

Traqueur

User Manual

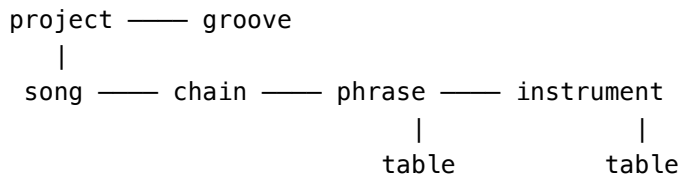
Contents

1	Introduction	2
1.1	Data Structure	2
1.2	Default Key Mapping (Keyboard)	2
1.3	Basic Editing & Navigation	2
1.4	Selections	3
1.5	Playback	3
1.6	Muting	3
2	Commands	3
2.1	Command Notes	4
3	Configuration	4
3.1	config.xml Format	4
3.2	Config Reference	4

Introduction

Traqueur is a music tracker and DAW optimised for portable and low-resource devices. It runs on macOS, Linux, Raspberry Pi, and Steam Deck. The interface is built around a hierarchy of nested objects, each with its own editing screen.

Data Structure



Note The song grid has 8 channels and 256 rows. Up to 128 sample instruments and 16 MIDI instruments are available per project.

Default Key Mapping (Keyboard)

Note These are the default mappings for desktop keyboard use. All keys can be overridden in `config.xml` (see Section 3). For gamepad or Steam Deck use, configure `mapping.xml`.

Button	Default Key
A	J
B	K
START	Space
LT	Right Ctrl (RCTRL)
RT	Left Ctrl (LCTRL)

Note LT and RT are intentionally swapped relative to hardware because the keyboard keys are on the opposite side of the keyboard from the controller layout.

Basic Editing & Navigation

Controller	Keys	Action
D-Pad	WASD	In-screen navigation
A	J	Insert Chain / Phrase / Note
A, A	J, J	Insert next unused Chain / Phrase / Instrument
LT+(B, A)	LT+(J, K)	Clone highlighted item into next unused slot
B+A	J+K	Cut highlighted item
A+UP / DOWN	J+W / S	Change value $\pm 0x10$
A+LEFT / RIGHT	J+A / D	Change value ± 1
B+UP / DOWN	K+W / S	Song: page up/down; Chain: next/prev phrase; Instrument/Table: $\pm 0x10$
RT+D-Pad	LCTRL+WASD	Navigate between screens
...	F	Full screen

Tip **LT+UP/DOWN** is especially useful in Live Mode: jump directly to the next populated row and queue it without hunting through empty space.

Selections

Controller	Keys	Action
LT+B	RCTRL+K	Start selection (cursor cell only)
LT+B+B	RCTRL+K+K	Start selection (entire row)
LT+B+B+B	RCTRL+K+K+K	Start selection (entire screen)
D-Pad	WASD	Grow or shrink existing selection
B	K	Copy selection to buffer
LT+A	RCTRL+J	Paste clipboard at cursor <i>or</i> cut selection

Playback

Switch between Song and Live modes with **B+LEFT/RIGHT** in the Song screen (**K+A/D**).

Controller	Keys	Song Mode
START	SPACE	Song screen: play/stop from row. Chain / Phrase screen: solo play

Controller	Keys	Live Mode
START	SPACE	Queue highlighted step. Queued items blink >.
LT+START	RCTRL+SPACE	Queue all channels on current row.

Muting

Controller	Keys	Action
RT+B	K+LCTRL	Toggle mute. Release RT first = stays muted; release B first = reverts.
RT+A	J+LCTRL	Solo channel.
LT+RT	LCTRL+RCTRL	Restore full playback on all channels.

Note RT+A and RT+B respect active selections — the action applies to all channels present in the selection.

Commands

Each phrase row can hold two commands. Commands affecting instruments can run on any step, including the step that triggers the instrument.

Commands marked * may have platform-specific behaviour.

