

NERDTRACKER II – Basic documentation

~ :: effect commands :: ~

Effect:	What it Does:
1xx	Portamento up. Slides pitch up.
2xx	Portamento down. Slides pitch down.
3xx	Portamento to note. Slides pitch to note.
4xy	Vibrato, x = speed, y = depth. Sine pitch modulation.
7xy	Tremelo, x = speed, y = depth. Sine volume modulation.
8xy	Arpeggio. Alternates note between specified half-note values each frame.
Axy	Volume slide, value is the speed. x = up, y = down
Cxx	Set volume, maximum is \$3F. <i>(the NES 2A03 PSG only has 16 volume levels, though)</i>
Dxx	Pattern break, value is the starting row of next pattern in hex. <i>(bug: using values other than \$00 will cause the current replay code to go haywire.)</i>
Fxx	Set speed. Default is \$06. Lower values are faster. Global BPM = 125 (<i>1/50 frames per second</i>)
xxx	Theoretically, you could modify the replay program and create your own effect, though it would do nothing inside the tracker itself.

~ :: keys (pattern editor) :: ~

(written with american keyboard in mind, may be different on other systems)

Music keys	See " Using the Keyboard for Music " section.
Spacebar	Inserts a note-off at cursor location. <i>(bug: it works in the PCM channel on the NES replay code, but not in NT2's sound emulation)</i>
Left Ctrl+L	Load .NED <i>(Type in full filename)</i>
Left Ctrl+S	Save .NED <i>(Don't press backspace while typing the filename, or it won't be saved!)</i>
Right Shift	Starts/Stops playing the song.
' and \ or F9 and	Select current instrument.

F10

F1 through F8	Set octave. <i>(use F8 for the lowest, but the pulse & triangle channels can't go lower than A-0!)</i>
Numeric * or ~	Switch between pattern, instrument, and order editors.
Left Shift+F3	Go to sample editor. <i>(or Left Shift+* which works in DOS)</i>
Cursor keys	Moves cursor.
Insert	Inserts blank line at cursor location. Moves all notes below cursor down.
Backspace	Delete note above cursor, moves position and everything below it up.
Delete	Delete note or effect at cursor position.
Page Up/Down	Moves cursor up/down by 16 steps.
Home/End	Moves cursor to the top/bottom of the pattern.
Enter	Creates DAT and IHD files for use with NES replay code .
Escape	Escape! Exits the program.

~ :: keys (sample editor) :: ~

L	Load sample (Format is 1-bit Delta-PCM. 8-to-1-bit converters are available in the " download " section).
Numeric *	Switch between sample editor, notetable, and instruments.

~ :: keys (order editor) :: ~

Left/Right Cursor	Select track.
Up/Down Cursor	Select order position.
+ and -	Select pattern in selected position.
Spacebar	Set current position as loop-back/repeat point.
Insert	Insert new pattern in selected position.
Delete	Delete pattern in selected position. <i>(bugs: change track patterns to 00 before deleting. also be sure your last order position doesn't use all pattern 0's, or that entry is removed upon save/load)</i>

~ :: instrument settings :: ~

Duty Cycle	Shape of squarewave "timbre", 4 possible settings: \$0 = 12.5% (<i>thin, trumpet-like</i>) \$1 = 25% (<i>piano-like</i>) \$2 = 50% (<i>pure square, bell-like</i>) \$3 = 75% (<i>same as 25%, but phase-inverted</i>)
Hold Note	Hold note. Required, unless Timelength is set.
Envelope Fix	Set to ON if you want volume control (<i>you should</i>)
Inst. Volume	Default volume of instrument
Frequency Var. Freq. ChngSpeed Hi to Lo Freq. Range	These settings are no longer supported, so don't try to change any of them.
Timelength	Sets sound duration by framelength. Use this if "hold note" is turned off.
Arpeggio X Arpeggio Y Arpeggio Z	Auto-arpeggio settings, by half-tone notes. (FYI, initial note is played first, then X,Y,Z).
Vibrato Speed	Auto-Vibrato speed.
Vibrato Depth	Auto-Vibrato depth.
Tremelo Speed	Auto-Tremelo speed.
Tremelo Depth	Auto-Tremelo depth.
Volume Fade	Auto-Volume fade.
Volume Fade=UP	Auto-Volume fade will sweep up instead.
Looped Noise	Use to make metallic sounds with noise channel.
Auto Portamento	Automatically slides frequency down.
Portamento=UP	Auto-Portamento will go up.
unlabeled 1	Reverse-Arpeggio (notes will go lower instead of higher).
unlabeled 2	Non-Looped Auto-Arpeggio.