LGPT the Piggy Tracker runs on many platforms:
WIN // OSX // NIX // GP2X // DINGOO A320 // PSP

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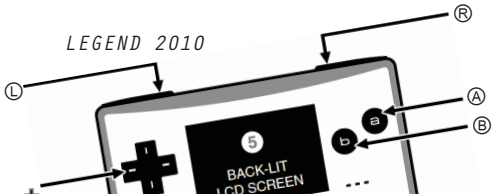
guide by jordan at starpause.com

DinoAids.com

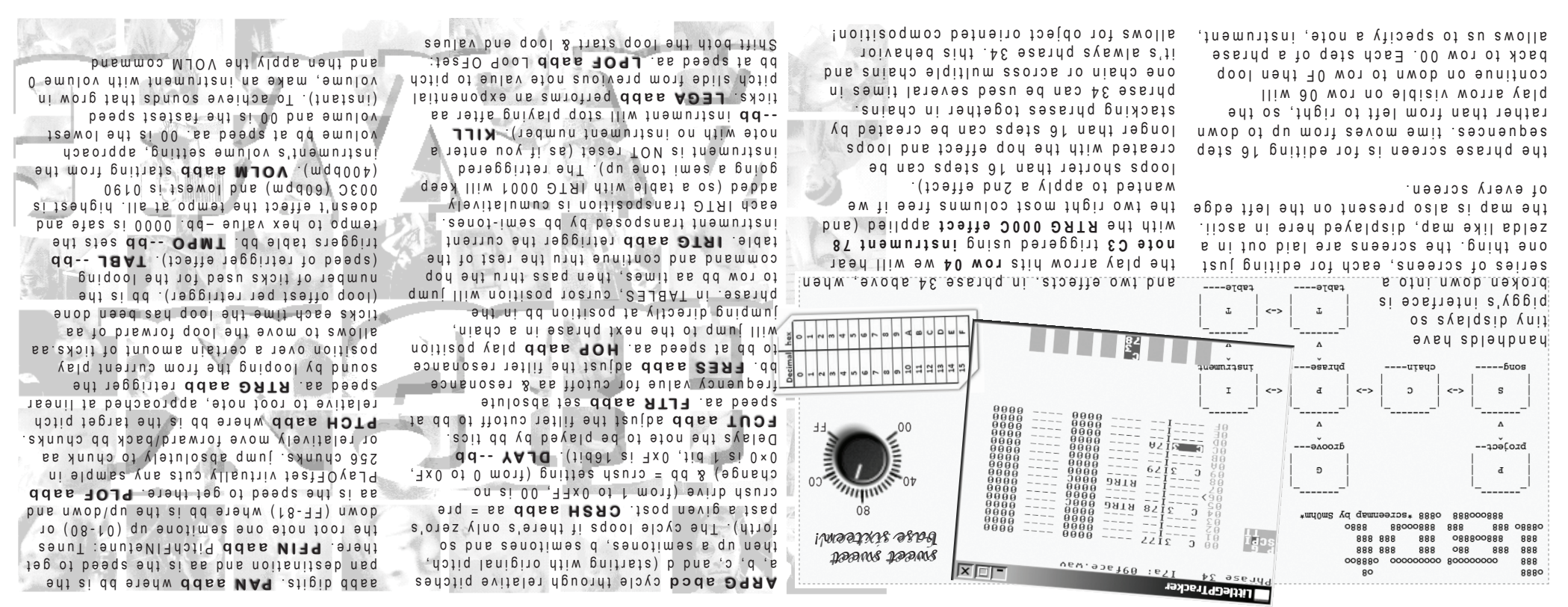
LGPT piggy tracker pocket guide

http://hexawe.net/

http://littlegptracker.com/



Ⓛ + (Ⓑ , Ⓐ) reads “while holding left, tap a then b” Ⓑ + ↑ / ↓ reads “while holding b, tap up or down on the directional pad”



handhelds have tiny displays so piggy's interface is broken down into a series of screens, each for editing just one thing. the screens are laid out in a zelda like map, displayed here in ascii. the map is also present on the left edge of every screen.

the phrase screen is for editing 16 step sequences. time moves from up to down rather than from left to right, so the play arrow visible on row 06 will continue on down to row 0F then loop back to row 00. Each step of a phrase allows us to specify a note, instrument, and two effects. in phrase 34 above, when the play arrow hits **row 04** we will hear **note C3** triggered using **instrument 78** with the **RTRG 000C effect** applied (and the two right most columns free if we wanted to apply a 2nd effect).
loops shorter than 16 steps can be created with the hop effect and loops longer than 16 steps can be created by stacking phrases together in chains. phrase 34 can be used several times in one chain or across multiple chains and it's always phrase 34. this behavior allows for object oriented composition!

