GARDEN

COMMANDS

Drumkit		
Kick	vol bin (136 136) dist mod sample (filepath)	Volume (0-1) Binary Sequence (2x 8bit) Distortion (0-1) Length of sequence (1-16) Load sample (omit .wav extension)
Snare	vol bin (8 8) lp mod sample (filepath)	Volume Binary Sequence (2x 8bit) Lowpass Filter (0-20000) Length of sequence (1-16) Load sample
HHC (closed hat)	vol (0-1) bin (36 36) mod sample (filepath) offset (0-16)	Volume (0-1) Binary Sequence (2x 8bit) Length of sequence (1-16) Load sample (omit .wav extension) Change starting step
Cym (cymbal)	vol (0-1) bin (136 136) mod (1-16) sample (filepath) offset (0-16)	Volume Binary Sequence (2x 8bit) Length of sequence Load sample Change starting step
Clap (Euclidean)	vol (0-1) euc mod (1-16) sample (filepath) offset (0-16)	Volume Claps per sequence Length of sequence Load sample Change starting step
Examples		
Kick vol 1 Snare bin 8 18 Clap euc 5 Hhc offset 1 Kick sample user/909/kick1		

Bass Synthesiser

vol	Volume
bin	Binary Gate Sequence (2x 8bit)
riff	Notes (8 notes. 0 is C)
type	Bass sound (sqr, phz,wvtbl = square, phasor, wavetable)
pitch	Pitch (0 as index, 12 an octave up)
patternmod	Length of gate sequence (0-16)
riffmod	Length of riff (0-8)
attack	Amplitude envelope attack
decay	Amplitude envelope decay
pow	Logarithmic decay tail

Examples

```
Bass riff 0 0 7 12 10 0 7 12
Bass bin 88 123
Bass vol 0.8
Bass type wvtbl
Bass patternmod 12
Bass riffmod 6
```

Melody Synthesiser

vol	Volume
bin	Binary Gate Sequence (2x 8bit)
riff	Notes (8 notes. 0 is C)
type	Synth sound (fm, dualosc, loop = fm synth, dual sawtooth, sampler)
pitch	Pitch (0 as index, 12 an octave up)
patternmod	Length of gate sequence (0-16)
riffmod	Length of riff (0-8)
attack	Amplitude envelope attack
decay	Amplitude envelope decay
pow	Logarithmic decay tail
sample (filepath)	Load sample for sampler (samples can be a C note for tuning with bass)
detune	Detune dualosc
fmindex	Fm synth index
fmratio	FM synth ratio
lp	Low pass filter (0-20000)

Examples

```
synth sample user/synths/junco
synth type dualosc
synth fmindex 50
synth fmratio 0.125
synth detune 0.98
synth pow 3
```

Sampler

vol	Volume
start	Starting point in sample for playback (0-100. 50 is ½ way through the sample).
mod	Length of loop sequence
sample	Load sample (omit .wav extension)
verb	Reverb (0-100)
rev	Reverse sample
play	Step in sequence to trigger sample playing

Examples

```
sampler sample user/samples/recording1
sampler play 4
sampler start 25
sampler rev
```

Mix

glitch vol	Volume of glitch effect (0-1)
glitch trig	How often glitch is triggered
glitch rec	How often a new glitch sample is recorded
lp	Lowpass filter (0-20000)
hp	Highpass filter (0-20000)
comb vol	Comb filter volume
comb tex	Comb filter texture (0-20)

Examples

```
mix glitch vol 1
mix glitch trig 5
mix rec trig 12
mix lp 250
mix comb vol 0.7
mix comb tex 5
```

Misc

theme	Change the theme
viz	Change the ascii text in the visualiser
quit	Quit the program

Examples

```
theme goth.txt
theme cute.txt
viz *
viz >:)
quit
```

https://nickysystem.github.io/