

Samples

`sample` play a sample

Synths

`use_synth`

`with_synth`

Effects

`with_fx`

Random

`rand(max)` random float up to max (or in range)

`rand_i(max)` random int up to max (or in range)

`dice(sides)` random int between 1 and sides

Timing

Minecraft

Notes



By [emlyn](#)
cheatography.com/emlyn/

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