

SCR #25

```
0 ( CASE )
1
2 : CASE ?COMP CSP @ SP@ CSP ! 4 ;
3 IMMEDIATE
4
5 : OF 4 ?PAIRS COMPILE OVER COMPILE
6 = COMPILE @BRANCH HERE @ ,
7 COMPILE DROP 5 ; IMMEDIATE
8
9 : ENDOF
10 5 ?PAIRS COMPILE BRANCH HERE @ ,
11 SWAP 2 [COMPILE] THEN 4 ; IMMEDIATE
12
13 : ENDCASE 4 ?PAIRS COMPILE DROP
14 BEGIN SP@ CSP @ = @=
15 WHILE 2 [COMPILE] THEN REPEAT CSP !
16 ; IMMEDIATE
17
18
19
20 -->
21
22
23
```

SCR #26

```
0 ( HABITS )
1 DECIMAL
2
3 : D DECIMAL ;
4
5 : E/B EMPTY-BUFFERS ;
6
7 : MS @ DO 5 @ DO LOOP LOOP ;
8
9 : LS ( PRINT SCRNS N1 N2 --- )
10 1 PR#
11 1+ SWAP DO
12 I LIST I 1+ LIST
13 12 EMIT ( FORM FEED )
14 2 +LOOP ;
15
16
17
18
19 -->
20
21
22
23
```

DISC #1

"MUSIC ROOM / FAULTLESS JAMIN"

OSC-MANITOBA-PITTSBURGH

version 10/85 (c) Paul DeMarinis 1985

SCR #27

0 ( BLANK SCREEN )

1

2 -->

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

SCR #28

0 ( BLANK SCREEN )

1

2

3

4 -->

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

SCR #29

0 ( BLANK SCREEN )

1

2

3

4

5 -->

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

SCR #30

0 (           CONSTANTS FOR CASIO )

1

2

3 HEX

4 C110 CONSTANT CASPRTB

5 C111 CONSTANT CASPRTA

6 C112 CONSTANT CASDDRb

7 C113 CONSTANT CASDDRA

8 C114 CONSTANT CAST1L

9 C115 CONSTANT CAST1CH

10 C11B CONSTANT CASACR

11 C11C CONSTANT CASPCR

12 C11D CONSTANT CASIFR

13 C11E CONSTANT CASIER

14

15 C000 CONSTANT KBD

16 C100 CONSTANT CAS1

17 C200 CONSTANT CAS2

18 C300 CONSTANT CAS3

19 C400 CONSTANT CAS4

20

21 1 CONSTANT SCORE

22 -->

23

SCR #31

```
0 ( VARIABLE FOR THE FOUR CASIOS )
1 HEX
2
3
4
5
6
7 VARIABLE COM1 A ALLOT
8 VARIABLE COM2 A ALLOT
9 VARIABLE COM3 A ALLOT
10 VARIABLE COM4 A ALLOT
11
12 VARIABLE VOICE1 A ALLOT
13 VARIABLE VOICE2 A ALLOT
14 VARIABLE VOICE3 A ALLOT
15 VARIABLE VOICE4 A ALLOT
16
17
18 ( COM1 THRU COM4 ARE COMPOSITE REGISTERS
19 USED TO HOLD NOTE + VOICE INFORMATION
20 TO BE STORED INTO CASIO1 THRU CASIO4 )
21
22 -->
23
```

SCR #32

```
0 ( CASIO1 CLEAR ROUTINE )
1 HEX
2
3 CODE CAS1CLEAR ( ROUTINE USABLE FROM )
4 FF # LDA, ( MACHINE LANG PROG'S )
5 CAS1 STA,
6 CAS1 1 + STA,
7 CAS1 2 + STA,
8 CAS1 3 + STA,
9 CAS1 4 + STA,
10 CAS1 5 + STA,
11 CAS1 6 + STA,
12 CAS1 7 + STA,
13 RTS,
14 END-CODE
15
16 CODE CLEARCASIO1 ( LINKS TO FORTH )
17 ' CAS1CLEAR JSR,
18
19 NEXT JMP,
20 END-CODE
21
22 -->
23
```

SCR #33

```
0 ( CASIO1 OUTPUT ROUTINE      )
1 HEX
2
3 CODE CAS1OUT ( MACH LANG USABLE )
4
5 COM1 LDA, FF # EOR, CAS1  STA,
6 COM1 1 + LDA, FF # EOR, CAS1  1 + STA,
7 COM1 2 + LDA, FF # EOR, CAS1  2 + STA,
8 COM1 3 + LDA, FF # EOR, CAS1  3 + STA,
9 COM1 4 + LDA, FF # EOR, CAS1  4 + STA,
10 COM1 5 + LDA, FF # EOR, CAS1  5 + STA,
11 COM1 6 + LDA, FF # EOR, CAS1  6 + STA,
12 COM1 7 + LDA, FF # EOR, CAS1  7 + STA,
13 RTS,
14 END-CODE
15
16 CODE OUTCASIO1 ( LINKS BACK TO FORTH )
17 ' CAS1OUT JSR,
18 NEXT JMP,
19 END-CODE
20
21
22 -->
23
```

SCR #34

```
0 ( CASIO2 CLEAR ROUTINE      )
1 HEX
2
3 CODE CAS2CLEAR ( ROUTINE USABLE FROM )
4 FF # LDA,      ( MACHINE LANG PROG'S )
5 CAS2  STA,
6 CAS2  1 + STA,
7 CAS2  2 + STA,
8 CAS2  3 + STA,
9 CAS2  4 + STA,
10 CAS2  5 + STA,
11 CAS2  6 + STA,
12 CAS2  7 + STA,
13 RTS,
14 END-CODE
15
16 CODE CLEARCASIO2 ( LINKS TO FORTH )
17 ' CAS2CLEAR JSR,
18
19 NEXT JMP,
20 END-CODE
21
22 -->
23
```

SCR #35

```
0 ( CASIO2 OUTPUT ROUTINE      )
1 HEX
2
3 CODE CAS2OUT ( MACH LANG USABLE )
4
5 COM2 LDA, FF # EOR, CAS2  STA,
6 COM2 1 + LDA, FF # EOR, CAS2  1 + STA,
7 COM2 2 + LDA, FF # EOR, CAS2  2 + STA,
8 COM2 3 + LDA, FF # EOR, CAS2  3 + STA,
9 COM2 4 + LDA, FF # EOR, CAS2  4 + STA,
10 COM2 5 + LDA, FF # EOR, CAS2  5 + STA,
11 COM2 6 + LDA, FF # EOR, CAS2  6 + STA,
12 COM2 7 + LDA, FF # EOR, CAS2  7 + STA,
13 RTS,
14 END-CODE
15
16 CODE OUTCASIO2 ( LINKS BACK TO FORTH )
17 ' CAS2OUT JSR,
18 NEXT JMP,
19 END-CODE
20
21
22 -->
23
```

SCR #36

```
0 ( CASIO3 CLEAR ROUTINE      )
1 HEX
2
3 CODE CAS3CLEAR ( ROUTINE USABLE FROM )
4 FF # LDA,      ( MACHINE LANG PROG'S )
5 CAS3  STA,
6 CAS3  1 + STA,
7 CAS3  2 + STA,
8 CAS3  3 + STA,
9 CAS3  4 + STA,
10 CAS3  5 + STA,
11 CAS3  6 + STA,
12 CAS3  7 + STA,
13 RTS,
14 END-CODE
15
16 CODE CLEARCASIO3 ( LINKS TO FORTH )
17 ' CAS3CLEAR JSR,
18
19 NEXT JMP,
20 END-CODE
21
22 -->
23
```

SCR #37

```
0 ( CASIO3 OUTPUT ROUTINE      )
1 HEX
2
3 CODE CAS3OUT ( MACH LANG USABLE )
4
5 COM3 LDA, FF # EOR, CAS3  STA,
6 COM3 1 + LDA, FF # EOR, CAS3  1 + STA,
7 COM3 2 + LDA, FF # EOR, CAS3  2 + STA,
8 COM3 3 + LDA, FF # EOR, CAS3  3 + STA,
9 COM3 4 + LDA, FF # EOR, CAS3  4 + STA,
10 COM3 5 + LDA, FF # EOR, CAS3  5 + STA,
11 COM3 6 + LDA, FF # EOR, CAS3  6 + STA,
12 COM3 7 + LDA, FF # EOR, CAS3  7 + STA,
13 RTS,
14 END-CODE
15
16 CODE OUTCASIO3 ( LINKS BACK TO FORTH )
17 ' CAS3OUT JSR,
18 NEXT JMP,
19 END-CODE
20
21
22 -->
23
```

SCR #38

```
0 ( CASIO4 CLEAR ROUTINE      )
1 HEX
2
3 CODE CAS4CLEAR ( ROUTINE USABLE FROM )
4 FF # LDA,      ( MACHINE LANG PROG'S )
5 CAS4  STA,
6 CAS4  1 + STA,
7 CAS4  2 + STA,
8 CAS4  3 + STA,
9 CAS4  4 + STA,
10 CAS4  5 + STA,
11 CAS4  6 + STA,
12 CAS4  7 + STA,
13 RTS,
14 END-CODE
15
16 CODE CLEARCASIO4 ( LINKS TO FORTH )
17 ' CAS4CLEAR JSR,
18
19 NEXT JMP,
20 END-CODE
21
22 -->
23
```

SCR #39

```
0 ( CASIO4 OUTPUT ROUTINE      )
1 HEX
2
3 CODE CAS4OUT ( MACH LANG USABLE )
4
5 COM4 LDA, FF # EOR, CAS4  STA,
6 COM4 1 + LDA, FF # EOR, CAS4  1 + STA,
7 COM4 2 + LDA, FF # EOR, CAS4  2 + STA,
8 COM4 3 + LDA, FF # EOR, CAS4  3 + STA,
9 COM4 4 + LDA, FF # EOR, CAS4  4 + STA,
10 COM4 5 + LDA, FF # EOR, CAS4  5 + STA,
11 COM4 6 + LDA, FF # EOR, CAS4  6 + STA,
12 COM4 7 + LDA, FF # EOR, CAS4  7 + STA,
13 RTS,
14 END-CODE
15
16 CODE OUTCASIO4 ( LINKS BACK TO FORTH )
17 ' CAS4OUT JSR,
18 NEXT JMP,
19 END-CODE
20
21
22 -->
23
```

