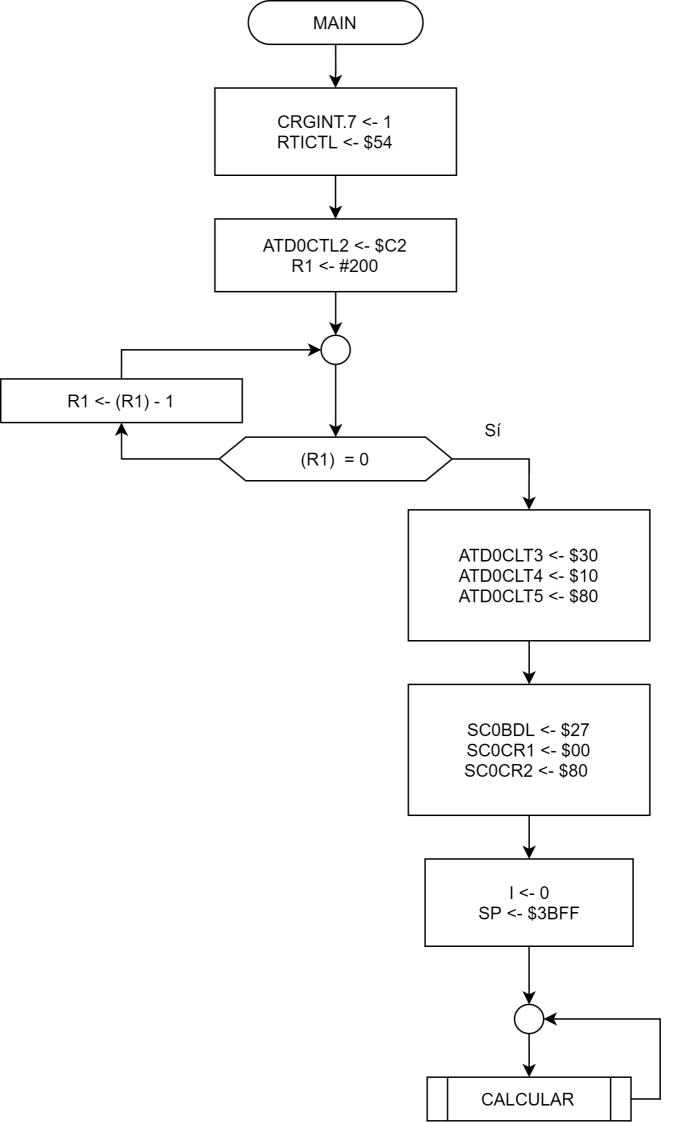
SBR = Bus - clk = 39 16 · Sata Rate = \$27 Memoria de Lá culs THE SENTIMENTS TSELL JAMES @ Best Fale = 38400 backs. @ Besck = 29 MHZ - SCOBAL = \$27 N=0 } SCOCRI=\$00 THEITCHE, RIE, WIE=1 ATD SKESSI- Q SELOBUST SCICRZ = \$80 APU = 1 } ATSOCTLZ=\$ZZ RT1

ASCIE = 1 TATE = 1 TATE 10ms SEC = 1 SATBOCTL3= (N+1) × 2 (M+2)

SEC = 1 SATBOCTL3= (N+1) × 2 (M+2)

OSC \_ CIK N= TITI - OSC\_CIK\_-1 N= 5 7 2 4 N= 4 3 => E = 10m-10,29 · 10 6: 45 > SPESS= 0 · PRS = Bus\_CIK -1=16 Q Buelk= 24 MHz ATDO CTL 4 = \$10 [E= 2,4%] 086=52520Q14 } 1= 450 N= 93 => [E = 2,97]
RTI CTL = \$540



```
CALCULO
RR1 <- (Nivel_PROM)
       K <- 20
K:RR1 <- (K) * (RR1)
     J <- 1023
  K<- (K:RR1) / (J)
     RR1 <- (K)
   NIVEL <- (R2)
       R1 <- 7
 RR1 <- (R1) * (R2)
 VOLUMEN <- (R2)
      J <- 100
   J <- (RR1) / (J)
       ↑ (RR1)
     RR1 <- (J)
  R2 <- (R2) + $30
  / ASCII C <- (R2)
       J <- 10
       J RR1
   J <- (RR1) / (J)
  R2 <- (R2) + $30
  / ASCII_U <- (R2)
     RR1 <- (J)
  R2 <- (R2) + $30
 V ASCII D <- (R2)
    REGRESAR
```

## **ESTRUCTURAS DE DATOS:**

Cont\_RTI: variable de tipo byte.

