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10 GRAPHICS 0
20 DIM SPARMS(16):ARY=4
25 FOR I=0 TO 15:SPARMS(I)=0:NEXT I
30 FOR SREG=1 TO 3:SPARMS(SREG*4)=SREG:NEXT SREG
40 POKE 752,1
50 POSITION 12,2:?"P D U"
60 FOR SREG=0 TO 3:GOSUB 270:NEXT SREG
70 GOSUB 260
80 PARMSEL=1:SREG=0
90 OPEN #1,4,0,"K:"
100 GET #1,K
110 IF K=81 THEN 230
120 IF K>=48 AND K<=51 THEN GOSUB 250:ARY=(K-46)*2:GOSUB 260:REM 0-3
130 IF K=80 THEN PARMSEL=1:REM "P"
140 IF K=68 THEN PARMSEL=2:REM "D"
150 IF K=86 THEN PARMSEL=3:REM "U"
160 PARM=SPARMS(SREG*4+PARMSEL)
170 IF K=28 AND PARM>0 THEN PARM=PARM-1:REM UP-ARROW
180 IF K=29 AND PARM<255 THEN PARM=PARM+1:REM DOWN-ARROW
190 SPARMS(SREG*4+PARMSEL)=PARM
200 SOUND SPARMS(SREG*4),SPARMS(SREG*4+1),SPARMS(SREG*4+2),SPARMS(SREG*4+3)
210 GOSUB 270
220 GOTO 100
230 CLOSE #1:SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2,0,0,0:SOUND 3,0,0,0
240 POKE 752,0:POSITION 2,12:?"":END
250 POSITION 2,ARY:?"":RETURN
260 POSITION 2,ARY:?"":SREG=K-48:RETURN
270 POSITION 4,(SREG+2)*2:?"SOUND ";SPARMS(SREG*4);", ";SPARMS(SREG*4+1);", ";SPARMS(SREG*4+2);", ";
280 ? SPARMS(SREG*4+3);" "
290 RETURN

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