SCR #40

```
0 ( CASIO1 VOICE WORDS )
1 HEX
2 CODE OUTVOICE1
3 VOICE1 LDA, FF # EOR, CAS1  STA,
4 VOICE1 1 + LDA, FF # EOR, CAS1  1 + STA,
5 VOICE1 2 + LDA, FF # EOR, CAS1  2 + STA,
6 VOICE1 3 + LDA, FF # EOR, CAS1  3 + STA,
7 VOICE1 4 + LDA, FF # EOR, CAS1  4 + STA,
8 VOICE1 5 + LDA, FF # EOR, CAS1  5 + STA,
9 VOICE1 6 + LDA, FF # EOR, CAS1  6 + STA,
10 VOICE1 7 + LDA, FF # EOR, CAS1  7 + STA,
11 NEXT JMP, END-CODE
12
13 : CLEARVOICE1 8 0 DO 0 VOICE1 I + C!
14      LOOP ;
15
16 : CLEARCOM1 8 0 DO 0 COM1 I + C!
17      LOOP ;
18
19 : VIB1 40 VOICE1 4 + C! ;
20
21 : CLRVIB1 0 VOICE1 4 + C! ;
22 -->
23
```

## SCR #41

```

0 ( CASIO1 VOICE ROUTINES )
1
2 : SUST1 80 VOICE1 5 + C! ;
3
4 : CLRSUST1 0 VOICE1 5 + C! ;
5
6 : ATONE1 80 VOICE1 2 + C!
7       0 VOICE1 3 + C! ;
8
9 : BTONE1 40 VOICE1 2 + C!
10      0 VOICE1 3 + C! ;
11
12 : CTONE1 80 VOICE1 3 + C!
13      0 VOICE1 2 + C! ;
14
15 : DTONE1 40 VOICE1 3 + C!
16      0 VOICE1 2 + C! ;
17
18 : OCT1    40 VOICE1 6 + C! ;
19
20 : CLROCT1 0 VOICE1 6 + C! ;
21
22 -->
23

```

## SCR #42

```

0 ( CASIO2 VOICE WORDS )
1  HEX
2  CODE OUTVOICE2
3  VOICE2      LDA, FF # EOR, CAS2      STA,
4  VOICE2 1 + LDA, FF # EOR, CAS2 1 + STA,
5  VOICE2 2 + LDA, FF # EOR, CAS2 2 + STA,
6  VOICE2 3 + LDA, FF # EOR, CAS2 3 + STA,
7  VOICE2 4 + LDA, FF # EOR, CAS2 4 + STA,
8  VOICE2 5 + LDA, FF # EOR, CAS2 5 + STA,
9  VOICE2 6 + LDA, FF # EOR, CAS2 6 + STA,
10 VOICE2 7 + LDA, FF # EOR, CAS2 7 + STA,
11 NEXT JMP, END-CODE
12
13 : CLEARVOICE2 8 0 DO 0 VOICE2 I + C!
14              LOOP ;
15
16 : CLEARCOM2    8 0 DO 0 COM2 I + C!
17              LOOP ;
18
19 : VIB2 40 VOICE2 4 + C! ;
20
21 : CLRVIB2 0 VOICE2 4 + C! ;
22 -->
23

```

## SCR #43

```

0 ( CASIO2 VOICE ROUTINES )
1
2 : SUST2 80 VOICE2 5 + C! ;
3
4 : CLRSUST2 0 VOICE2 5 + C! ;
5
6 : ATONE2 80 VOICE2 2 + C!
7       0 VOICE2 3 + C! ;
8
9 : BTONE2 40 VOICE2 2 + C!
10      0 VOICE2 3 + C! ;
11
12 : CTONE2 80 VOICE2 3 + C!
13      0 VOICE2 2 + C! ;
14
15 : DTONE2 40 VOICE2 3 + C!
16      0 VOICE2 2 + C! ;
17
18 : OCT2    40 VOICE2 6 + C! ;
19
20 : CLROCT2 0 VOICE2 6 + C! ;
21
22 -->
23

```

## SCR #44

```

0 ( CASIO3 ROUTINES )
1  HEX
2  CODE OUTVOICE3
3  VOICE3      LDA, FF # EOR, CAS3      STA,
4  VOICE3 1 + LDA, FF # EOR, CAS3 1 + STA,
5  VOICE3 2 + LDA, FF # EOR, CAS3 2 + STA,
6  VOICE3 3 + LDA, FF # EOR, CAS3 3 + STA,
7  VOICE3 4 + LDA, FF # EOR, CAS3 4 + STA,
8  VOICE3 5 + LDA, FF # EOR, CAS3 5 + STA,
9  VOICE3 6 + LDA, FF # EOR, CAS3 6 + STA,
10 VOICE3 7 + LDA, FF # EOR, CAS3 7 + STA,
11 NEXT JMP, END-CODE
12
13 : CLEARVOICE3 8 0 DO 0 VOICE3 I + C!
14           LOOP ;
15
16 : CLEARCOM3   8 0 DO 0 COM3 I + C!
17           LOOP ;
18
19 : VIB3 40 VOICE3 4 + C! ;
20
21 : CLRVIB3 0 VOICE3 4 + C! ;
22 -->
23

```

SCR #45

```

0 ( CASIO3 VOICE ROUTINES )
1
2 : SUST3 80 VOICE3 5 + C! ;
3
4 : CLRSUST3 0 VOICE3 5 + C! ;
5
6 : ATONE3 80 VOICE3 2 + C!
7       0 VOICE3 3 + C! ;
8
9 : BTONE3 40 VOICE3 2 + C!
10      0 VOICE3 3 + C! ;
11
12 : CTONE3 80 VOICE3 3 + C!
13      0 VOICE3 2 + C! ;
14
15 : DTONE3 40 VOICE3 3 + C!
16      0 VOICE3 2 + C! ;
17
18 : OCT3 40 VOICE3 6 + C! ;
19
20 : CLROCT3 0 VOICE3 6 + C! ;
21
22 -->
23

```

SCR #46

```

0 ( CASIO4 ROUTINES )
1  HEX
2  CODE OUTVOICE4
3  VOICE4      LDA, FF # EOR, CAS4      STA,
4  VOICE4 1 + LDA, FF # EOR, CAS4 1 + STA,
5  VOICE4 2 + LDA, FF # EOR, CAS4 2 + STA,
6  VOICE4 3 + LDA, FF # EOR, CAS4 3 + STA,
7  VOICE4 4 + LDA, FF # EOR, CAS4 4 + STA,
8  VOICE4 5 + LDA, FF # EOR, CAS4 5 + STA,
9  VOICE4 6 + LDA, FF # EOR, CAS4 6 + STA,
10 VOICE4 7 + LDA, FF # EOR, CAS4 7 + STA,
11 NEXT JMP, END-CODE
12
13 : CLEARVOICE4 8 0 DO 0 VOICE4 I + C!
14       LOOP ;
15
16 : CLEARCOM4 8 0 DO 0 COM4 I + C!
17       LOOP ;
18
19 : VIB4 40 VOICE4 4 + C! ;
20
21 : CLRVIB4 0 VOICE4 4 + C! ;
22 -->
23

```

SCR #47

```

0 ( CASIO4 VOICE ROUTINES )
1
2 : SUST4 80 VOICE4 5 + C! ;
3
4 : CLRSUST4 0 VOICE4 5 + C! ;
5
6 : ATONE4 80 VOICE4 2 + C!
7       0 VOICE4 3 + C! ;
8
9 : BTONE4 40 VOICE4 2 + C!
10      0 VOICE3 3 + C! ;
11
12 : CTONE4 80 VOICE4 3 + C!
13      0 VOICE4 2 + C! ;
14
15 : DTONE4 40 VOICE4 3 + C!
16      0 VOICE4 2 + C! ;
17
18 : OCT4    40 VOICE4 6 + C! ;
19
20 : CLROCT4 0 VOICE4 6 + C! ;
21
22 -->
23

```

SCR #48

```

0 ( VOICE SET TABLES )
1 2 BASE !
2
3 CREATE SET
4 0 C, 010000000 C, 0 C, 0 C,
5 0 C, 0 C, 0 C, 0 C,
6
7 CREATE ATONE
8 0 C, 0 C, 100000000 C, 0 C,
9 0 C, 0 C, 0 C, 0 C,
10
11 CREATE BTONE
12 0 C, 0 C, 010000000 C, 0 C,
13 0 C, 0 C, 0 C, 0 C,
14
15 CREATE CTONE
16 0 C, 0 C, 0 C, 100000000 C,
17 0 C, 0 C, 0 C, 0 C,
18
19 CREATE DTONE
20 0 C, 0 C, 0 C, 010000000 C,
21 0 C, 0 C, 0 C, 0 C,
22 -->
23

```

SCR #49

0 ( VOICE SET TABLES 2 )

1

2 CREATE PIANO

3 0 C, 000000001 C, 0 C, 0 C,

4 0 C, 0 C, 0 C, 0 C,

5

6 CREATE BANJO

7 0 C, 00000100 C, 0 C, 0 C,

8 0 C, 0 C, 0 C, 0 C,

9

10 CREATE GUITAR

11 0 C, 00010000 C, 0 C, 0 C,

12 0 C, 0 C, 0 C, 0 C,

13

14 CREATE HPSCHD

15 0 C, 00100000 C, 0 C, 0 C,

16 0 C, 0 C, 0 C, 0 C,

17

18 CREATE XYLO

19 0 C, 0 C, 00000010 C, 0 C,

20 0 C, 0 C, 0 C, 0 C,

21

22 -->

23

SCR #50

0 ( VOICE SET TABLE 3 )

1

2 CREATE CELESTA

3 0 C, 0 C, 00001000 C, 0 C,

4 0 C, 0 C, 0 C, 0 C,

5

6 CREATE GLOCK

7 0 C, 0 C, 00100000 C, 0 C,

8 0 C, 0 C, 0 C, 0 C,

9

10 CREATE ORGAN

11 0 C, 0 C, 0 C, 00000001 C,

12 0 C, 0 C, 0 C, 0 C,

13

14 CREATE ACCORD

15 0 C, 0 C, 0 C, 00000100 C,

16 0 C, 0 C, 0 C, 0 C,

17

18 CREATE PIPEOR

19 0 C, 0 C, 0 C, 00010000 C,

20 0 C, 0 C, 0 C, 0 C,

21

22 -->

23

SCR #51

0 ( VOICE SET TABLES 4 )

```
1
2 CREATE ORIENTAL
3 0 C, 0 C, 0 C, 00100000 C,
4 0 C, 0 C, 0 C, 0 C,
5
6 CREATE BRASS
7 0 C, 0 C, 0 C, 0 C,
8 00000010 C, 0 C, 0 C, 0 C,
9
10 CREATE CELLO
11 0 C, 0 C, 0 C, 0 C,
12 00001000 C, 0 C, 0 C, 0 C,
13
14 CREATE SYNTHI
15 0 C, 0 C, 0 C, 0 C,
16 00100000 C, 0 C, 0 C, 0 C,
17
18 CREATE VIOLIN
19 0 C, 0 C, 0 C, 0 C,
20 0 C, 00000001 C, 0 C, 0 C,
21
22 -->
23
```

