OctaMED

Ed Wiles

COLLABORATORS			
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ACTION	*NAME*	*DATE*	*SIGNATURE*
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Contents

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.
```

```
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.