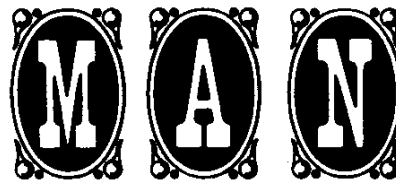
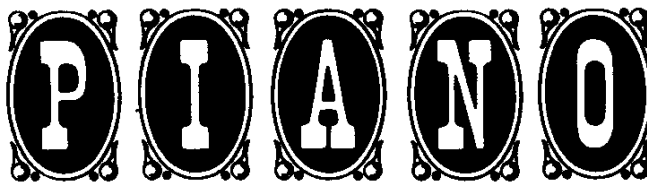


# davasan software



presents...



*by David Jamb*

## INSTRUCTIONS and PROGRAM LISTINGS



Welcome to the world of computer music with Davasan's The PIANO MAN computer music program. PIANO MAN will add a new dimension to your computing adventure. You may now have your ADAM play music pieces by entering them just as they appear on the sheet music, or you may compose your own original songs. Store your songs on your cassette tape. Add to or change existing songs. Piano Man even has an exclusive 'AUTOPLAY' feature that plays all the songs in your tape music library one after the other automatically! DAVASAN is pleased to present this fine program to you as an introduction to our selection of products for your ADAM computer.

Please read the following instructions carefully. They will help you to successfully type the PIANO MAN listing into the computer. Then you will be introduced into a world of musical discovery and exploration!

Your PIANO MAN package includes: 1) Instruction booklet. 2) pianoman listing. 3) piano listing. 4) game controller insert card.

#### IMPORTANT NOTES ON TYPING IN PIANO MAN

PIANO MAN is a richly varied and powerful computer music simulation program. It's many features allow the user to compose or enter an unlimited number of songs. To achieve this sophistication, the PIANO MAN program is necessarily lengthy and complex. You should not expect to type in this program in one or two sessions.

Take your time typing in the programs. Typing errors can be very difficult to find. Go slow, and type in only as many lines as you can without feeling tired.

Make frequent backup tape copies of your work. Do not trust hours of typing to one fragile cassette tape or to a possible power failure. Make a paper copy of the program every once in a while as added insurance.

Check your work frequently. Double check what you have already checked. One slightly misspelled command could cause the program to fail.

If you have entered and checked your PIANO MAN listing, and the program still seems not to run right, follow this procedure...

TO ASK DAVASAN TO HELP FIX PIANO MAN...

1. Describe your problem in detail, (why doesn't the program work?)
2. Send us your problem WITH A STAMPED SELF-ADDRESSED ENVELOPE
3. We will give you suggestions on how to fix the problem.
4. We will also send a 'FIX SHEET' for any known bugs or errors.

If the task of typing in the PIANO MAN program seems more than you want to tackle, we have included a discount coupon which you may use to purchase The PIANO MAN program on digital data pack with instructions and game controller insert card.

#### HOW TO TYPE IN PIANO MAN...

PIANO MAN consists of two programs... [pianoman] which sets up the shape table of graphics shapes and a small machine code program and then runs [piano] which is the 2nd program, the main control program.

\*\*\* NOTE - don't forget to load Smartbasic! \*\*\*

1. Type in the [pianoman] program. (Save the program as pianoman)
2. Type in the [piano] program. (Save the program as piano)
3. Cut out your insert card and insert it in game controller #1
4. To run the program, type run pianoman

## PIANO MAN INSTRUCTIONS:

To start PIANO MAN...

1. Load SmartBasic
2. Insert PIANO MAN tape
3. Type run pianoman (This process will take a few minutes...be patient)

PIANO MAN begins by displaying a 'menu screen' with a list of seven options. (Each of these options is described in the instructions). To select one of the menu options, type the option number. (NOTE: use the numbers on your keyboard; game controller numbers won't work.)

### MENU OPTIONS:

1. List of Songs
2. Create a Song
3. Play a Song
4. Change a Song
5. Delete a Song
6. AUTOPLAY
7. EXIT Piano Man

### 1. LIST OF SONGS:

The names of all songs you have entered and stored on tape are listed on the screen by this option. You may save up to 20 songs. Each song is numbered, and is identified by its six character file name, and the twenty letter song title. Once you have viewed the song list, you may return to the menu by pressing any key on the keyboard.

### 2. CREATE A SONG :

This is the option you would select when you wish to create a NEW song. The screen will clear, and a list of song items will appear...

1. name
2. title
3. key
4. time
5. beat
6. tone
7. vol
8. music
0. Start entering notes

These items describe basic information about your song. The computer automatically starts with standard pre-defined values in each item or field. You will want to change these values to fit your new song. To change a field value...

