

NOTE THIS IS A PROGRAM
FOR GOOD PROGRAMMERS
Beginners may need help

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Music Program (STAR WARS EXAMPLE)

```
10 .12345678901234567890 1234567890
   12345678901234567890 1234567890
   1234567890123456
```

} this saves
Room for
data to be
Poked into

76

```
100 0=-24573
110 for X=0 to 99
120 input J; J=J-127
130 if J<0 %(D+x)=J-1; goto 150
140 %(D+x)=J
150 Next X
160 0=0+104; goto 76
```

NOTE:
UP TO 100
BYTES CAN
BE STORED
PER LINE

This load program puts data into Rem (.)
Statements. Up to 14 Rem statements
with 100 bytes (numbers) per line can be
stored. These Rem lines must be put
into the program before you can put data
in. IN THIS EXAMPLE I ONLY NEEDED 76
Bytes of data. IF MORE HAD BEEN
Needed, a longer song, then I would have
had to add more Rem statements.

NOW RUN This program and input the
following data. (STAR WARS DEMO)

DATA →

121	0	0	16	0	121	0	16	121	0	0	16
143	121	90	100	90	71	60	100	107	90	67	16
107	90	71	16	107	90	80	16	71	60	44	100
90	71	60	50	107	90	67	16	107	90	71	16
107	90	80	16	44	71	60	100	90	71	60	50
101	80	67	16	101	90	71	16	101	80	67	16
121	95	80	800								

ENTER DATA LEFT TO RIGHT, ONE NUMBER
PER J INPUT.

(OVER)

Now IF you List the program you will see line 10 filled with question MARKS

Now SAVE THIS ON TAPE SO THAT IF AN ACCIDENT OCCURS YOU WON'T HAVE TO PUT ALL THE DATA IN AGAIN

Now DELETE LINES 100 to 160 AND Replace with:

```

100 NT=0; T=4; R(16)=49; R(21)=15; R(22)=136; A=-24573
110 For C=A to A+100 STEP 4
120 R(17)=R(C)÷256+127; R(18)=R(C+1)÷256+127; R(19)=R(C+2)÷256+127
130 For D=1 to (R(C+3)÷256+127)×T; NEXT D
140 NEXT C; A=A+104; if A < E, goto 110
150 R(21)=0; R(22)=0; R(16)=0
160 R(17)=0; R(18)=0; R(19)=0; NT=3
    
```

END OF DATA
IN THIS CASE

~~XXXXXXXXXX~~
-24499

You CAN NOW SAVE THE PROGRAM IN THIS FORM AND PLAY THIS DEMO AT ANY TIME.

Now PUT IN MORE REMS AND WRITE YOUR OWN SONGS DATA IS SAVED IN THE FOLLOWING Format

TONE A, TONE B, TONE C, Duration

BALLP NOTE	NOTE	TONE #	TONE TABLE
↓	↓	↓	
÷ 2	2	244	1C = 136 x1C = 67
÷ 3	3	215	2D = 121 x2D = 60
÷ 4	4	204	3E = 107 x3E = 53
÷ 5	5	181	4F = 101 x4F = 50
÷ 6	6	160	5G = 90 x5G = 44
÷ 7	7	143	6A = 80 x6A = 39
			7B = 71 x7B = 35

Duration	
Whole	= 200
half	= 100
quarter	= 50
eight	= 25
sixteenth	= 12
thirty second	= 6
tripplet _{gr}	= 16

This is one chord, try translating DATA ON OTHER SIDE for STAR WARS

use this table for tone #'s

SHARPS & FLATS ARE IN BETWEEN THESE NOTES AND NUMBERS