SCR #52

0 ( VOICE SET TABLES 5 )

```
1
2 CREATE TRUMPET
3 0 C, 0 C, 0 C, 0 C,
4 0 C, 00000100 C, 0 C, 0 C,
5
6 CREATE FUNNY
7 0 C, 0 C, 0 C, 0 C,
8 0 C, 00010000 C, 0 C, 0 C,
9
10 CREATE STRINGS
11 0 C, 0 C, 0 C, 0 C,
12 0 C, 00100000 C, 0 C, 0 C,
13
14 CREATE CLARINET
15 0 C, 0 C, 0 C, 0 C,
16 0 C, 0 C, 00000010 C, 0 C,
17
18 CREATE FLUTE
19 0 C, 0 C, 0 C, 0 C,
20 0 C, 0 C, 00001000 C, 0 C,
21
22 -->
23
```

SCR #53

```

0 ( VOICE SET TABLES 6 )
1
2 CREATE RECORDER
3 0 C, 0 C, 0 C, 0 C,
4 0 C, 0 C, 001000000 C, 0 C,
5
6 CREATE FOLK
7 0 C, 0 C, 0 C, 0 C,
8 0 C, 0 C, 0 C, 000000001 C,
9
10 CREATE VOICETABLE ' PIANO , ' BANJO ,
11 ' GUITAR , ' HPSCHD , ' XYLO ,
12 ' CELESTA , ' GLOCK , ' ORGAN ,
13 ' ACCORD , ' PIPEOR , ' ORIENTAL ,
14 ' BRASS , ' CELLO , ' SYNTHI ,
15 ' VIOLIN , ' TRUMPET , ' FUNNY ,
16 ' STRINGS , ' CLARINET , ' FLUTE ,
17 ' RECORDER , ' FOLK ,
18
19 CREATE TONETABLE ' ATONE , ' BTONE ,
20 ' CTONE , ' DTONE ,
21
22 -->
23

```

SCR #54

```

0 ( TOWARD A GENERALIZED VOICE SET )
1 ( YOU'VE GOTTA SPECIFY 3 NUMBERS
2 1. CASIO NUMER 1-->4
3 2. TONE MEMORY 0-->3
4 3. VOICE NUM 0-->21 DECIMAL )
5 HEX
6 VARIABLE VOICENUM
7 VARIABLE TONEMNUM
8 VARIABLE CASNUM
9 VARIABLE COMV 8 ALLOT
10 : VOICESET
11 VOICENUM ! TONEMNUM ! CASNUM !
12 CLEARCASIO1 CLEARCASIO2 CLEARCASIO3
13 CLEARCASIO4
14 8 0 DO
15 SET I + C@
16 TONEMNUM @ 2 * TONETABLE + @ I + C@
17 VOICENUM @ 2 * VOICETABLE + @ I + C@
18 OR OR COMV I + C!
19 LOOP
20 -->
21
22
23

```

SCR #55

```

0 ( GENERALIZED VOICE SET CONT...)
1
2 CASNUM @
3 CASE
4     1 OF 8 @ DO COMV I + C@
5         COM1 I + C! LOOP
6         OUTCASIO1 500 MS
7         CLEARCASIO1 ENDOF
8     2 OF 8 @ DO COMV I + C@
9         COM2 I + C! LOOP
10        OUTCASIO2 500 MS
11        CLEARCASIO2 ENDOF
12    3 OF 8 @ DO COMV I + C@
13        COM3 I + C! LOOP
14        OUTCASIO3 500 MS
15        CLEARCASIO3 ENDOF
16    4 OF 8 @ DO COMV I + C@
17        COM4 I + C! LOOP
18        OUTCASIO4 500 MS
19        CLEARCASIO4 ENDOF
20    ENDCASE ;
21
22 -->
23

```

SCR #56

```

0 ( MAP OF CASIO )
1
2 (   T7   T6   T5   T4   T3   T2   T1   T0 SENSE
3   -----
4 H0: X    X    B    B&  A    A&  G    F#
5   :
6 H1: X    X    F    E    E&  D    D&  C
7   :
8 H2: X    X    B    B&  A    A&  G    F#
9   :
10 H3: X    X    F    E    E&  D    D&  C
11  :
12 H4: X    X    B    B&  A    A&  G    F#
13  :
14 H5: X    X    F    E    E&  D    D&  C
15  :
16 H6: X    X    B    B&  A    A&  G    F# ) (
17  :
18  :
19  :
20 H7: X    X    F    E    E&  D    D&=LOW )
21 ( DRIVE
22 -->
23

```

SCR #57

```
0 ( BASS TABLES 1      )
1 2 BASE !
2
3 CREATE D&8$
4 0 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 0 C,
10 010000000 C,
11 000000010 C,
12
13 CREATE D8$
14 0 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 0 C,
20 010000000 C,
21 000000100 C,
22 -->
23
```

SCR #58

```
0 ( BASS TABLES 2 )
1
2 CREATE E&8$
3 0 C,
4 0 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 010000000 C,
10 000010000 C,
11
12 CREATE E8$
13 0 C,
14 0 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 010000000 C,
20 000100000 C,
21
22 -->
23
```

SCR #59

0 ( BASS TABLE 3 )

```
1
2 CREATE F8$
3 0 C,
4 0 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 01000000 C,
10 00100000 C,
11
12 CREATE F#8$
13 00000001 C,
14 0 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 01000000 C,
20 0 C,
21
22 -->
23
```

SCR #60

0 ( BASS TABLE 4 )

```
1
2 CREATE G8$
3 00000010 C,
4 0 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 01000000 C,
10 0 C,
11
12 CREATE A&8$
13 00000100 C,
14 0 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 01000000 C,
20 0 C,
21
22 -->
23
```

SCR #61

0 ( BASS TABLE 5 )

```
1
2 CREATE A8$
3 0000010000 C,
4 0 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 0100000000 C,
10 0 C,
11
12 CREATE B&8$
13 000100000 C,
14 0 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 010000000 C,
20 0 C,
21
22 -->
23
```

SCR #62

0 ( BASS TABLE 6 )

```
1
2 CREATE B8$
3 001000000 C,
4 0 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 010000000 C,
10 0 C,
11
12 CREATE C8$
13 0 C,
14 000000001 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 010000000 C,
20 0 C,
21
22 -->
23
```

SCR #63

```
0 ( BASS TABLES 7 )
1 2 BASE !
2
3 CREATE D&$
4 0 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 0 C,
10 0 C,
11 000000010 C,
12
13 CREATE D$
14 0 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 0 C,
20 0 C,
21 000000100 C,
22 -->
23
```

SCR #64

```
0 ( BASS TABLES 8 )
1
2 CREATE E&$
3 0 C,
4 0 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 0 C,
10 000001000 C,
11
12 CREATE E$
13 0 C,
14 0 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 0 C,
20 000100000 C,
21
22 -->
23
```

SCR #65

Ø ( BASS TABLE 9 )

```
1
2 CREATE F$
3 Ø C,
4 Ø C,
5 Ø C,
6 Ø C,
7 Ø C,
8 Ø C,
9 Ø C,
10 ØØ1ØØØØØ C,
11
12 CREATE F##
13 ØØØØØØØØ1 C,
14 Ø C,
15 Ø C,
16 Ø C,
17 Ø C,
18 Ø C,
19 Ø C,
20 Ø C,
21
22 -->
23
```

SCR #66

Ø ( BASS TABLE 1Ø )

```
1
2 CREATE G$
3 ØØØØØØØ1Ø C,
4 Ø C,
5 Ø C,
6 Ø C,
7 Ø C,
8 Ø C,
9 Ø C,
10 Ø C,
11
12 CREATE A&$
13 ØØØØØØ1ØØ C,
14 Ø C,
15 Ø C,
16 Ø C,
17 Ø C,
18 Ø C,
19 Ø C,
20 Ø C,
21
22 -->
23
```

SCR #67

```
0 ( BASS TABLE 11 )
1
2 CREATE A$
3 0000010000 C,
4 0 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 0 C,
10 0 C,
11
12 CREATE B$
13 000100000 C,
14 0 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 0 C,
20 0 C,
21
22 -->
23
```

SCR #68

```
0 ( BASS TABLE 12 )
1
2 CREATE B$
3 001000000 C,
4 0 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 0 C,
10 0 C,
11
12 CREATE C$
13 0 C,
14 000000001 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 0 C,
20 0 C,
21
22 -->
23
```

SCR #69

```
0 ( BASS TABLE 13 )
1
2 CREATE D&'$
3 0 C,
4 000000010 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 0 C,
10 0 C,
11
12 CREATE D'$
13 0 C,
14 000000100 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 0 C,
20 0 C,
21
22 -->
23
```

SCR #70

```
0 ( BASS TABLE 14 )
1
2 CREATE E&'$
3 0 C,
4 000001000 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 0 C,
10 0 C,
11
12 CREATE E'$
13 0 C,
14 000100000 C,
15 0 C,
16 0 C,
17 0 C,
18 0 C,
19 0 C,
20 0 C,
21
22 -->
23
```

SCR #71

```
0 ( BASS TABLE 15 )
1
2 CREATE F' $
3 0 C,
4 00100000 C,
5 0 C,
6 0 C,
7 0 C,
8 0 C,
9 0 C,
10 0 C,
11
12
13
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #72

```
0 ( LEAD NOTES 1 )    HEX
1 CREATE F#
2 0 C, 0 C, 1 C, 0 C, 0 C, 0 C, 0 C, 0 C,
3 CREATE G
4 0 C, 0 C, 2 C, 0 C, 0 C, 0 C, 0 C, 0 C,
5 CREATE A%
6 0 C, 0 C, 4 C, 0 C, 0 C, 0 C, 0 C, 0 C,
7 CREATE A
8 0 C, 0 C, 8 C, 0 C, 0 C, 0 C, 0 C, 0 C,
9 CREATE B%
10 0 C, 0 C, 10 C, 0 C, 0 C, 0 C, 0 C, 0 C,
11
12 CREATE B
13 0 C, 0 C, 20 C, 0 C, 0 C, 0 C, 0 C, 0 C,
14
15 CREATE C
16 0 C, 0 C, 0 C, 1 C, 0 C, 0 C, 0 C, 0 C,
17 CREATE D%
18 0 C, 0 C, 0 C, 2 C, 0 C, 0 C, 0 C, 0 C,
19 CREATE D
20 0 C, 0 C, 0 C, 4 C, 0 C, 0 C, 0 C, 0 C,
21
22 -->
23
```

SCR #73

