot
 Shift-Ctrl- > Next free sample slot

F1 to F5 Select octaves 1+2 - 5+6 in normal mode,
 3+4/2+3/1+2 - 7+8/8+9/9+A in MIDI mode (press
 F1 and F5 to cycle through several octaves)

Ctrl- - (minus) Decrease Tempo slider
 Ctrl- + (plus) Increase Tempo slider
 Shift-Ctrl- - Decrease TPL / LPB slider
 Shift-Ctrl- + Increase TPL / LPB slider

Ctrl-I Insert new block
 Shift-Ctrl-I Insert new default block
 Ctrl-N Append new block
 Shift-Ctrl-N Append new default block
 Alt-Ctrl-N Append and select new block
 Shift-Alt-Ctrl-N Append and select new default block
 Ctrl-D Delete current block
 Shift-Ctrl-D Delete last block

Ctrl-S Save IFF instrument
 Shift-Ctrl-S Save raw instrument
 Ctrl-G Flush current instrument
 Shift-Ctrl-G Flush all unused instruments

Ctrl-A Automatic Advance Down on/off
 Shift-Ctrl-A Automatic Advance Cursor Right on/off
 Alt-Ctrl-A Automatic Advance To Next Track on/off
 Ctrl-W Advance with sound on/off

Ctrl-F Display free memory

Alt-~ Set spacing value to length of current range
 - 1. For example, marking a range from
 000 - 002 sets spacing to 2.

The following shortcuts apply to the numeric keypad.

1 - 9 Selects instruments 1 - 9
 The . key Changes the first instrument digit (for example,
 from 05 to 15 or from 15 to 05)
 0 Selects instrument 10
 + Next instrument
 - Previous instrument
 (Decrease volume of the current instrument by one
) Increase volume of the current instrument by one
 / Select last used instrument

* Pick instrument number nearest the cursor
Enter Activates "alpha-enter": after pressing Enter, press an alphabetical key (A - V) to select the corresponding instrument

Ctrl-8 Scroll playing sequence up
Ctrl-2 Scroll playing sequence down
Ctrl-4 Decrease the current playing sequence entry
Ctrl-6 Increase the current playing sequence entry
Ctrl-7 Top of playing sequence
Ctrl-1 Bottom of playing sequence
Ctrl-5 Insert current block to playing sequence
Ctrl-0 Duplicate current playing sequence entry
Ctrl-. Delete current playing sequence entry

* In numeric / text boxes:

Shift-<left> Move to beginning of box (also Ctrl-A)
Shift-<right> Move to end of box (also Ctrl-F)

Amiga-Q Restore box's initial contents

Ctrl-X Delete box's contents (also Amiga-X)
Shift-Bksp Delete from cursor to box start (also Ctrl-U)
Shift-Del Delete from cursor to end of box (also Ctrl-K)
Ctrl-W Delete current word

In addition, the Tab key accepts the edited information (like Return) and activates the next text or numeric box in the window. Shift-Tab accepts and activates the previous box. Remember to press Tab, Shift-Tab or Return after editing a box's contents.