Programs

```
Line 100 clears the screen.  | >100 CALL CLEAR ! CRASH
Line 110 to ...              | >110 DATA 2,228,242,5
                            | >120 DATA 2,228,240,18
                            | >130 DATA 2,228,241,16
                            | >140 DATA 2,228,242,14
                            | >150 DATA 2,228,243,12
                            | >160 DATA 2,228,244,10
                            | >170 DATA 2,229,245,9
                            | >180 DATA 2,229,246,8
                            | >190 DATA 2,229,247,7
                            | >200 DATA 2,229,248,6
                            | >210 DATA 2,229,249,5
                            | >220 DATA 2,230,250,4
                            | >230 DATA 2,230,251,3
                            | >240 DATA 2,230,252,2
                            | >250 DATA 2,230,253,1
                            | >260 DATA 2,230,254,1
Line 270 ends sound list.    | >270 DATA 1,255,0,0
Line 280 AD is VDP address to | >280 FOR AD=4096 TO 4160 STE
start with and ends with.    |  P 4
Line 290 reads list.         | >290 READ V1,V2,V3,V4
Line 300 moves them into VDP. | >300 CALL POKEV(AD,V1,V2,V3,V
                            |  4)
Line 310 continues AD loop.  | >310 NEXT AD
Line 320 executes sound list. | >320 CALL IO(1,4096)
Line 330 prints out suggestion| >330 PRINT "CRASH": :"TYPE:":
on how to test IO.           |  "CALL IO(1,4096)"
```

 All data values must converted to Binary in order to see
what is going on. You now have all the data that I have as
to this phase of IO types 0 and 1. See Editor Assembler
Manual also for more data on sound lists and sound chip.