```
0 ( LEAD NOTES 2 )
1
2 CREATE E&''
3 0 C, 0 C, 0 C, 8 C, 0 C, 0 C, 0 C, 0 C,
4 CREATE E''
5 0 C, 0 C, 0 C, 10 C, 0 C, 0 C, 0 C, 0 C,
6
7 CREATE F''
8 0 C, 0 C, 0 C, 20 C, 0 C, 0 C, 0 C, 0 C,
9
10 CREATE F#''
11 0 C, 0 C, 0 C, 0 C, 1 C, 0 C, 0 C, 0 C,
12 CREATE G''
13 0 C, 0 C, 0 C, 0 C, 2 C, 0 C, 0 C, 0 C,
14 CREATE A&''
15 0 C, 0 C, 0 C, 0 C, 4 C, 0 C, 0 C, 0 C,
16 CREATE A''
17 0 C, 0 C, 0 C, 0 C, 8 C, 0 C, 0 C, 0 C,
18 CREATE B&''
19 0 C, 0 C, 0 C, 0 C, 10 C, 0 C, 0 C, 0 C,
20
21
22 -->
23
```

SCR #74

```
0 ( LEAD NOTES 3 )
1
2 CREATE B''
3 0 C, 0 C, 0 C, 0 C, 20 C, 0 C, 0 C, 0 C,
4
5 CREATE C''
6 0 C, 0 C, 0 C, 0 C, 0 C, 1 C, 0 C, 0 C,
7 CREATE D&'''
8 0 C, 0 C, 0 C, 0 C, 0 C, 2 C, 0 C, 0 C,
9 CREATE D'''
10 0 C, 0 C, 0 C, 0 C, 0 C, 4 C, 0 C, 0 C,
11 CREATE E&'''
12 0 C, 0 C, 0 C, 0 C, 0 C, 8 C, 0 C, 0 C,
13 CREATE E'''
14 0 C, 0 C, 0 C, 0 C, 0 C, 10 C, 0 C, 0 C,
15
16 CREATE F'''
17 0 C, 0 C, 0 C, 0 C, 0 C, 20 C, 0 C, 0 C,
18
19 CREATE F#'''
20 0 C, 0 C, 0 C, 0 C, 0 C, 0 C, 1 C, 0 C,
21
22 -->
23
```

SCR #75

0 ( LEAD NOTES 4 )

```
1
2 CREATE G'''
3 0 C, 0 C, 0 C, 0 C, 0 C, 0 C, 2 C, 0 C,
4 CREATE A&'''
5 0 C, 0 C, 0 C, 0 C, 0 C, 0 C, 4 C, 0 C,
6 CREATE A'''
7 0 C, 0 C, 0 C, 0 C, 0 C, 0 C, 8 C, 0 C,
8 CREATE B&'''
9 0 C, 0 C, 0 C, 0 C, 0 C, 0 C, 10 C, 0 C,
10
11 CREATE B'''
12 0 C, 0 C, 0 C, 0 C, 0 C, 0 C, 20 C, 0 C,
13
14 CREATE C'''
15 0 C, 0 C, 0 C, 0 C, 0 C, 0 C, 0 C, 1 C,
16
17
18
19
20
21
22 -->
23
```

SCR #76

```
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #77

```
0 ( RHYTHM PATTERNS 1 )
1 2 BASE !
2
3 CREATE TANGO ( 16THS )
4 00001001 C, 0 C, 0 C, 0 C,
5 00001001 C, 0 C, 0 C, 0 C,
6 00001001 C, 0 C, 0 C, 0 C,
7 00001001 C, 0 C, 00001011 C, 0 C, HEX
8 FF C, FF C, FF C, FF C, FF C, FF C,
9 FF C, FF C, FF C, FF C, FF C, FF C,
10 FF C, FF C, FF C, FF C, FF C, 2 BASE !
11
12 CREATE HABANERA ( 16THS )
13 00001001 C, 0 C, 0 C, 0 C,
14 0 C, 0 C, 00001001 C, 0 C,
15 00001001 C, 0 C, 0 C, 0 C,
16 00001011 C, 0 C, 0 C, 0 C, HEX
17 FF C, FF C, FF C, FF C, FF C, FF C,
18 FF C, FF C, FF C, FF C, FF C, FF C,
19 FF C, FF C, FF C, FF C, FF C, 2 BASE !
20
21
22 -->
23
```

SCR #78

```
0 ( RHYTHM PATTERNS 2 )
1
2 CREATE ROCK1 ( 16THS )
3 00001001 C,
4 00000000 C,
5 00001000 C,
6 00000000 C,
7 00001010 C,
8 00000000 C,
9 00001001 C,
10 00000000 C, 11111111 C,
11 HEX
12 FF C, FF C, FF C, FF C, FF C, FF C,
13 FF C, FF C, FF C, FF C, FF C, FF C,
14 FF C, FF C, FF C, FF C, FF C, FF C,
15 FF C, FF C, FF C, FF C, FF C, FF C,
16 2 BASE !
17
18
19
20
21
22 -->
23
```

SCR #79

```
0 ( RHYTHM PATTERNS 3 )
1
2 CREATE ROCK2 ( 16THS )
3 00000101 C,
4 00000000 C,
5 00000100 C,
6 00000100 C,
7 00000110 C,
8 00000000 C,
9 00000111 C,
10 00000000 C,
11 00000100 C,
12 00000000 C,
13 00000100 C,
14 00000000 C,
15 00000110 C,
16 00000000 C,
17 00000101 C,
18 00000000 C, 11111111 C, HEX
19 FF C, FF C, FF C, FF C, FF C, FF C,
20 FF C, FF C, FF C, FF C, FF C, FF C,
21 FF C, FF C, FF C, FF C, 2 BASE !
22 -->
23
```

SCR #80

```
0 ( RHYTHM PATTERNS 4 )
1
2 CREATE CHACHA ( 16THS )
3 10001101 C,
4 00000000 C,
5 00001000 C,
6 00000000 C,
7 10001100 C,
8 00000000 C,
9 10001001 C,
10 00000000 C,
11 10001101 C,
12 00000000 C,
13 00001000 C,
14 00000000 C,
15 10011100 C,
16 00000000 C,
17 10011001 C,
18 00000000 C, 11111111 C, HEX
19 FF C, FF C, FF C, FF C, FF C, FF C,
20 FF C, FF C, FF C, FF C, FF C, FF C,
21 FF C, FF C, FF C, FF C, 2 BASE !
22 -->
23
```

SCR #81

```
0 ( RHYTHM PATTERNS 5 )
1
2 CREATE AFRO ( 16THS )
3 10001001 C, 00000000 C,
4 00001000 C, 00000000 C,
5 11001100 C, 00000000 C,
6 00011001 C, 00000000 C,
7 10001000 C, 00000000 C,
8 10001000 C, 00000000 C,
9 01011000 C, 00000000 C,
10 10011001 C, 00000000 C,
11 00001001 C, 00000000 C,
12 11001100 C, 00000000 C,
13 00001000 C, 00000000 C,
14 10011001 C, 00000000 C,
15 10001001 C, 00000000 C,
16 10001000 C, 00000000 C,
17 11011001 C, 00000000 C,
18 00101001 C, 00000000 C, 11111111 C,
19
20
21
22 -->
23
```

SCR #82

```
0 ( RHYTHM PATTERNS 6 )
1
2 CREATE DISCO1 ( 16THS )
3 00001001 C,
4 00000000 C,
5 00001000 C,
6 00000000 C,
7 00001011 C,
8 00000000 C,
9 00001000 C,
10 00000000 C, 11111111 C,
11 HEX
12 FF C, FF C, FF C, FF C, FF C, FF C,
13 FF C, FF C, FF C, FF C, FF C, FF C,
14 FF C, FF C, FF C, FF C, FF C, FF C,
15 FF C, FF C, FF C, FF C, FF C, FF C,
16 2 BASE !
17
18
19
20
21
22 -->
23
```

SCR #83

```
0 ( RHYTHM PATTERNS 7 )
1
2 CREATE ROCK8 ( 16THS )
3 00001001 C,
4 00000000 C,
5 00000100 C,
6 00000001 C,
7 00001011 C,
8 00000000 C,
9 00000100 C,
10 00000000 C,
11 00001001 C,
12 00000000 C,
13 00000100 C,
14 00000001 C,
15 00001010 C,
16 00000001 C,
17 00000100 C,
18 00000000 C,
19
20 ( CONTINUED ON NEXT SCREEN )
21
22 -->
23
```

SCR #84

```
0 ( RHYTHM PATTERNS 8 )
1 ( ROCK8 CONTINUED )
2
3 00001001 C,
4 00000000 C,
5 00000100 C,
6 00000001 C,
7 00001011 C,
8 00000000 C,
9 00000100 C,
10 00000000 C,
11 00001001 C,
12 00000000 C,
13 00000100 C,
14 00000001 C,
15 00001010 C,
16 00000001 C,
17 00000100 C,
18 00000001 C, 11111111 C,
19
20
21
22 -->
23
```

SCR #85

```
0 ( RHYTHM PATTERNS 9 )
1
2 CREATE ENKA ( 16THS )
3 00001001 C,
4 00000000 C,
5 00001000 C,
6 00001000 C,
7 00001000 C,
8 00000000 C,
9 00001001 C,
10 00000000 C,
11 00001001 C,
12 00000000 C,
13 00001000 C,
14 00000000 C,
15 00001001 C,
16 00000000 C,
17 00001000 C,
18 00000000 C, 11111111 C, HEX
19 FF C, FF C, FF C, FF C, FF C, FF C,
20 FF C, FF C, FF C, FF C, FF C, FF C,
21 FF C, FF C, FF C, FF C, 2 BASE !
22 -->
23
```

SCR #86

```
0 ( RHYTHM PATTERNS 10 )
1
2 CREATE ROCK10
3 00001101 C, 0 C,
4 00000000 C, 0 C,
5 00000110 C, 0 C,
6 00000000 C, 0 C,
7 00000100 C, 0 C,
8 00000001 C, 0 C,
9 00000110 C, 0 C,
10 00000001 C, 0 C,
11 00000100 C, 0 C,
12 00000001 C, 0 C,
13 00000110 C, 0 C,
14 00000001 C, 0 C,
15 00000100 C, 0 C,
16 00000001 C, 0 C,
17 00000110 C, 0 C,
18 00001001 C, 0 C, 11111111 C, HEX
19 FF C, FF C, FF C, FF C, FF C, FF C,
20 FF C, FF C, FF C, FF C, FF C, FF C,
21 FF C, FF C, FF C, FF C, 2 BASE !
22 -->
23
```

SCR #87

```
0 ( RHYTHM PATTERNS 11 )
1
2 CREATE MAMBO
3 01001001 C, 0 C,
4 00001000 C, 0 C,
5 01101000 C, 0 C,
6 00001001 C, 0 C,
7 01001001 C, 0 C,
8 00101000 C, 0 C,
9 01011001 C, 0 C,
10 00011000 C, 0 C,
11 01001001 C, 0 C,
12 00001000 C, 0 C,
13 01101000 C, 0 C,
14 01011001 C, 0 C,
15 01001001 C, 0 C,
16 00101000 C, 0 C,
17 01011001 C, 0 C,
18 01011000 C, 0 C, 11111111 C,
19
20
21
22 -->
23
```

