Sound table creator for conversion of sound data.

```
100 CALL CLEAR :: PRINT "*SOUND DATA TABLE CREATOR*"
110 Q$="0123456789ABCDEF"
120 INPUT "GENERATOR # ?":GN
130 INPUT "DURATION ?":DUR
140 INPUT "FREQUENCY ?":FREQ
150 INPUT "VOLUME ?":VOL :: PRINT : : :
160 IF DUR>17 THEN 180
170 DUR=17
180 REM  DURATION
190 DUR=INT((DUR*255)/4250) :: CONV=DUR :: GOSUB 400
200 DUR$=SEG$(HX$,3,2) :: IF FREQ>-1 THEN 290
210 REM   NOISE FREQUENCY
220 FR=ABS(FREQ)-1 :: FR$="E"&STR$(FR)
230 REM  NOISE VOLUME
240 VOL=INT(VOL/2) :: CONV=VOL
250 GOSUB 430 :: VOL$="F"&SEG$(HX$,4,1)
260 PRINT "DATA>02";FR$;",>";VOL$;DUR$: : :
270 GOTO 360
280 REM  TONE FREQUENCY
290 FR=INT((111860.8/FREQ)+.5)
300 CONV=FR :: GOSUB 400
310 FR$=SEG$(Q$,GN*2+7,1)&SEG$(HX$,4,1)&SEG$(HX$,2,2)
320 REM  TONE VOLUME
330 VOL=INT(VOL/2) :: CONV=VOL :: GOSUB 400
340 VOL$=SEG$(Q$,GN*2+8,1)&SEG$(HX$,4,1)
350 PRINT "DATA>03";SEG$(FR$,1,1)&SEG$(FR$,2,1);",>";
SEG$(FR$,3,2);VOL$;",>";DUR$;"00": : :
360 PRINT: :"ANOTHER SOUND (Y/N)?"
370 CALL ONKEY("YN",3,K,S) GOTO 100,390
380 GOTO 370
390 CALL CLEAR :: END
400 REM  DECIMAL TO HEX
410 AY=INT(CONV)/16 :: BY=INT(AY)/16
420 CY=INT(BY)/16 :: DY=INT(CY)/16
430 AP=(AY-INT(AY))*16 :: BP=(BY-INT(BY))*16
440 CP=(CY-INT(CY))*16 :: DP=(DY-INT(DY))*16
450 HX$=SEG$(Q$,DP+1,1)&SEG$(Q$,CP+1,1)&
SEG$(Q$,BP+1,1)&SEG$(Q$,AP+1,1) :: RETURN
```

Use this program to create Hex strings that can use
CALL MOVES to move strings into VDP to be played from
a CALL IO(1,VDP-address)