

Munkalap1

Offset	Type	Length	Name	Value	Remarks
0	word	2	loadaddress	\$1001	not checked
2	word	2	basicnextline	\$100b	not checked
4	word	2	basiclinenumber	2020	not checked
6	byte	1	basicsys	\$9e	not checked
7	text	4	basicsysparam	4352	not checked
B	byte	1	basiclineend	0	not checked
C	word	2	basicend	\$0000	not checked
E	byte	3			filler
11	text	8	marker	tedmusic	
19	byte	1	version	1	1: First version
1A	word	2	dataoffset		The offset where song data starts from the beginning of the file (load address included)
1C	word	2	dataaddress		This is the memory address where the real music data should be loaded (in case of BASIC load this is the address where the music should be relocated to)
1E	word	2	initaddress		The address of the routine which can be called to start a song. The number of the song is passed in register A. The init must not change interrupt enable (\$ff0a) register and interrupt vectors (neither \$0314 nor \$ffe)
20	word	2	playaddress		The address of the routine which can be called to play the song. CPU I flag should not be manipulated and interrupt request (\$ff09) must not be acknowledged
22	byte	1	numberofsongs		
23	byte	1	timing	0: PAL VBlank (50Hz), 1: NTSC VBlank (60Hz), 2: timer1 value in next field, 3: timer1 value set by init routine	Value 3 should be avoided whenever possible because it prevents playing back PAL music on NTSC machines and vice versa.
24	word	2	timer1value		The value put in TED timer#1 Special timer values: PAL 1/frame (VBlank, 1x): 17734 PAL 2/frame (2x): 8867 PAL 4/frame (4x): 4433 NTSC 1/frame: 14915 NTSC 2/frame: 7457 NTSC 4/frame: 3728

Munkalap1

26	byte	1	flags	Bit 7: screen turned off during playback Bit 6: uses SID too Bit 5: uses DigiBlaster	Screen can be turned of during playback but the song still should handle interrupts gracefully Music should indicate the used additional sound sources in order to allow music players to mute them after playback
27	text	32	title		
47	text	32	author		
67	text	32	released		
87	byte	122			reserved for future use
101			player		A built-in player (and optional relocater) routine that allows playing the music on a 264 series machine after a BASIC DLOAD
			data		The music data