SCR #88

```
0 ( RHYTHM PATTERNS 12 )
1
2 CREATE ROCK7
3 00001001 C, 00001000 C,
4 00001000 C, 00001000 C,
5 00001010 C, 00001000 C,
6 00001000 C, 00001001 C,
7 00001001 C, 00001000 C,
8 00001001 C, 00001000 C,
9 00001010 C, 00001000 C,
10 00001000 C, 00001001 C,
11 00001001 C, 00001000 C,
12 00001000 C, 00001000 C,
13 00001010 C, 00001000 C,
14 00001000 C, 00001001 C,
15 00001001 C, 00001100 C,
16 00000001 C, 00001001 C,
17 00001010 C, 00001101 C,
18 00000000 C, 00001001 C, 11111111 C,
19
20
21
22 -->
23
```

SCR #89

```
0 ( RHYTHM PATTERNS 13 )
1
2 CREATE DISCO2
3 00001001 C, 00001000 C,
4 00011000 C, 00000000 C,
5 00001011 C, 00001000 C,
6 00011000 C, 00000000 C, 11111111 C,
7 HEX FF C, FF C, FF C, FF C, FF C, FF C,
8 FF C, FF C, FF C, FF C, FF C, FF C,
9 FF C, FF C, FF C, FF C, FF C, FF C,
10 FF C, FF C, FF C, FF C, FF C, FF C,
11 2 BASE !
12 CREATE ROCKWALTZ
13 00001101 C, 0 C,
14 00001000 C, 0 C,
15 00001010 C, 0 C,
16 00001000 C, 0 C,
17 00001010 C, 0 C,
18 00001000 C, 0 C, 11111111 C, HEX
19 FF C, FF C, FF C, FF C, FF C, FF C,
20 FF C, FF C, FF C, FF C, FF C, FF C,
21 FF C, FF C, FF C, FF C, FF C, FF C,
22 FF C, FF C, 2 BASE ! -->
23
```

SCR #90

```
0 ( RHYTHM PATTERNS 14 )
1
2 CREATE ROCK4
3 00001001 C, 0 C,
4 00001000 C, 0 C,
5 00001010 C, 0 C,
6 00001000 C, 00000001 C,
7 00001001 C, 0 C,
8 00001001 C, 0 C,
9 00001010 C, 0 C,
10 00001000 C, 0 C,
11 00001001 C, 0 C,
12 00001001 C, 0 C,
13 00001010 C, 0 C,
14 00001001 C, 0 C,
15 00001000 C, 0 C,
16 00001001 C, 0 C,
17 00001010 C, 0 C,
18 00001000 C, 0 C, 11111111 C,
19
20
21
22 -->
23
```

SCR #91

```
0 ( RHYTHM PATTERNS 15 )
1
2 CREATE ROCKS
3 00001001 C, 0 C,
4 00001000 C, 00000001 C,
5 00001010 C, 0 C,
6 00001000 C, 0 C,
7 00001000 C, 0 C,
8 00001001 C, 0 C,
9 00001010 C, 0 C,
10 00001000 C, 0 C,
11 00001001 C, 0 C,
12 00001001 C, 00000001 C,
13 00001010 C, 0 C,
14 00001000 C, 0 C,
15 00001000 C, 0 C,
16 00001001 C, 0 C,
17 00001010 C, 0 C,
18 00001101 C, 0 C, 11111111 C,
19
20
21
22 -->
23
```

SCR #92

```
0 ( RHYTHM PATTERNS 16 )
1
2 CREATE RUMBA
3 01101001 C, 0 C,
4 00001000 C, 00001000 C,
5 00001000 C, 0 C,
6 01101000 C, 0 C,
7 01001001 C, 0 C,
8 00001000 C, 0 C,
9 01011001 C, 0 C,
10 00011000 C, 0 C,
11 00101001 C, 0 C,
12 00001000 C, 00001000 C,
13 01001000 C, 0 C,
14 00101000 C, 0 C,
15 01101001 C, 0 C,
16 00001000 C, 0 C,
17 00011001 C, 0 C,
18 00111000 C, 0 C, 11111111 C,
19
20
21
22 -->
23
```

SCR #93

```
0 ( RHYTHM PATTERNS 17 )
1
2 CREATE WALTZ
3 00000101 C, 0 C, 0 C, 0 C,
4 00000110 C, 0 C, 0 C, 0 C,
5 00000110 C, 0 C, 0 C, 0 C, 11111111 C,
6 HEX FF C, FF C, FF C, FF C, FF C, FF C,
7 FF C, FF C, FF C, FF C, FF C, FF C,
8 FF C, FF C, FF C, FF C, FF C, FF C,
9 FF C, FF C, 2 BASE !
10
11 CREATE 5/4BEAT1
12 00000101 C, 0 C, 0 C, 0 C,
13 00000110 0 C, 0 C, 00000100 C,
14 00000110 C, 0 C, 0 C, 0 C,
15 00000101 C, 0 C, 0 C, 0 C,
16 00000110 C, 0 C, 0 C, 0 C, 11111111 C,
17 HEX
18 FF C, FF C, FF C, FF C, FF C, FF C,
19 FF C, FF C, FF C, FF C, FF C, FF C,
20 2 BASE !
21
22 -->
23
```

SCR #94

```
0 ( RHYTHM PATTERNS 18 )
1
2 CREATE DISCO4
3 00001001 C, 00001000 C,
4 00001000 C, 00001001 C,
5 00001010 C, 00001000 C,
6 00001001 C, 00001000 C,
7 00001000 C, 00001000 C,
8 00001001 C, 00001000 C,
9 00001010 C, 00001000 C,
10 00001001 C, 00001000 C,
11 00001001 C, 00001000 C,
12 00001000 C, 00001001 C,
13 00001010 C, 00001000 C,
14 00001001 C, 00001000 C,
15 00001001 C, 00011001 C,
16 00000000 C, 00001000 C,
17 00001011 C, 00101011 C,
18 00000000 C, 00001000 C, 11111111 C,
19
20
21
22 -->
23
```

SCR #95

```

0 ( RHYTHM PATTERNS 19 )
1
2 CREATE ROBOT
3 00000001 C, 0 C, 0 C, 0 C,
4 00000010 C, 0 C, 0 C, 0 C,
5 00001000 C, 0 C, 00000001 C, 0 C,
6 00100000 C, 11000001 C, 0 C, 00100000 C,
7 11111111 C, HEX
8 FF C, FF C, FF C, FF C, FF C, FF C,
9 FF C, FF C, FF C, FF C, FF C, FF C,
10 FF C, FF C, FF C, FF C, 2 BASE !
11 CREATE XENAR
12 00110000 C, 01000001 C, 01001000 C,
13 01010001 C, 00001000 C, 00001000 C,
14 0 C, 0 C, 0 C, 0 C, 00001001 C,
15 10001000 C, 10000000 C, 00101001 C,
16 01001000 C, 0 C, 0 C, 0 C,
17 00001001 C, 00001010 C, 00001001 C,
18 11111111 C, HEX
19 FF C, FF C, FF C, FF C, FF C, FF C,
20 FF C, FF C, FF C, FF C, FF C, 2 BASE !
21
22 -->
23

```

SCR #96

```

0 ( RHYTHM PATTERNS 20 )
1
2 CREATE LICKITYSPLIT
3 00001001 C, 00001000 C,
4 00001010 C, 00101000 C,
5 00010010 C, 00001001 C,
6 00101000 C, 00001000 C,
7 0 C, 0 C, 0 C, 0 C,
8 00000100 C, 0 C, 0 C, 0 C, 11111111 C,
9 HEX
10 FF C, FF C, FF C, FF C, FF C, FF C,
11 FF C, FF C, FF C, FF C, FF C, FF C,
12 FF C, FF C, FF C, FF C,
13 2 BASE !
14
15
16
17
18
19
20
21
22 -->
23

```

SCR #97

```
0 ( HARMONY TABLE )
1  HEX
2  7000 CONSTANT HBASE
3  CREATE HTABLE
4  0000 HBASE + , 012C HBASE + ,
5  0258 HBASE + , 0384 HBASE + ,
6  04B0 HBASE + ,
7  05DC HBASE + , 0708 HBASE + ,
8  0834 HBASE + , 0960 HBASE + ,
9  0A8C HBASE + ,
10 0BB8 HBASE + , 0CE4 HBASE + ,
11 0E10 HBASE + , 0F3C HBASE + ,
12 1068 HBASE + ,
13 1194 HBASE + , 12C0 HBASE + ,
14 13EC HBASE + , 1518 HBASE + ,
15 1644 HBASE + ,
16 1770 HBASE + , 189C HBASE + ,
17 19C8 HBASE + , 1AF4 HBASE + ,
18 1C20 HBASE + ,
19
20
21 -->
22
23
```

SCR #98

```
0 ( TABLE OF RHYTHM PATTERNS )
1
2 CREATE RTABLE
3 ' TANGO , ' HABANERA , ' ROCK1 ,
4 ' ROCK2 , ' CHACHA , ' AFRO ,
5 ' DISCO1 , ' ROCK8 , ' ENKA ,
6 ' ROCK10 , ' MAMBO , ' ROCK7 ,
7 ' DISCO2 , ' ROCKWALTZ , ' ROCK4 ,
8 ' ROCK5 , ' RUMBA , ' WALTZ ,
9 ' 5/4BEAT1 , ' DISCO4 , ' ROBOT ,
10 ' XENAR , ' LICKITYSPLIT ,
11
12
13
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #99

```
0 ( BASS PATTERNS 1 )
1
2 CREATE BASS0
3 ' C8$ , ' G$ , ' A$ , ' C$ , ' E'$ ,
4
5 CREATE BASS1
6 ' B&8$ , ' B&$ , ' F'$ , ' F$ , ' G$ ,
7
8 CREATE BASS2
9 ' A8$ , ' C8$ , ' E$ , ' G$ , ' A$ ,
10
11 CREATE BASS3
12 ' F8$ , ' C8$ , ' G8$ , ' C8$ , ' F8$ ,
13
14 CREATE BASS4
15 ' E8$ , ' G8$ , ' B8$ , ' E$ , ' G$ ,
16
17
18
19
20
21
22 -->
23
```

SCR #100

```
0 ( BASS PATTERNS 2 )
1
2 CREATE BASS5
3 ' F8$ , ' A8$ , ' C8$ , ' D$ , ' F$ ,
4
5 CREATE BASS6
6 ' E&8$ , ' G8$ , ' B&8$ , ' C8$ ,
7 ' E&$ ,
8
9 CREATE BASS7
10 ' D8$ , ' F8$ , ' A8$ , ' C8$ ,
11 ' D$ ,
12
13 CREATE BASS8
14 ' B&8$ , ' C8$ , ' F$ , ' G$ , ' B&$ ,
15
16 CREATE BASS9
17 ' A8$ , ' C8$ , ' E$ , ' A$ , ' E'$ ,
18
19
20
21
22 -->
23
```

SCR #101

