2A03 instrument settings

Setting	Description	Acceptable values
Volume	Channel volume. The triangle channel has no volume control; it can only be turned on or off.	**Square** + **Noise** **0 – 15** **Triangle** **0** turns off **1 - 15** turns on
Arpeggio	Cycles rapidly through notes; commonly used to simulate chords on a single channel. Each value represents semitones relative to the base note (e.g., **047** will play a major chord).	**-97 - +106**
Pitch bend & High-pitch bend	Changes the pitch, similar to the **Pxx** command. If a loop point is used before a single value, the pitch will go up (or down) continually, similar to the **1xx** and **2xx** commands. High-speed pitch bend is 16x more sensitive than regular pitch bend.	**-128 - +127**
Duty cycle & Noise mode	Sets square wave pulse width, **0** is the most nasal, **2** has the roundest tone. Sets noise mode, **0** is standard noise, **1** is a small loop that resembles ring modulation.	**Square** **0** = 12.5% **1** = 25% **2** = 50% **3** = 75% **Noise** **0** = 32-Kbit mode **1** = 93-bit mode

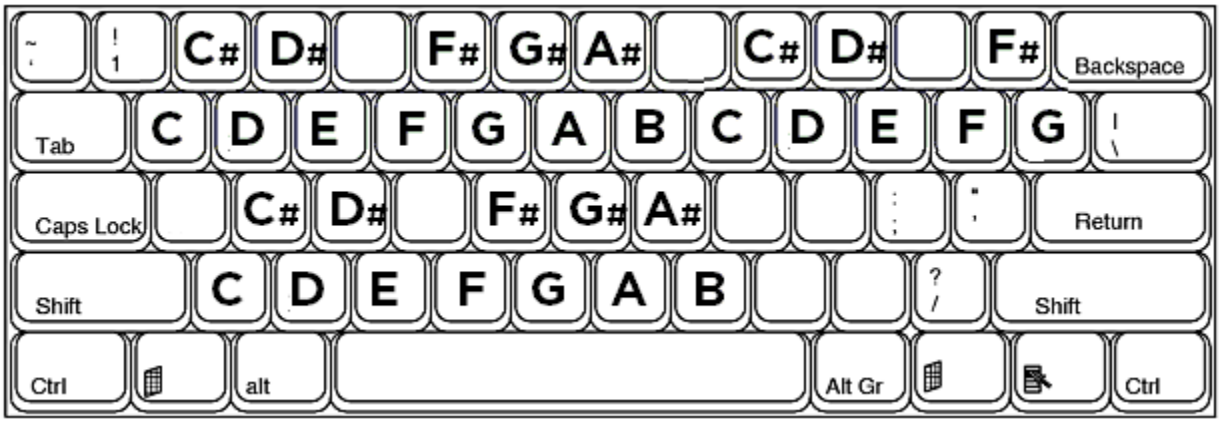
Effects List

0xy	Arpeggio, **x** = second note, **y** = third note
1xx	Pitch slide up, **xx** = speed (**00** to disable)
2xx	Pitch slide down, **xx** = speed (**00** to disable)
3xx	Automatic portamento, slide to note **xx** = speed (**00** to disable)
4xy	Vibrato effect, **x** = speed (**0** to disable), **y** = depth
7xy	Tremolo effect, **x** = speed (**0** to disable), **y** = depth
Axy	Volume slide, **A0x** = down, **Ax0** = up
Bxx	Jump to frame **xx**
Cxx	Halt, stopping the song. (**xx** does nothing)
Dxx	Skip to next frame and start at row **xx**, used to shorten frames
Exx	Volume Setting. *Obsolete, use the volume column instead.*
Fxx	Speed/tempo, sets speed when **xx** = **00 - 19**, and tempo when **xx** = **20 - FF**
Gxx	Note delay, **xx** = delay length
Hxy	Hardware sweep up (only square) **x** = period **0 – 7**, **y** = shift **1- 7**
Ixy	Hardware sweep down (same as a **Hxy**)
Pxx	Fine pitch setting, **xx** = offset (80 is default)
Qxy	Note slide up, **x** = speed, **y** = number of notes
Rxy	Note slide down, **x** = speed, **y** = number of notes
Sxx	Delayed note cut, **xx** = delay length
Vxx	Set duty cycle, **xx** = setting
Xxx	DPCM retrigger, **xx** = length between triggers
Yxx	DPCM sample offset, **xx** = offset length * 64 bytes
Zxx	DPCM delta counter, affects volume of noise and triangle, **xx** = **00 - 80**

Examples of Decimal Conversion to Hexadecimal

dec	0	1	2	3	5	7	10	11	12	13	14	15	16	17	26	32	37	42	128	255
hex	0	1	2	3	5	7	A	B	C	D	E	F	10	11	1A	20	2F	2A	80	FF

Musical Keyboard in the Computer Keyboard



Keymap for entering notes. This layout spreads nearly 3 octaves. The lowest row that starts with the **Z** key is the home octave, the **QWERTY** row starts an octave above the home octave.

Famitracker Key Commands

F1 – open help	Ctrl+right – go one frame forward
F5 – play song	Ctrl+left – go one frame backward
F6 – loop current pattern	/ - lowers octave
F7 – play from cursor	* - raises octave
F8 – stop	Ctrl+up – next instrument
space – switch between edit / normal mode	Ctrl+down – previous instrument

Workshop extra audio files
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