numeric output

```
READY.

1000 NUMBER         =  $FB
1010 CHROUT         =  $FFD2
1020 *=$3000
1040                LDA NUMBER
1050                JSR OUTPUT
1060                RTS
1070 OUTPUT         PHA
1080                LSR A
1090                LSR A
1100                LSR A
1110                LSR A
1120                CMP #10
1130                BCC OVER
1140                ADC #6
1150 OVER           ADC #$30
1160                JSR CHROUT
1170                PLA
1180                AND #$0F
1190                CMP #10
1200                BCC OVER2
1210                ADC #6
1220 OVER2          ADC #$30
1230                JSR CHROUT
1240                RTS

READY.


READY.

BREAK @ C006

  ADDR IRQ  SR AC XR YR SP
.; C006 EA31 30 65 00 00 F6
.
    0  3000  A5FB      LDA  $FB
    1  3002  200630    JSR  $3006
    2  3005  60        RTS
    3  3006  48        PHA
    4  3007  4A        LSR  A
    5  3008  4A        LSR  A
    6  3009  4A        LSR  A
    7  300A  4A        LSR  A
    8  300B  C90A      CMP  #$0A
    9  300D  9002      BCC  $3011
   10  300F  6906      ADC  #$06
   11  3011  6930      ADC  #$30
   12  3013  20D2FF    JSR  $FFD2
   13  3016  68        PLA
   14  3017  290F      AND  #$0F
   15  3019  C90A      CMP  #$0A
   16  301B  9002      BCC  $301F
   17  301D  6906      ADC  #$06
   18  301F  6930      ADC  #$30
   19  3021  20D2FF    JSR  $FFD2
   20  3024  60        RTS
   21  3025  04        BYT  $04
.?
.

READY.
```

01	$D022
10	$D023
11	$D800 –

Zet karakters ~~en~~ en sprites in multicolor mode
geef d022 en d023 een kleur

Als $D01B = 255 dan zitten de sprites onder de 10 data en 11 data maar boven de 01 data

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Als $D01B = 0 dan zit de sprite overal boven