Command	Values	Description
ARPG	abcd	Cycle relative pitches a/b/c/d by semitone in a loop
CRSH*	aabb	Pre-crush drive aa (00=bypass); bit depth bb (0x0=1 bit, 0xF=16 bit)
DLAY*	--bb	Delay the note by bb ticks
FBMX	aabb	Approach feedback mix xxbb at speed aaxx
FBTN	aabb	Approach feedback tune xxbb at speed aaxx
FCUT	aabb	Adjust filter cutoff to bb at speed aa
FLTR	aabb	Lowpass: set absolute cutoff aa and resonance bb
FRES	aabb	Adjust filter resonance to bb at speed aa
HOP*	aabb	Jump to step bb in next phrase; in tables: jump to row bb aa times then continue
IRTG	aabb	Retrigger instrument transposed bb semitones (cumulative)
KILL*	--bb	Stop instrument after bb ticks
LEGA*	aabb	Exponential pitch slide to bb at speed aa
LPOF	aaaa	Shift loop start+end by aaaa (values > 0x800 go backward)
MDCC	aabb	MIDI CC: control# aa, value bb
MDPG	--bb	MIDI program change (0000 = program 1)

Command	Values	Description
PAN*	aabb	Pan to bb at speed aa
PFIN	aabb	Pitch fine-tune: width bb at speed aa (00–7F up, FF–80 down)
PL0F	aabb	Play offset: jump to chunk aa or move \pm bb chunks (256 chunks total)
PTCH*	aabb	Linear pitch change: time aa, semitones bb
RTRG*	aabb	Retrigger: advance loop aa ticks each cycle, loop length bb ticks
TABL*	--bb	Trigger table bb
TMP0*	--bb	Set tempo in hex (003C=60 BPM, 0190=400 BPM)
VOLM*	aabb	Approach volume bb at speed aa (bb 00=silent; aa 00=instant)

Command Notes

ARPG Speed is fixed and cannot be changed. ARPG 3000 loops original/+3st; ARPG 4050 loops original/+4/+0/+5.

FCUT / FLTR FCUT 0080 sets cutoff to 50% instantly; FCUT 1000 closes filter at speed 10. FLTR 00FF = unfiltered signal.

HOP Instant — instrument and commands on the same row still execute. No effect on instruments themselves.

IRTG The retriggered instrument is *not* reset: all running state (filter, volume, etc.) is preserved. Transpositions are cumulative. Useful for dubby echoes and non-4/4 timing without switching grooves.

LEGA vs. PTCH LEGA is exponential (equal speed across octaves); PTCH is linear. If pitch offset is 0 on a note row, a LEGA slide occurs automatically from the previous note.

LPOF Resets each time a new note triggers. Cannot itself trigger a note — a sample must already be playing.

RTRG RTRG 0001 loops 1 tick; RTRG 0102 loops 2 ticks advancing 1 each cycle; RTRG 0101 is a no-op (offset equals loop length).

VOLM To create a swell: set the instrument volume to 0 and use VOLM to ramp up.

Configuration

Flags can be stored permanently in `config.xml` (placed alongside the executable).

config.xml Format

```
<CONFIG>
  <FULLSCREEN value='YES' />
  <AUDIODRIVER value='Real' />
  <AUDIOBUFFERSIZE value='512' />
</CONFIG>
```

Config Reference

Key	Example	Notes
BACKGROUND	0F0F0F	Background colour (hex RGB)
FOREGROUND	E5E5B9	Foreground colour
HICOLOR1	35748B	Row-count colour in Song Screen
HICOLOR2	FF4138	Cursor colour
CURSORCOLOR	D0DC12	Cursor overlay colour
FULLSCREEN	YES	Start in fullscreen
KEY_A	j	A button
KEY_B	k	B button
KEY_LEFT	right ctrl	Left (LT) navigation button
KEY_RIGHT	left ctrl	Right (RT) navigation button
KEY_UP	w	Up arrow
KEY_DOWN	a	Down arrow
KEY_LSHOULDER	s	Left shoulder trigger
KEY_RSHOULDER	d	Right shoulder trigger
KEY_START	space	Start button
ROOTFOLDER	/home/user	Project storage location
SAMPLELIB	root:	Sample library location
RENDER	FILERT	FILE, FILESPLIT, FILERT, FILESPLITRT

Key values use [SDL_KeySym](#) names. For USB controllers and Steam Deck button mapping, use `mapping.xml`.