C:\Users\Raz\Documents\EE 445L\Battleship =(\Sources\music.h Friday, December 03, 2010 / 1:29 PM

```
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```

```
1: #define EXPLODE 10672
2: #define WHISTLE 8151
3:
4: void DAC_Init(void);
5: void Music_InitOC7(void);
6: void Music_EnableOC7(int sound);
```