The variable can input or output values ranging from 0 to 255
as that is equivalent to a single byte value. As there are
two variables 16 bits can be represented in the two 8 bit
variables. If CRU input reads less than 8 bits, the unused
bits in the byte are reset to zero. If CRU input reads less
then 16 but more than 8 bits, the unused bits in the word
will be reset to zero. The bits range from 1 to 16 for input
or output.

AUTO-SOUND INSTRUCTION GROM/GRAM/VDP

Format   CALL IO(type,address[,...])

 Control of the Sound Generator Chip (SGC) in the system
console is through a pre-defined table in GROM/GRAM or VDP
memory. Sound output is controlled by the table and the VDP
Interrupt Service Routine (ISR). A control byte at the end of
the table can cause control to loop back up in the table to
continue, or end sound output. The format of the table is the
same regardless of where it resides. The table consists of a
series of blocks, each of which contains a series of bytes
which are directly output to the SGC.
 Since the VDP generates 60 interrupts per second, the
interrupt count is expressed in units of one-sixtieth of a
second.
 When the IO command is called, upon the next occurring
VDP interrupt, the first block of bytes is output to the SGC.
The interpreter (Operating System) waits the requested number
of interrupts (for example, if interrupt counts are 1, every
interrupt causes the next block to be output). Remember that
interpretation of XB continues normally while the SGC control
is enabled.
 The sound control can be terminated by using an interrupt
count of 0 in the last block of the table. Alternatively, a
primitive looping control is provided by using a block whose
first byte is 0, and the next 2 bytes indicate an address in
the same memory space of the next sound block to use. (That
means one block points to another block only in the same type
of memory).