2)   BEEPR -- BEEPER SUBROUTINE

INPUT: None

OUTPUT: 7 short quick beeps

CHANGES: V0 V1

CALLS: TIMER

LABELS USED: BEEPR BEEP (Call with 2XXX BEEPR)

3)   NUMB3 -- THREE NUMBER DISPLAY SUBROUTINE

INPUT: V0 = value for conversion to 3 digit decimal

number

VC VD = XY coordinates of the upper left

corner of a 14 x 5 bit block where the

three numbers are to appear.

OUTPUT: Displays/Erases (on second call) the

converted value in V0 @ VC VD

CHANGES: "I" V0 V1 V2 (VC and VD are reset to

their original values)

CALLS: No other subroutines

LABELS USED: NUMB3 C-3DD (Call with 2XXX NUMB3)

(To use this sub let's say you are keeping the player's

score in VE. Set VC,VD = the XY coordinates of where you

want the score to appear, set V0 = VE (80E0;V0=VE) and

call the sub with the instruction and argument, 2XXX NUMB3.

To erase the score, just set V0 = VE again and call. As

VC VD are reset by the subroutine, they only need to be