
Programs

Line 100 clears screen.	>100 CALL CLEAR ! Chimes	
Line 110 to ...	>110 DATA 5,159,191,223,255,2 27,1,9,142,1,164,2,197,1,144 ,182,211,6,3,145,183,212,5,3 ,146,184,213,4 >120 DATA 5,167,4,147,176,214 ,5,3,148,177,215,6,3,149,178 ,216,7 >130 DATA 5,202,2,150,179,208 ,6,3,151,180,209,5,3,152,181 ,210,4 >140 DATA 5,133,3,144,182,211 ,5,3,145,183,212,6,3,146,184 ,213,7 >150 DATA 5,164,2,147,176,214 ,6,3,148,177,215,5,3,149,178 ,216,4 Line 160 ends sound list.	>160 DATA 5,197,1,150,179,208 ,5,3,151,180,209,6,3,152,181 ,210,7,3,159,191,223,0
Line 170 reads list into B and A is counter	>170 A=A+1 :: READ B :: CALL POKEV(A,B)	
Line 180 checks end of list?	>180 IF B=0 THEN 190 ELSE 170	
Line 190 shows how to access.	>190 PRINT "TYPE:": : "CALL IO(1,8192)" >200 CALL IO(1,8192)	
Line 310 continues AD loop.	>310 NEXT AD	
Line 320 executes sound list.	>320 CALL IO(1,4096)	
Line 330 prints out suggestion on how to test IO.	>330 PRINT "CRASH": : "TYPE:": "CALL IO(1,4096)"	