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Programs

Line 100 clears the screen.		>100 CALL CLEAR ! CRASH
Line 110 to ...		>110 DATA 2,228,242,5
		>120 DATA 2,228,240,18
		>130 DATA 2,228,241,16
		>140 DATA 2,228,242,14
		>150 DATA 2,228,243,12
		>160 DATA 2,228,244,10
		>170 DATA 2,229,245,9
		>180 DATA 2,229,246,8
		>190 DATA 2,229,247,7
		>200 DATA 2,229,248,6
		>210 DATA 2,229,249,5
		>220 DATA 2,230,250,4
		>230 DATA 2,230,251,3
		>240 DATA 2,230,252,2
		>250 DATA 2,230,253,1
		>260 DATA 2,230,254,1
Line 270 ends sound list.		>270 DATA 1,255,0,0
Line 280 AD is VDP address to start with and ends with.		>280 FOR AD=4096 TO 4160 STE P 4
Line 290 reads list.		>290 READ V1,V2,V3,V4
Line 300 moves them into VDP.		>300 CALL POKEV(AD,V1,V2,V3,V 4)
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)"

All data values must converted to Binary in order to see what is going on. You now have all the data that I have as to this phase of IO types 0 and 1. See Editor Assembler Manual also for more data on sound lists and sound chip.