ARPG abcd cycle through relative pitches a, b, c, and d (starting with original pitch, then up a semitones, b semitones and so forth). The cycle loops if there's only zero's past a given post. **CRSH aabb** aa = pre crush drive (from 1 to 0xFF, 00 is no change) & bb = crush setting (from 0 to 0xF, 0×0 is 1 bit, 0xF is 16bit). **DLAY --bb** Delays the note to be played by bb ticks. **FCUT aabb** adjust the filter cutoff to bb at speed aa. **FLTR aabb** set absolute frequency value for cutoff aa & resonance bb. **FRES aabb** adjust the filter resonance to bb at speed aa. **HOP aabb** play position to row bb aa times, then pass thru the hop command and continue thru the rest of the phrase. In TABLES, cursor position will jump jumping directly at position bb in the will jump to the next phrase in a chain, **IRTG aabb** retrigger the current instrument transposed by bb semi-tones. each IRTG transposition is cumulatively added (so a table with IRTG 0001 will keep going a semi tone up). The retriggered instrument is NOT reset (as it you enter a note with no instrument number). **KILL --bb** instrument will stop playing after aa ticks. **LEGA aabb** performs an exponential pitch slide from previous note value to pitch bb at speed aa. **LPOF aabb** Loop OFset: Shift both the loop start & loop end values aabb digits. **PAN aabb** where bb is the pan destination and aa is the speed to get there. **PFIN aabb** PitchFINetune: Tunes the root note one semitone up (01-80) or down (FF-81) where bb is the up/down and aa is the speed to get there. **PLOF aabb** PLayOFfset virtually cuts any sample in 256 chunks. jump absolutely to chunk aa or relatively move forward/back bb chunks. **PTCH aabb** where bb is the target pitch relative to root note, approached at linear speed aa. **RTRG aabb** retrigger the sound by looping the from current play position over a certain amount of ticks.aa allows to move the loop forward of aa ticks each time the loop has been done (loop offest per retrigger). bb is the number of ticks used for the looping (speed of retrigger effect). **TABL --bb** triggers table bb. **TMPO --bb** sets the tempo to hex value –bb. 0000 is safe and doesn't effect the tempo at all. highest is 003C (60bpm) and lowest is 0190 (400bpm). **VOLM aabb** starting from the instrument's volume setting. approach volume bb at speed aa. 00 is the lowest volume and 00 is the fastest speed (instant). To achieve sounds that grow in volume, make an instrument with volume 0 and then apply the VOLM command

NAVIGATION & BASIC EDITING

+ ... move the cursor
Ⓡ + **+** ... navigate from screen to screen

Ⓐ ... insert chain / phrase / note
Ⓐ , Ⓐ ... insert next unused chain / phrase / instrument
Ⓑ + Ⓐ ... cuts the cursored item to clipboard
Ⓛ + (Ⓑ , Ⓐ) ... clone: replace cursored item with a copy of itself

Ⓐ + **+** ... updates cursored item value
Ⓐ + ↑ / ↓ ... add or subtract 16
Ⓐ + ← / → ... add or subtract 1

Ⓑ + **+** ... rapid navigation
Ⓑ + ↑ / ↓ ... page up/down in song screen, next / previous phrase of current chain in phrase screen. navigate up or down 16 in table or instrument screen.
Ⓑ + ← / → ... toggle between song and live modes in song screen. next or previous channel in chain / phrase screen. navigation left or right 1 in instrument or table screen.

PLAYBACK MODES

Controls for the two playback modes (SONG and LIVE) differ slightly. Switch between the two modes with Ⓑ + ← / → in the SONG screen. For convenience, ☆ means START key.

SONG MODE

☆ in SONG screen ... starts/stops every chain at the cursor row. If there is no chain on a channel (marked ··), LGPT will ignore that channel.
☆ in CHAIN screen ... starts/stops from the cursor step, soloing the current chain.
☆ in PHRASE screen ... starts/stops from step 00, soloing current chain.

LIVE MODE

☆ in SONG screen ... queue chain under the cursor.
☆ in CHAIN screen ... queue current chain at phrase 00.
☆ in PHRASE screen ... queue current chain at current phrase.
- queue items are indicated with a blinking >
- each channel can only play one chain at a time.
- if a chain is playing on a channel, the queued chain will play when the current chain reaches it's end.
- if a chain is not playing on a channel, the queued chain will play when a chain on any channel reaches it's end.

☆ on a queued chain ... phrase queue!
- phrase queue items have a fast blinking >
- similar to chain queue items but play when a phrase reaches it's end instead of when a chain reaches it's end.

Ⓛ + ☆ ... in song screen, chain queue all chains in the cursor row. hit it again to toggle phrase queue.

Ⓡ + ☆ ... in all screens, playback will stop when the chain which is playing reaches it's end. hit it again to toggle stop when the playing phrase reaches it's end.

SELECT, COPY, PASTE

Ⓛ + Ⓑ ... starts selection mode with only the data at the cursor selected
Ⓛ + (Ⓑ , Ⓑ) ... starts selection mode with the cursor's row selected
Ⓛ + (Ⓑ , Ⓑ , Ⓖ) ... starts selection mode with the entire screen selected

once a selection is started you can:
+ ... make an existing selection bigger or smaller
Ⓑ ... copy selection to clipboard, or
Ⓛ + Ⓐ ... cut selection to clipboard

if you're not making a selection:
Ⓛ + Ⓐ ... paste the clipboard at current location

MUTING

Ⓛ + Ⓡ ... restore full playback on all channels

Ⓡ + Ⓑ ... toggles mute / unmute of cursor channel
once Ⓡ + Ⓑ are held down:
release Ⓡ before Ⓑ ... channel stays mutes
release Ⓑ before Ⓡ ... channel goes back to original state

Ⓡ + Ⓐ ... solo cursor channel

once Ⓡ + Ⓐ are held down:
release Ⓡ before Ⓐ ... channel remains solo
release Ⓐ before Ⓡ ... all channels go back to original state

if a selection is happening, pressing Ⓡ + Ⓐ or Ⓡ + Ⓑ will mute / solo all channels present in the selection.