```
0 ( BASS PATTERNS 3 )
1
2 CREATE BASS10
3 ' B&8$ , ' D$ , ' F$ , ' G$ , ' B&8$ ,
4
5 CREATE BASS11
6 ' A&8$ , ' C8$ , ' E&8$ , ' F$ , ' A&8$ ,
7
8 CREATE BASS12
9 ' G8$ , ' B&8$ , ' D$ , ' F$ , ' G$ ,
10
11 CREATE BASS13
12 ' E&8$ , ' F8$ , ' B&8$ , ' E&8$ , ' F$ ,
13
14 CREATE BASS14
15 ' D8$ , ' F8$ , ' A8$ , ' D$ , ' A$ ,
16
17
18
19
20
21
22 -->
23
```

SCR #102

```
0 ( BASS PATTERNS 4 )
1
2 CREATE BASS15
3 ' E&8$ , ' G8$ , ' B&8$ , ' C8$ ,
4 ' E&8$ ,
5
6 CREATE BASS16
7 ' D&8$ , ' F8$ , ' A&8$ , ' B&8$ ,
8 ' D&8$ ,
9
10 CREATE BASS17
11 ' C8$ , ' E&8$ , ' G$ , ' B&8$ , ' C$ ,
12
13 CREATE BASS18
14 ' E&8$ , ' A&8$ , ' B&8$ , ' E&8$ ,
15 ' A&8$ ,
16
17 CREATE BASS19
18 ' G8$ , ' B&8$ , ' D$ , ' G$ , ' D'$ ,
19
20
21
22 -->
23
```

SCR #103

```
0 ( BASS PATTERNS 5 )
1
2 CREATE BASS20
3 ' A&8$ , ' C8$ , ' E&$ , ' F$ , ' A&$ ,
4
5 CREATE BASS21
6 ' A&8$ , ' D&$ , ' E&$ , ' A&$ ,
7 ' D&'$ ,
8
9 CREATE BASS22
10 ' F8$ , ' A&8$ , ' C8$ , ' E&$ ,
11 ' F$ ,
12
13 CREATE BASS23
14 ' D&8$ , ' E&8$ , ' A&8$ , ' D&$ ,
15 ' E&$ ,
16
17 CREATE BASS24
18 ' E&8$ , ' G8$ , ' C8$ , ' D$ , ' B&$ ,
19
20
21
22 -->
23
```

SCR #104

```
0 ( TABLE OF BASS PATTERNS )
1
2 CREATE BTABLE
3 ' BASS0 , ' BASS1 , ' BASS2 , ' BASS3 ,
4 ' BASS4 ,
5 ' BASS5 , ' BASS6 , ' BASS7 , ' BASS8 ,
6 ' BASS9 ,
7 ' BASS10 , ' BASS11 , ' BASS12 ,
8 ' BASS13 , ' BASS14 , ' BASS15 ,
9 ' BASS16 , ' BASS17 , ' BASS18 ,
10 ' BASS19 , ' BASS20 , ' BASS21 ,
11 ' BASS22 , ' BASS23 , ' BASS24 ,
12
13
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #105

```
0 ( NEW SCALES )
1 CREATE SCALE1
2 ' C''' , ' A''' , ' G''' , ' E''' ,
3 ' D''' , ' C''' , ' A''' , ' G''' ,
4 ' E''' , ' D''' , ' C''' , ' D''' ,
5 ' E&''' , ' G''' , ' A''' , ' C''' ,
6 ' D''' , ' E&''' , ' G''' , ' A''' ,
7 ' C''' , ' C''' ,
8 CREATE SCALE2
9 ' B&''' , ' G''' , ' F''' , ' D''' ,
10 ' C''' , ' B&''' , ' G''' , ' F''' ,
11 ' D''' , ' C''' , ' B&''' , ' C''' ,
12 ' D&''' , ' F''' , ' G''' , ' B&''' ,
13 ' C''' , ' D&''' , ' F''' , ' G''' ,
14 ' B&''' , ' C''' ,
15 CREATE SCALE3
16 ' C''' , ' A''' , ' G''' , ' F''' ,
17 ' D''' , ' C''' , ' A''' , ' G''' ,
18 ' F''' , ' D''' , ' C''' , ' D''' ,
19 ' F''' , ' G''' , ' B&''' , ' C''' ,
20 ' D''' , ' F''' , ' G''' , ' B&''' ,
21 ' C''' , ' C''' ,
22 -->
23
```

SCR #106

```
0 ( NEW SCALES )
1 CREATE SCALE4
2 ' B''' , ' A''' , ' G''' , ' E''' ,
3 ' D''' , ' B''' , ' A''' , ' G''' ,
4 ' E''' , ' D''' , ' B''' , ' D''' ,
5 ' E''' , ' G''' , ' A''' , ' B''' ,
6 ' D''' , ' E''' , ' G''' , ' A''' ,
7 ' B''' , ' B''' ,
8
9 ( APOLOGIES FOR THE ENHARMONIC NOTAT. )
10
11
12
13
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #107

```
0 ( NEW SCALES )
1 CREATE SCALE5
2 " C"" " " A"" " " G"" " " F"" "
3 " D"" " " C"" " " A"" " " G"" "
4 " F"" " " D"" " " C"" " " D"" "
5 " F"" " " G"" " " A&"" " " C"" "
6 " D"" " " F"" " " G"" " " A&"" "
7 " C"" " " C"" "
8 CREATE SCALE6
9 " C"" " " B&"" " " G"" " " F"" "
10 " E&"" " " C"" " " B&"" " " G"" "
11 " F"" " " E&"" " " C"" " " E&"" "
12 " F"" " " G"" " " B&"" " " C"" "
13 " E&"" " " F"" " " G"" " " B&"" "
14 " C"" " " C"" "
15 CREATE SCALE7
16 " C"" " " B&"" " " G"" " " F"" "
17 " D"" " " C"" " " B&"" " " C"" "
18 " F"" " " D"" " " C"" " " D"" "
19 " F"" " " G"" " " B&"" " " C"" "
20 " D"" " " F"" " " G"" " " B&"" "
21 " C"" " " C"" "
22 -->
23
```

SCR #108

```
0 ( NEW SCALES )
1 CREATE SCALE8
2 " C"" " " B&"" " " G"" " " F"" "
3 " D"" " " C"" " " B&"" " " G"" "
4 " F"" " " D"" " " C"" " " E&"" "
5 " F"" " " G"" " " B&"" " " C"" "
6 " E&"" " " F"" " " G"" " " B&"" "
7 " C"" " " C"" "
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #109

```

0 ( NEW SCALES )
1 CREATE SCALEA " C " " B&" " G " " F "
2 " C " " B&" " G " " F "
3 " D " " C " " B&" " G "
4 " F " " D " " C " " D "
5 " F " " G " " B&" " C "
6 " D " " F " " G " " B&"
7 " C " " C "
8 CREATE SCALEB " C "
9 " C " " B&" " G " " F "
10 " E&" " C " " B&" " G "
11 " F " " E&" " C " " E&"
12 " F " " G " " B&" " C "
13 " E&" " F " " G " " B&"
14 " C " " C "
15 CREATE SCALEC " C "
16 " C " " A " " G " " F "
17 " D " " C " " A " " G "
18 " F " " D " " C " " D "
19 " F " " G " " A " " C "
20 " D " " F " " G " " A "
21 " C " " C "
22 -->
23

```

SCR #110

```

0 ( NEW SCALES LAST 3 KEYS )
1 CREATE SCALEX          " C' " "
2 " C' " " " B&' " " " A&' " " " E&' " "
3 " D&' " " " C' " " " B&' " " " A&' " "
4 " E&' " " " D&' " " " C' " " " D&' " "
5 " E&' " " " A&' " " " B&' " " " C' " "
6 " D&' " " " E&' " " " A&' " " " B&' " "
7 " C' " " " C' " "
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22 -->
23

```

OK  
E/B OK  
PR#

SCR #50

0 ( NEW GUIT SCANNING PROGRAM CONSTANTS)

1 HEX

2

3 0400 CONSTANT GSLOT ( SLOT \* 100 )

4

5 C000 GSLOT + CONSTANT GPORTD

6 C001 GSLOT + CONSTANT GPORTC

7 C002 GSLOT + CONSTANT GDDRD

8 C003 GSLOT + CONSTANT GDDRC

9

10 C00D GSLOT + CONSTANT GIFR2

11 C00C GSLOT + CONSTANT GPCR2

12

13

14

15 -->

16

17

18

19

20

21

22

23

SCR #51

0 ( BIG SCAN ...)

1 HEX

2

3

4 CODE KILLTIME

5 10 # LDY,

6 BEGIN, DEY, 0= UNTIL,

7 NEXT JMP, END-CODE

8

9

10

11 : RST FF GPORTC C! KILLTIME

12 00 GPORTC C! KILLTIME ;

13

14 -->

15

16

17

18

19

20

21

22

23

SCR #52

```

0 ( AS NEW AS 1/85 ) HEX
1 VARIABLE SCAN1 20 ALLOT
2 VARIABLE SCAN2 20 ALLOT
3 VARIABLE SCAN3 20 ALLOT
4 VARIABLE SCAN4 20 ALLOT
5 VARIABLE GUIT1 VARIABLE GUIT1A
6 VARIABLE GUIT2 VARIABLE GUIT2A
7 VARIABLE GUIT3 VARIABLE GUIT3A
8 VARIABLE GUIT4 VARIABLE GUIT4A
9
10
11 ( THIS IS FIXED ONCE AND FOR ALL TIME)
12 ( 6/84 )
13
14 CODE SCANALL 0 # LDY,
15 GPORTC INC, GPORTC INC,
16 GPORTC INC, GPORTC INC,
17 NOP, NOP, NOP, NOP,
18 BEGIN,
19 NOP, NOP, INY,
20
21 -->
22
23

```

SCR #53

```

0 ( NEW GUIT SCAN, ASSEMBLER VERSION )
1
2 GIFR2 LDA, 2 # AND, 0= NOT IF,
3 FF # LDA, ELSE, 0 # LDA, THEN,
4 SCAN1 ,Y STA, ( GPORTD STA, )
5
6 GIFR2 LDA, 1 # AND, 0= NOT IF,
7 FF # LDA, ELSE, 0 # LDA, THEN,
8 SCAN2 ,Y STA,
9
10 GIFR2 LDA, 10 # AND, 0= NOT IF,
11 FF # LDA, ELSE, 0 # LDA, THEN,
12 SCAN3 ,Y STA,
13
14 GIFR2 LDA, 8 # AND, 0= NOT IF,
15 FF # LDA, ELSE, 0 # LDA, THEN,
16 SCAN4 ,Y STA,
17 GPORTC INC, GPORTC INC,
18 GPORTD LDA, NOP, NOP, NOP, NOP,
19 ( NOP, NOP, NOP, NOP, NOP, NOP, NOP, )
20 NOP, NOP, NOP, NOP, NOP, NOP, NOP, )
21 21 # CPY, 0= UNTIL,
22 -->
23

