

foxdot

lien de téléchargement : <https://github.com/Qirky/Troop/releases>

synth

```
['twang', 'bell', 'creep', 'razz', 'ambi', 'audioin', 'scratch', 'dab',  
'loop', 'noise', 'pasha', 'sinepad', 'snick', 'crunch', 'soprano', 'dbass',  
'keys', 'rave', 'arpy', 'play1', 'dirt', 'scatter', 'quin', 'zap', 'donk',  
'squish', 'growl', 'spark', 'swell', 'glass', 'orient', 'fuzz', 'feel',  
'dub', 'star', 'saw', 'space', 'pluck', 'play2', 'lazer', 'sitar', 'sawbass',  
'pulse', 'prophet', 'marimba', 'viola', 'klank', 'karp', 'charm', 'nylon',  
'ripple', 'gong', 'varsaw', 'bass', 'pads', 'blip', 'soft', 'bug', 'jbass']
```

attributs

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('degree', 'oct', 'freq', 'dur', 'delay', 'buf', 'blur', 'amplify', 'scale',  
'bpm', 'sample', 'env', 'sus', 'fmod', 'pan', 'rate', 'amp', 'midinote',  
'channel', 'vib', 'vibdepth', 'sus', 'slidedelay', 'slide', 'slidefrom',  
'glidedelay', 'glide', 'bend', 'benddelay', 'coarse', 'striate', 'buf',  
'rate', 'pshift', 'hpr', 'hpf', 'lpf', 'lpr', 'swell', 'bpf', 'bnoise',  
'bpr', 'chop', 'beat_dur', 'tremolo', 'echotime', 'echo', 'spin', 'cut',  
'room', 'mix', 'formant', 'shape', 'drive')
```

percussions

'-': Hi hat closed	'B': Short saw	'a': Gameboy hihat
':': Hi-hats	'C': Choral	'b': Noisy beep
'=: Hi hat open	'D': Dirty snare	'c': Voice/string
'M': Acoustic toms	'E': Ringing percussion	'd': Woodblock
'X': Heavy kick	'F': Trumpet stabs	'e': Electronic Cowbell
'o': Snare drum	'G': Ambient stabs	'f': Pops
'u': Soft snare	'H': Clap	'g': Ominous
'v': Soft kick	'I': Rock snare	'h': Finger snaps
'x': Bass drum	'J': Ambient stabs	'i': Jungle snare
'~': Ride cymbal	'K': Percussive hits	'j': Whines
	'L': Noisy percussive hits	'k': Wood shaker
'!': Yeah!	'M': Acoustic toms	'l': Robot noise
'#': Crash	'N': Gameboy SFX	'm': 808 toms
'\$': Beatbox	'O': Heavy snare	'n': Noise
'%': Noise bursts	'P': Tabla long	'o': Snare drum
'&': Chime	'Q': Electronic stabs	'p': Tabla
'*': Clap	'R': Metallic	'q': Ambient stabs
'+': Clicks	'S': Tamborine	'r': Metal
'-': Hi hat closed	'T': Cowbell	's': Shaker
('/: Reverse sounds	'U': Misc. Fx	't': Rimshot
'1': Vocals (One)	'V': Hard kick	'u': Soft snare
'2': Vocals (Two)	'W': Distorted	'v': Soft kick
'3': Vocals (Three)	'X': Heavy kick	'w': Dub hits
'4': Vocals (Four)	'Y': High buzz	'x': Bass drum
':': Hi-hats	'Z': Loud stabs	'y': Percussive hits
'=: Hi hat open	'\\': Lazer	'z': Scratch
'@': Gameboy noise	'^': 'Donk'	' ': Hangdrum
'A': Gameboy kick drum		'~': Ride cymbal