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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
Line 290 reads list.	P 4
Line 300 moves them into VDP.	>290 READ V1,V2,V3,V4
	>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.