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AGIE

dac on → video on → fader 110 → pattr 2 → s all → *stagger individual files with the "s" command*
(wait 10 seconds)

tir all 30 20000
m all 100 → or all 900 60000
(wait a few seconds)

ti 32 16 8 40 → ti 4 70

(when offsets arrive at 900, immediately enter)
or all 700 10000 900 5000

(when offset arrives at 900, immediately enter)
file all 3
(wait 10 seconds)

ti 32 10 → ti 24 20
(wait 10 – 15 seconds)

or all 350 120000 900 20000
(wait about 45 seconds)

file 8 1 → o 8 0
(enter the following commands over the next 1 – 2 minutes)
file 24 4 → o 24 700
file 16 5 → o 16 500
file 12 2 → o 12 0
file 4 0 → o 4 300
(when finished entering the above commands, wait 15 – 20 seconds)

ti all 70 → m all 50
(wait 5 – 10 seconds)

tir all 10 240000 → m all 40 → or all 0 240000 → m all 30
(wait about 10 seconds)

m all 25

> Gradually lessen the meter over the next 2 minutes (m 24... m 23... m 20... etc.) arriving at "m 9" just before the tempo reaches 10.

(when the tempo reaches 10, enter immediately)
pattr 3

> As the offsets ramp up and down, alternate between the following commands: ti 10, ti 15, ti 20 (with more weight on "ti 10")

(just before the offsets arrive at 0, enter immediately)
x all → lcollr all 4
(wait 10 – 15 seconds)

lr all 0 20000
(wait 20 seconds)
video off → dac off *(at final black screen)*

Key of Commands

Command Logic:

1) - first argument sends the message to a general area of the patch (tempos, meters, levels, offsets, etc.)
2) - if necessary, second argument directs the message to a more specific area or group of objects within the larger area (here you talk to specific files, types of notes, channels, etc.)
3) - at the end of the list is the specific message that will be passed along to the object or objects of your choosing

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DAC:
dac on / dac off
FADER:
fader 0 / fader 100 1000 / fader 100, 0 1000
LEVELS:
l all 100 / l 4r 100 0 = *level for right channel of 4 file goes to 100 in 0 msec (in this case, you must use two numbers)* /
l 4l 8b 12r 100 0 = *levels for left channel of 4 file, both channels of 8 file, and right channel of 12 file go to 100 in 0 msec (again, two numbers at the end)*
TEMPI:
Many ways to change tempi –
t = *change tempo but don't bang the next count or restart the sequence*
ts = *change tempo and bang next count but don't restart the sequence*
tss = *change tempo, bang the next count and restart the sequence*
ti = *like t but independently determined, that is, not proportionally to tempi of other files*
tis = *like ts but…*
tiss = *like tss but…*
tr = *like t but with the ability to ramp* (tr all 100, 30 10000)
tsr = *like ts but…*
tssr = *like tss but…*
tir = *like ti but with the ability to ramp*
tisr = *like tis but…*
tissr = *like tiss but…*
examples: t all 700 / ts all 700 / t 4 8 12 24 50 / tr all 0, 3000 1000 / tiss all 125
METERS:
Commands for meter are similar to tempi, except no ramping –
m all 7 / mi all 7 / mi 4 8 12 100 / mss 4 244 / miss 4 244
STARTING, STOPPING, and SYNCING FILE PLAYBACK:
s all *(restarts all files at 1st beat)* / s 4 *(restart 4 from 1st beat)* / s 4 8 16 *(restart 4 8 16 from 1st beat)*
x all *(stops playback of all files)* / x 4 8 32 *(stop playback of 4 8 32 files)* / x 4 *(stops playback of 4file)*
c all *(continues playback of all files from the point at which they were stopped)* / c 4 8 12 / c 8
BUFFER OFFSETS (amount into file that playback starts):
Commands for offsets are similar to tempi and meters (and they DO include ramping) –
o all 800 / o 4 8 12 32 468 / o 32 24 16 1000 / or all 0, 1000 10000 / or all 0 1000 / or 4 700, 300 1000
(with ramping, if you don't ramp all buffer offsets, then you have to enter ramps of individual buffers one at a time – so you can't do this: or 4 8 12 100, 0 1000*)*
NOTES (control of which notes are on and off):
You can tell the computer to randomly select notes, or you can have complete control –
RANDOMIZING:
all rand / 4 rand / 12 rand / 24 rand (*you can't do this:* 4 8 12 rand)
COMPLETE CONTROL:
all on (*all notes on*) / all off (*all notes off*) / 4 on (*all notes on for 4 file*) / 12 off / 4 1 3 5 6 7 1 (*1st, 2nd, 3rd, 5th and 7th notes on [1 = on, 0 = off] for 4 file*) / 32 11 13 33 48 0 (*1st note of 1st beat, 3rd note of 1st beat, 3rd note of 3rd beat…off*)
VISUAL MODE:
visual on = *you only see the notes that you hear*
visual off = *you see all the notes, regardless of their audibility (in other words, you see a facet of the engine underneath the patch - this may be helpful at times when sculpting phrases)*
VIDEO ON/OFF:
video on = *video window responds to commands*
video off = *video does not respond to commands (window remains black)*