Track effects

000	Do nothing.
1ST	Slide up. (ST is an index in the speedtable, left and right columns combined.)
2ST	Slide down (as above).
3ST	Slide to note. As above, or ST = 00 slides instantly.
4ST	Vibrato. Left column of ST index is frequency, right is amplitude
5AD	Set attack/decay.
6SR	Set sustain/release.
7XY	Set waveform register to XY. Wavetable takes precedence.
8WT	Set wavetable index.
9PT	Set pulsetable index.
AFT	Set filtertable index.
BRM	Set resonance to R and channel bitmask to M.
CC0	Set filter cutoff to C0.
DXY	Set master volume to Y. If X is not zero, copies XY to timing mark location (player address + 3F)
EST	Global funk tempo. Shuffles between tempo specified in left and right bytes at speedtable index ST.
FXY	Set tempo. 03-7F sets global tempo. 83-FF sets channel tempo + 80. Tempos 00-01 use the funk tempo values set by the E command above.

Signed values

01 -> 7F	Up
FF -> 80	Down

Wavetable (left)

00	Null command.
01-0F	Delay step by 1-15 frames
E0-EF	Inaudible
F0-FE	Execute track effect 0-E with right side as data
FF	Jump to table pos on right side
	Values from here are bitmasks
x1	Gate and initiate attack/decay. (0 here initiates sustain/release.)
x2	Hardsync. Ch1 uses Ch3, Ch2 uses Ch1 and Ch3 uses Ch2
x4	Ringmod, channels as above
x8	Test bit. Resets oscillator
1x	Use triangle
2x	Use sawtooth
4x	Use pulsewave
8x	Use noise

Wavetable (right)

00-5F	Relative notes* upward
7F-60	Relative notes* downward
80	Unchanged note
81-DF	Absolute notes* C#0 to B-7

Relative notes (wavetable right)

Horizontal is octave shift, vertical is interval

	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7
r	-	68	74	00	0C	18	24	30	3C	48	54
b2	-	69	75	01	0D	19	25	31	3D	49	55
2	-	6A	76	02	0E	1A	26	32	3E	4A	56
b3	-	6B	77	03	0F	1B	27	33	3F	4B	57
3	60	6C	78	04	10	1C	28	34	40	4C	58
4	61	6D	79	05	11	1D	29	35	41	4D	59
b5	62	6E	7A	06	12	1E	2A	36	42	4E	5A
5	*63*	*6F*	*7B*	*07*	*13*	*1F*	*2B*	*37*	*43*	*4F*	*5B*
b6	64	70	7C	08	14	20	2C	38	44	50	5C
6	65	71	7D	09	15	21	2D	39	45	51	5D
b7	66	72	7E	0A	16	22	2E	3A	46	52	5E
7	67	73	7F	0B	17	23	2F	3B	47	53	5F

Absolute notes (wavetable right)

Horizontal is note, vertical is octave

	C	C#	D	D#	E	F	F#	G	G#	A	A#	B
0		81	82	83	84	85	86	87	88	89	8A	8B
1	8C	8D	8E	8F	90	91	92	93	94	95	96	97
2	98	99	9A	9B	9C	9D	9E	9F	A0	A1	A2	A3
3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
4	B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB
5	BC	BD	BE	BF	C0	C1	C2	C3	C4	C5	C6	C7
6	C8	C9	CA	CB	CC	CD	CE	CF	D0	D1	D2	D3
7	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF

Filtertable

00	Set cutoff as right column.
01-7F	Filter modulation step. Time in left column, signed* extent and direction of modulation in right column.
80-F0	Filter configuration. Filter mode bitmask* in left column (filter can be in multiple modes); resonance is first value of right column and channel bitmask* is second value.
FF	Jump to index in right column. FF 00 means stop.

Bitmasks

Filter mode

80	none
90	LP
A0	BP
B0	LP & BP
C0	HP
D0	LP & HP
E0	BP & HP
F0	all

Channel

0	none
1	1
2	2
3	1 2
4	3
5	1 3
6	2 3
7	all

Pulsetable

01-7F	Pulse modulation step: time in left column; signed* speed in right.
8X-FX	Set pulse width. X is high value, right column is low value.
FF	Jump to index in right column. FF 00 stops the table.

Chord spellings

	major	minor	dim	aug	sus4	dim7	7	mi7	b5	#5	b9	9	#9	11	#11	b13	13
root	04 07	03 07	03 06	04 08	05 07	03 06 09	+0B	+0A	-07 +06	-07 +08	+0D	+0E	+0F	+11	+12	+14	+15
1st inv	78 7B	77 7B	7A 7D	78 7C	79 7B	77 7A 7D	+7F	+7E	-7B +7A	-7B +7C							
2nd inv	04 7B	03 7B	03 7D	04 7C	05 7B	03 7A 7D											
3rd						03 06 7D											

Ravenspiral GoatTracker Command Chart Correct to GoatTracker v2.67. Part of the Ravenspiral collection. www.ravenspiral.com

GoatTracker is by Covert Bitops. For more info see http://sourceforge.net/projects/goattracker2