

GoatTracker 2.75

GENERAL KEYS

F1 Play from beginning
F2 Play from current position
F3 Play current pattern
F4 Stop playing
F5 Go to pattern editor
F6 Go to orderlist editor
F7 Go to instrument/table editor
F8 Go to songname editor
F9 Pack, relocate & save PRG,SID etc.
F10 Load song/instrument
F11 Save song/instrument
F12 HELP screen
SHIFT+F1-F3 Follow play begin/pos/patt.
SHIFT+F4 Mute current channel
SHIFT+F5-F6 Change speed multiplier
SHIFT+F7 Change hardrestart ADSR
SHIFT+F8 Switch between 6581/8580 SID
SHIFT+F10 Merge-load song
SHIFT+, . Move song startpos & restart
TAB Cycle between editing modes
INS Insert row (Press on endmark to
DEL Delete row change patt. length)
SHIFT+ESC Clear/optimize all musicdata
ESC Exit program

SONG EDIT MODE

0-9 & A-F to enter pattern numbers
SPC Set start position for F2 key
BACKSPC Set end position for F2 key
RET Go to pattern (/w SHIFT=all chns.)
< > Select subtune
- + Insert transpose down/up command
SHIFT+CRSR LEFT/RIGHT Mark orderlist
SHIFT+L Mark/unmark whole orderlist
SHIFT+R Insert repeat command
SHIFT+X,C,U Cut,copy,paste orderlist
SHIFT+1,2,3 Swap orderlist with chn.

SONGNAME EDIT MODE

Use cursor UP/DOWN to change rows

PATTERN EDIT MODE

Enter notes like on piano (PT or DMC)
0-9 & A-F to enter commands
SPC Switch between jam/editmode
BACKSPC Insert rest
RET Keyoff (/w SHIFT = Keyon)
- + Select instrument
/ * Select octave
< > Select pattern
BACKQUOTE Select channel
SHIFT+SPC Play from cursor pos
SHIFT+CRSR Mark pattern
SHIFT+Q,W Transpose half/octave up
SHIFT+A,S Transpose half/octave down
SHIFT+E,R Copy,paste effects
SHIFT+H Make hifi vib/portaspeed
SHIFT+I Invert selection/pattern
SHIFT+J,K Join/split pattern
SHIFT+L Mark/unmark whole pattern
SHIFT+M,N Choose highlighting step
SHIFT+O,P Shrink/expand pattern
SHIFT+X,C,U Cut,copy,paste pattern
SHIFT+Z Cycle autoadvance-mode
SHIFT+1,2,3 Mute channel

INSTRUMENT/TABLE EDIT MODE

0-9 & A-F to enter parameters
SPC Play test note
SHIFT+SPC Silence test note
RET Go to table
- + Select instrument
/ * Select octave
BACKQUOTE Select table
SHIFT+CRSR Mark table
SHIFT+Q,W Trans. speed half/octave up
SHIFT+A,S Trans. speed half/octave down
SHIFT+L Convert pulse/filter limit
SHIFT+N Edit name/negate value or note
SHIFT+O Optimize table (remove unused)
SHIFT+R Convert absolute/relative note
SHIFT+S Smart instrument paste
SHIFT+U Unlock/lock table view
SHIFT+X,C,U Cut,copy,paste instr./table
SHIFT+DEL Delete instrument+tabledata
SHIFT+RET Convert vibrato parameter

INSTRUMENT PARAMETERS

Attack/Decay 0 is fastest attack or decay, F is slowest

Sustain/Release Sustain level 0 is silent and F is the loudest. Release behaves like Attack & Decay (F slowest).

Wavetable Pos Wavetable startposition. Value 00 stops the wavetable execution and is not very useful.

Pulsetable Pos Pulsetable startposition. Value 00 will leave pulse execution untouched.

Filtertable Pos Filtertable startposition. Value 00 will leave filter execution untouched. In most cases it makes sense to have a filter-controlling instrument only on one channel at a time.

Vibrato Delay How many ticks until instrument vibrato starts. Value 00 turns instrument vibrato off.

HR/Gate Timer How many ticks before note start note fetch, gateoff and hard restart happen. Can be at most tempo-1. So on tempo 4 highest acceptable value is 3. Bitvalue 00 disables hard restart and bitvalue 40 disables gateoff.

1stFrame Wave Waveform used on init frame of the note, usually 09 (gate + testbit). Values 00, FE and FF have special meaning: leave waveform unchanged and additionally set gate off (FE), gate on (FF), or gate unchanged (00).