```

SCR #54

```
0 ( NEW GUITAR SCAN CONTINUED )
1
2 0 # LDA, GUIT1A STA,
3 8 # LDY,
4 BEGIN,
5 SCAN1 ,Y LDA,
6 0= NOT IF,
7 GUIT1A STY,
8 THEN,
9 DEY, 0= UNTIL,
10
11 0 # LDA, GUIT1 STA,
12 20 # LDY,
13 BEGIN,
14 SCAN1 ,Y LDA,
15 0= NOT IF,
16 GUIT1 STY,
17 THEN,
18 DEY, 8 # CPY,
19 0= UNTIL,
20
21
22 -->
23
```

SCR #55

```
0 ( NEW GUITAR SCAN CONTINUED )
1
2 0 # LDA, GUIT2A STA,
3 8 # LDY,
4 BEGIN,
5 SCAN2 ,Y LDA,
6 0= NOT IF,
7 GUIT2A STY,
8 THEN,
9 DEY, 0= UNTIL,
10
11 0 # LDA, GUIT2 STA,
12 20 # LDY,
13 BEGIN,
14 SCAN2 ,Y LDA,
15 0= NOT IF,
16 GUIT2 STY,
17 THEN,
18 DEY, 8 # CPY,
19 0= UNTIL,
20
21 -->
22
23
```

SCR #56

Ø ( NEW GUITAR SCAN CONTINUED )

```
1
2 Ø # LDA, GUIT3A STA,
3 8 # LDY,
4 BEGIN,
5 SCAN3 ,Y LDA,
6 Ø= NOT IF,
7 GUIT3A STY,
8 THEN,
9 DEY, Ø= UNTIL,
10
11 Ø # LDA, GUIT3 STA,
12 2Ø # LDY,
13 BEGIN,
14 SCAN3 ,Y LDA,
15 Ø= NOT IF,
16 GUIT3 STY,
17 THEN,
18 DEY, 8 # CPY,
19 Ø= UNTIL,
20
21 -->
22
23
```

SCR #57

Ø ( NEW GUITAR SCAN CONTINUED )

```
1
2 Ø # LDA, GUIT4A STA,
3 8 # LDY,
4 BEGIN,
5 SCAN4 ,Y LDA,
6 Ø= NOT IF,
7 GUIT4A STY,
8 THEN,
9 DEY, Ø= UNTIL,
10
11 Ø # LDA, GUIT4 STA,
12 2Ø # LDY,
13 BEGIN,
14 SCAN4 ,Y LDA,
15 Ø= NOT IF,
16 GUIT4 STY,
17 THEN,
18 DEY, 8 # CPY,
19 Ø= UNTIL,
20 NEXT JMP, END-CODE
21
22 -->
23
```

SCR #58

```
0 ( GUITINIT GUITTEST )
1 HEX
2 : GUITINIT
3 FF GDDRC C!
4 FF GDDRD C!
5 55 GPCR2 C! ;
6
7 : GUITTEST
8 GUITINIT
9 BEGIN
10 SCANALL
11 GUIT1 @ . GUIT1A @ . SPACE
12 GUIT2 @ . GUIT2A @ . SPACE
13 GUIT3 @ . GUIT3A @ . SPACE
14 GUIT4 @ . GUIT4A @ . SPACE
15 CR
16 RST
17 ?TERMINAL UNTIL ;
18
19
20
21 -->
22
23
```

SCR #59

```
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21 -->
22
23
```

SCR #60

```
0 ( CLEAR EVERYTHING TO START )
1
2 : ALLCLEAR
3 CLEARCASIO1 CLEARCASIO2
4 CLEARCASIO3 ( CLEARCASIO4)
5 CLEARCOM1 CLEARCOM2
6 CLEARCOM3 CLEARCOM4
7 CLEARVOICE1 CLEARVOICE2
8 CLEARVOICE3 CLEARVOICE4 ;
9
10
11
12
13
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #61

```
0 ( SET ALL VOICES )
1 DECIMAL
2
3 : ALLSET
4 ( BASS ) ALLCLEAR
5 1 0 0 VOICESSET ALLCLEAR
6 1 1 11 VOICESSET ALLCLEAR
7 1 2 2 VOICESSET ALLCLEAR
8 1 3 3 VOICESSET ALLCLEAR
9 2 0 11 VOICESSET ALLCLEAR
10 2 3 3 VOICESSET ALLCLEAR
11 2 2 2 VOICESSET ALLCLEAR
12 2 1 1 VOICESSET ALLCLEAR
13 3 3 2 VOICESSET ALLCLEAR
14 3 1 16 VOICESSET ALLCLEAR
15 3 2 4 VOICESSET ALLCLEAR
16 3 0 0 VOICESSET ALLCLEAR
17 ( 4 0 4 VOICESSET ALLCLEAR
18 4 1 3 VOICESSET ALLCLEAR
19 4 2 0 VOICESSET ALLCLEAR
20 4 3 0 VOICESSET ALLCLEAR ) ;
21
22 -->
23
```

SCR #62

```
0 ( MOVE SCORE INTO HIRES PAGE )
1 HEX
2
3 : LOADSCORE
4 78 BLOCK 0000 HBASE + 300 CMOVE
5 79 BLOCK 0300 HBASE + 300 CMOVE
6 7A BLOCK 0600 HBASE + 300 CMOVE
7 7B BLOCK 0900 HBASE + 300 CMOVE
8 7C BLOCK 0C00 HBASE + 300 CMOVE
9 7D BLOCK 0F00 HBASE + 300 CMOVE
10 7E BLOCK 1200 HBASE + 300 CMOVE
11 7F BLOCK 1500 HBASE + 300 CMOVE
12 80 BLOCK 1800 HBASE + 300 CMOVE
13 81 BLOCK 1B00 HBASE + 300 CMOVE ;
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #63

```
0 ( NEW SCALE TABLE )
1 CREATE STABLE
2 ' SCALE1 , ' SCALE2 , ' SCALE1 ,
3 ' SCALE3 , ' SCALE4 ,
4
5 ' SCALE5 , ' SCALE6 , ' SCALE5 ,
6 ' SCALE7 , ' SCALE8 ,
7
8 ' SCALEA , ' SCALEA , ' SCALEA ,
9 ' SCALEB , ' SCALEC ,
10
11 ' SCALEB , ' SCALEB , ' SCALEB ,
12 ' SCALEB , ' SCALEA ,
13
14 ' SCALEX , ' SCALEX , ' SCALEX ,
15 ' SCALEX , ' SCALEX ,
16
17
18
19
20
21
22 -->
23
```

SCR #64

```
0 ( ALL VARIABLES )
1
2 VARIABLE RNUM ( RHYTHM NUMBER )
3 VARIABLE RMASK ( RHYTHM MASK )
4 VARIABLE BPTR ( BASS POINTER )
5 VARIABLE DISPL ( DISPLACEMENT )
6 VARIABLE CPTR2 ( CASIO POINTER )
7 VARIABLE PNTR2 ( " " )
8 VARIABLE CPTR3 ( " " )
9 VARIABLE PNTR3 ( " " )
10 VARIABLE HNUM ( HARMONY NUMBER-9*2 )
11 VARIABLE BEAT ( BEAT NUMBER )
12 VARIABLE HNUM2 ( HARMONY NUMBER )
13 VARIABLE TEMPO ( TEMPO VALUE )
14 VARIABLE RCOM ( RHYTHM COMPOSITE )
15 VARIABLE BMASK ( BASS MASK )
16
17
18
19
20
21
22 -->
23
```

SCR #65

```
0 ( STUFF FOR LEAD )
1 HEX
2 : FOREVER2
3 80 VOICE2 C! ;
4 : CLRFOREVER2
5 0 VOICE2 C! ;
6
7 VARIABLE LDPTR
8 VARIABLE LEADNUM
9
10
11
12
13
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #66

```
0 ( LEAD GUITAR PART )
1 DECIMAL
2 : LEAD ( OUTPUTS TO CASIO2 9/18/83)
3 GUIT4A C@
4 CASE
5 0 OF CLRFOREVER2      ENDOF
6 5 OF ATONE2           ENDOF
7 3 OF BTONE2           ENDOF
8 1 OF CTONE2           ENDOF
9 7 OF FOREVER2         ENDOF
10 4 OF VIB2            ENDOF
11 8 OF SUST2           ENDOF
12 2 OF CLRVIB2         ENDOF
13 6 OF CLRSUST2        ENDOF
14 ENDCASE
15
16
17
18
19
20
21
22 -->
23
```

SCR #67

```
0 ( LEAD CONTINUED )
1
2 GUIT4 C@
3 0= IF CLEARCOM2
4 ELSE GUIT4 C@ 9 - LEADNUM !
5
6 HNUM @      STABLE + @
7 LDPTR !
8
9
10
11
12
13
14
15 LEADNUM @ 2* LDPTR @ + @ CPTR2 !
16 8 0 DO
17     CPTR2 @ I + C@
18     VOICE2 I + C@
19     OR
20     COM2 I + C! LOOP THEN ;
21
22 -->
23
```

SCR #68

Ø ( PICKIN TABLE )

```
1
2 CREATE ØTABLE
3 Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C,
4 Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C,
5 Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C,
6 Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C,
7 Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C,
8 Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C, Ø C,
9
10
11
12
13
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #69

Ø ( SOME MORE VARIABLES )

```
1
2 VARIABLE PICK2 ( PICKTABLE ADDR FOR
3                 CASIO2 )
4 VARIABLE PICK3 ( FOR CASIO3 )
5
6 VARIABLE PULSE ( GETS INCREMENTED WITH
7 EACH PULSE REGARDLESS OF RHYTHM )
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22 -->
23
```