1. Type the number of the ITEM to change (the ITEM# prompt will change to FLD# - the bottom line will help show how to change the field value).
2. Type the new field value and press <RETURN> (if your entry was OK, the screen will now show your change. If your entry is wrong, a 'BAD INPUT' message will flash You will have to re-enter your change).
3. Type a 0 (zero) to start entering music notes.

Each field expects a certain type of information. The program will check your entry to see if it can be accepted for that field. The possible valid answers for each field are...

1. name: Your song name must be a valid Smartbasic file name of 6 characters or less.
2. title: Your song title can be anything you wish, but it must be no more than 20 characters long (longer titles are cut short).
3. key: You may choose from the thirteen possible key signatures.

These key names are...

G (1 sharp)	D (2 sharps)	A (3 sharps)	E (4 sharps)	(enter + for sharp / - for flat)
B (5 sharps)	F+ (6 sharps)	F (1 flat)	B- (2 flats)	
E- (3 flats)	A- (4 flats)	D- (5 flats)	G- (6 flats)	

4. time: The time signature determines the placement of measures (not used by PIANO MAN) and which note value gets one beat. Enter the time as a number, a slash (/), and another number, (ex. 2/4, 4/4, 6/8).
5. beat: The beat of a song is the number of notes (of the note value specified by the time) played in one minute (beats/min.). You may select a beat from 10 (very slow) to 480 (quite fast).
6. tone: ADAM has the capability of playing 3 distinct tones. You may select one of these as the beginning tone for your song. Each note may use a different tone (see change a song section).
7. vol: The note volume can be adjusted from 1 (soft) to 11 (loud). You may select a starting volume for your notes. Each note may have its own volume. The color of the note shows its volume.
8. music: If the music option is turned ON, when the song is displayed on the screen, each note will play. This is a pleasant effect, but it takes longer for the song to display. 1 is on, 0 is off.
0. exit: When you have finished changing the song fields, type a zero (0) and RETURN to begin adding music notes.

### 3. PLAY A SONG:

Select this option if you wish to play one of the songs from your music library. The screen will clear, and will display the list of songs. Type the number by the song you wish to play. PIANO MAN will now load and play the song.

### 4. CHANGE A SONG:

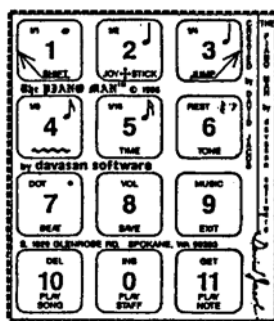
When you wish to add to or make changes to a song, select this option. The screen will clear, and a list of songs from your library of songs will be displayed. Type the number by the song you wish to change. You will now see the same screen that you see in the Create a Song section (see Create a Song section). This gives you a chance to change any of the song values that you set up when you created the song.

\*\*\* NOTE: if you have just created this song, you will not see this screen, you will go directly to the music and note change section. \*\*\*

When you are ready to proceed, type a 0 (zero) and press return. The screen clears, and you see a series of music staves painted on the screen. One large staff (the editing staff) will appear near the bottom of the screen. The notes of your song will now be painted on the screen. If your song has the music option turned on, the notes will also play.

At the bottom of the screen you will see four- lines of text. These lines provide information while you are changing the music. Your song name and title are printed. There is an area for messages. A status field in the lower right hand corner tells you what function PIANO MAN is now performing (when you enter the program \*\*\* edit \*\*\* will be displayed). A small box which rests on the dividing line below the large staff is your CURSOR. It show your CURRENT NOTE or which note you are now changing. The color of the cursor shows which of the three tones belongs to the current note.

You will now be using your game controller to make changes and add, delete or insert notes...make sure your game controller is plugged into the number ONE position. Your game controller insert card should be inserted over the numbers on the controller keypad.



### GAME CONTROLLER FUNCTIONS:

JOYSTICK: UP: (moves the current note up one position)

DOWN: (moves the current note down one position)

LEFT: (moves the cursor back one note to the previous note)

RIGHT: (moves the cursor forward one note to the next note OR ADDS A NEW NOTE)

LEFT TRIGGER: This is the SHIFT button. When you push this button, the shift signal alternately turns on and off. When the shift signal is on, the editing functions printed BELOW the keypad numbers will be executed when you push the key. When the shift signal is off, the editing functions printed ABOVE the keypad number will be executed.

RIGHT TRIGGER: This is the JUMP button. When you press this button your current note 'jumps' up 15 note places. Use this button to rapidly shift the position of your note on the staff.

KEYPAD: The twelve keys on the numeric keypad are used together with the shift key (left trigger) to perform the editing functions printed on each key.