SCR #70

```
0 ( PICKIN TABLES )
1
2 CREATE 1TABLE ( EVERY FOURTH )
3 0 C, 0 C, 0 C, 3 C, 0 C, 0 C, 0 C, 3 C,
4 0 C, 0 C, 0 C, 3 C, 0 C, 0 C, 0 C, 3 C,
5 0 C, 0 C, 0 C, 3 C, 0 C, 0 C, 0 C, 3 C,
6 0 C, 0 C, 0 C, 3 C, 0 C, 0 C, 0 C, 3 C,
7 0 C, 0 C, 0 C, 3 C, 0 C, 0 C, 0 C, 3 C,
8 0 C, 0 C, 0 C, 3 C, 0 C, 0 C, 0 C, 3 C,
9
10
11 CREATE 2TABLE ( ALBERTI )
12 0 C, 1 C, 0 C, 2 C, 0 C, 1 C, 0 C, 2 C,
13 0 C, 1 C, 0 C, 2 C, 0 C, 1 C, 0 C, 2 C,
14 0 C, 1 C, 0 C, 2 C, 0 C, 1 C, 0 C, 2 C,
15 0 C, 1 C, 0 C, 2 C, 0 C, 1 C, 0 C, 2 C,
16 0 C, 1 C, 0 C, 2 C, 0 C, 1 C, 0 C, 2 C,
17 0 C, 1 C, 0 C, 2 C, 0 C, 1 C, 0 C, 2 C,
18
19
20
21
22 -->
23
```

SCR #71

```
0 ( TIMER ) HEX
1 C004 GSLOT + CONSTANT T1CL
2 C005 GSLOT + CONSTANT T1CH
3 C00D GSLOT + CONSTANT TIFR
4 C00B GSLOT + CONSTANT TACR
5 : TIMINIT
6 0 TACR C! ;
7
8 : TIMERSET
9 FF T1CL C!
10 D0 T1CH C! ;
11
12 : TIMERCHK
13 BEGIN TIFR C0
14 40 AND
15 0= NOT UNTIL ;
16
17
18
19
20
21
22 -->
23
```

SCR #72

```
0 ( PICKIN TABLES 3 & 4 )
1
2 CREATE 3TABLE
3 0 C, 1 C, 2 C, 0 C, 1 C, 2 C, 0 C, 1 C,
4 2 C, 0 C, 1 C, 2 C, 0 C, 1 C, 2 C, 0 C,
5 1 C, 2 C, 0 C, 1 C, 2 C, 0 C, 1 C, 2 C,
6 0 C, 1 C, 2 C, 0 C, 1 C, 2 C, 0 C, 1 C,
7 2 C, 0 C, 1 C, 2 C, 0 C, 1 C, 2 C, 0 C,
8 1 C, 2 C, 0 C, 1 C, 2 C, 0 C, 1 C, 2 C,
9
10 CREATE 4TABLE
11 0 C, 1 C, 2 C, 1 C, 0 C, 1 C, 2 C, 1 C,
12 0 C, 1 C, 2 C, 1 C, 0 C, 1 C, 2 C, 1 C,
13 0 C, 1 C, 2 C, 1 C, 0 C, 1 C, 2 C, 1 C,
14 0 C, 1 C, 2 C, 1 C, 0 C, 1 C, 2 C, 1 C,
15 0 C, 1 C, 2 C, 1 C, 0 C, 1 C, 2 C, 1 C,
16 0 C, 1 C, 2 C, 1 C, 0 C, 1 C, 2 C, 1 C,
17
18
19
20
21 -->
22
23
```

SCR #73

```
0
1
2 -->
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
```

SCR #74

```
0
1
2 -->
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
```

SCR #75

```
0 ( CASIO3 )
1 HEX
2 : CASIO3
3 GUIT3A C@
4 CASE
5
6
7
8 0 OF ' 0TABLE PICK3 ! ENDOF
9 2 OF ' 1TABLE PICK3 ! ENDOF
10 4 OF ' 2TABLE PICK3 ! ENDOF
11 6 OF ' 3TABLE PICK3 ! ENDOF
12 8 OF ' 4TABLE PICK3 ! ENDOF
13 1 OF CLR3VIB3 CLR3SUST3 ATONE3 ENDOF
14 3 OF CLR3SUST3 CLR3VIB3 BTONE3 ENDOF
15 5 OF CLR3SUST3 CLR3VIB3 CTONE3 ENDOF
16 7 OF VIB3 SUST3 DTONE3 ENDOF
17 ENDCASE
18
19
20
21
22 -->
23
```

SCR #76

```
0 ( CASIO3 CONTINUED )
1
2 GUIT3 C@
3 @= IF
4 8 @ DO VOICE3 I + C@
5 COM3 I + C! LOOP
6 ELSE GUIT3 C@
7 8 - CPTR3 ! ( KEY NUMBER )
8 PULSE @ 1F AND PICK3 @ + C@
9 CPTR3 @ + A *
10 HNUM @ HTABLE + @ +
11 PNTR3 !
12 8 @ DO PNTR3 @ I + C@
13 VOICE3 I + C@
14 OR
15 COM3 I + C! LOOP
16 THEN ;
17
18
19
20 -->
21
22
23
```

SCR #77

```
0 ( VARIABLES & TEMPO WORDS )
1 HEX
2 C000 GSLOT + CONSTANT RPORTA ( 4/26/85)
3 C002 GSLOT + CONSTANT RDDRA
4
5 : TEMPO1 A TEMPO ! ;
6 : TEMPO2 20 TEMPO ! ;
7 : FASTER TEMPO @ 4 + DUP
8 40 > IF 40 TEMPO ! DROP
9 ELSE TEMPO ! THEN ;
10 : SLOWER TEMPO @ 4 - DUP
11 0 < IF 0 TEMPO ! DROP
12 ELSE TEMPO ! THEN ;
13
14
15
16
17
18
19
20 -->
21
22
23
```

SCR #78

```
0 ( BASS TRY ) HEX
1 : BASS
2 GUIT2A C@ 0 DISPL !
3 CASE 0 OF      ENDOF ( 5/5/85)
4     8 OF 1 DISPL ! ENDOF
5     6 OF 2 DISPL ! ENDOF
6     4 OF 3 DISPL ! ENDOF
7     2 OF 4 DISPL ! ENDOF
8     3 OF VIB1 SUST1 ENDOF
9     1 OF VIB1 CLRSUST1 ENDOF
10    5 OF CTONE1      ENDOF
11    7 OF DTONE1 ENDOF ENDCASE
12 GUIT2 C@ DUP 0= IF DROP
13 8 0 DO VOICE1 I + C@
14 COM1 I + C! LOOP
15 ELSE 9 - DUP HNUM2 ! 2* DUP HNUM !
16 BTABLE + @ DISPL @ 2* + @ BPTR !
17 8 0 DO BPTR @ I + C@
18     VOICE1 I + C@
19     OR
20     COM1 I + C! LOOP
21 THEN ;
22 -->
23
```

SCR #79

```
0 ( PLAYBEAT )
1 HEX
2 VARIABLE USIT
3
4
5 : PLAYBEAT PULSE @ 1+ PULSE !
6 GUIT1A C@
7 CASE
8     1 OF TEMPO1      ENDOF
9     2 OF TEMPO2      ENDOF
10    3 OF SLOWER      ENDOF
11    4 OF FASTER      ENDOF
12 ENDCASE
13
14
15
16
17
18 -->
19
20
21
22
23
```

SCR #80

```
0 ( PLAYBEAT CONTINUED )
1 TIMERSET
2 GUIT1 C@ DUP
3 @= IF @ RMASK ! @ BEAT ! DROP
4     ELSE 9 - RNUM !
5     FF RMASK ! THEN
6
7 RNUM @ 2* RTABLE + @
8 BEAT @ + C@ DUP USIT !
9 FF = IF RNUM @ 2* RTABLE + @
10     C@ USIT ! 1 BEAT !
11     ELSE BEAT @ 1+ BEAT ! THEN
12 USIT @ RMASK @ AND ( FF XOR ) RCOM !
13 BASS ( CASIO2 ) CASIO3 LEAD
14 TIMERCHK
15 RCOM @ RPORTA C!
16 OUTCASIO1 OUTCASIO2 OUTCASIO3
17 10 MS @ RPORTA C!
18 BEAT @ 3 AND 3TABLE + C@
19 @= IF OUTVOICE1 THEN
20 TEMPO @ MS SCANALL RST ;
21 -->
22
23
```

SCR #81

```
0 ( MAIN TRY PROG )
1 HEX
2 : TRY
3 BEGIN PLAYBEAT ?TERMINAL UNTIL ;
4
5 : FUN EMPTY-BUFFERS
6 FF RDDRA C! @@ RPORTA C!
7 ALLCLEAR LOADSCORE
8 ALLSET ( HOME ) CR CR CR
9 ." MUSIC ROOM/FAULTLESS JAMMIN' "
10 CR CR
11 ." ALL SOFTWARE AND MUSIC COPYRIGHT"
12 CR
13 ." 1985 PAUL DE MARINIS" CR CR
14 GUITINIT
15 SUST1
16 RST SCANALL RST
17 BEGIN PLAYBEAT ?TERMINAL UNTIL
18 COLD ;
19 -->
20
21
22
23
```

SCR #82

```
0 ( FREE )
1
2 : FREEBASE
3 BASS ( CASIO2) CASIO3 LEAD SCANALL
4 CLEARVOICE1
5 OUTCASIO1 OUTCASIO2 OUTCASIO3
6 OUTCASIO4 ;
7
8 : TRY2
9 BEGIN GUIT1A C@ GUIT1 C@ OR
10     @= IF FREEBASE
11         ELSE PLAYBEAT THEN
12     ?TERMINAL UNTIL COLD ;
13
14
15 -->
16
17
18
19
20
21
22
23
```

SCR #83

```
0 ( TUNE CASII )
1 DECIMAL
2 : TUNA 1 @ 2@ VOICESSET ALLCLEAR
3     2 @ 2@ VOICESSET ALLCLEAR
4     3 @ 2@ VOICESSET ALLCLEAR
5 ATONE1 ATONE2 ATONE3
6 CLEARCOM1 CLEARCOM2 CLEARCOM3
7 1 COM1 6 + C!
8 1 COM2 6 + C!
9 1 COM3 6 + C!
10 OUTCASIO1 OUTCASIO2 OUTCASIO3 ;
11
12 : HELP
13 CLEARCASIO1 CLEARCASIO2 CLEARCASIO3 ;
14
15 -->
16
17
18
19
20
21
22
23
```

SCR #84

```
0 ( CHECKOUT CASIO BOARDS )
1 HEX
2 VARIABLE NLOC
3 CREATE PTAB FE C, FD C, FB C, F7 C,
4     EF C, DF C,
5 : 1LOC
6 6 0 DO PTAB I + C@ NLOC @ C! 100 MS
7 LOOP ;
8
9 : CHKOUT ( SLOT# --- )
10 DUP 1 12 VOICESSET
11 100 * C000 + NLOC !
12 8 0 DO
13     1LOC
14     NLOC @ 1+ NLOC !
15 LOOP
16 200 MS HELP ;
17
18 ( WILL PLAY CHROMATIC SCALE LEAVING
19 LAST TONE = DF IN EACH LOCATION )
20
21 -->
22
23
```

SCR #85

```
0 ( LAST SCREEN = TOPWORD )
1
2 : TOPWORD FUN ;
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
```