## KEYPAD EDITING FUNCTIONS:

<u>Key</u>	<u>Function</u>
1 (noshift)	Sets note value to WHOLE note - prints whole note.
1 (shifted)	NO FUNCTION.
2 (noshift)	Sets note value to HALF note - prints half note.
2 (shifted)	NO FUNCTION.
3 (noshift)	Sets note value to QUARTER note - prints quarter note.
3 (shifted)	NO FUNCTION. *** NOTE - SHIFT / JOYSTICK / JUMP under the 1/2/3 numbers are just reminders of the functions of the joystick and the two triggers. They ARE NOT functions of the 1/2/3 keys. ***.
4 (noshift)	Sets note value to EIGHTH note - prints eighth note.
4 (shifted)	NO FUNCTION.
5 (noshift)	Sets note value to SIXTEENTH note - prints SIXTEENTH note.
5 (shifted)	Lets you change the TIME SIGNATURE of the song. Type a number, a slash (/), and another number (1,2,4,8). Use the number keys on the KEYBOARD. Your new TIME will display under the TIME label in the text section of the screen.
6 (noshift)	Changes the note to the rest sign of the same value. Rests leave a silent space in the song, and do not play.
6 (shifted)	Lets you change the TONE of the current note. The tone will change each time you press the SHIFTED key. The cursor color will change to show the new note tone.
7 (noshift)	Makes the note a 'dotted note' and extends note's value 1/2.
7 (shifted)	Lets you change the beats/min of the song. Type the new beat using the number keys on the KEYBOARD. The new beat will be displayed under the BEAT label in the text screen section.
8 (noshift)	Set the volume of the current note. Use a KEYPAD number from 1 (soft) to 11 (loud). The note's color will then change.
8 (shifted)	Saves the notes now on the EDIT staff and puts them on one of the smaller staffs. You can now type in more notes, or get another staff of notes to edit.
9 (noshift)	turns music on and off. When music is on, the music signal is displayed next to shift, and each note will play as it is changed. When music is off, no notes will play.
9 (shifted)	EXIT. You are done editing and want to quit. The screen will clear and ask you to type an S to SAVE your changes, or a D to DISCARD your changes. You will then return to the menu.
10 (noshift)	Use this key to DELETE notes, notes are deleted from the RIGHT of the CURRENT CURSOR POSITION. Use the keypad numbers to select how many notes to delete. The screen will redisplay.
10 (shifted)	This key will play all of the notes in your song. To stop playing, type a CONTROL-C (hold CONTROL key down; press c).
0 (noshift)	Use this key to INSERT notes. Notes are inserted to the RIGHT of the CURRENT CURSOR POSITION. Use the keypad numbers to select how many notes to insert. The screen will redisplay.
0 (shifted)	This key will play just the notes on the EDITING STAFF. Use CONTROL-C to stop playing (hold CONTROL key - press C).
11 (noshift)	GET one of the small storage staffs. Save the current notes on the editing staff and load the small staff selected into the editing staff. Use the joystick to select the small staff press the get key (11) a SECOND TIME to get the selected small staff. Frees the EXIT key (noshift 9) to CANCEL the GET.
11 (shifted)	Replays just the current note.

## DELETE A SONG:

This option lets you keep your library of songs neat and up to date by deleting old or unwanted songs. Your library is limited to twenty (20) Songs, so you may occasionally want to drop some of your least popular selections. The screen will clear, and the list of songs from your library will be displayed. Type the number of the song you want to delete. The song will be deleted, and you will return to the menu. If you don't want to delete a song, type a zero (0) for the song number, and you will return to the main menu.

If you accidentally delete a song and want to retrieve it try this...

1. Your song is still on the tape, it is just not in the song directory.
2. Create a new song. Use the SAME name as the song you deleted.
3. Exit from the Change Song section, and type D to discard your changes. The next time you ask for the song, your 'deleted' song will be recovered!

## 6. AUTOPLAY:

PIANO MAN features a unique feature that lets ADAM put on a 'floor show'. AUTOPLAY will cycle through your library of songs and play each song in turn. The name, title and vital information about the song shows on the screen to identify the song.

## 7. EXIT FROM PIANO MAN:

You may wish to leave the program for various reasons. Select this option to stop running PIANO MAN. You will be at the SmartBasic prompt where you can access program statements, or return to PIANO MAN by typing run.

### **IMPORTANT NOTE**

**AT ANY QUESTION IN PIANO MAN - TO RETURN TO THE MENU TYPE A ZERO (0)**

```

1  REM  THE PIANO MAN(tm)          *** This program should be named 'pianoman' when saved to your cassette ***
2  REM  Part One - Load shape table
3  REM  (c) copyright 1985
4  REM  by DAVASAN SOFTWARE
5  REM  written by David Jacob
6  REM  all rights reserved
7  REM  reproduction and disclosure are expressly forbidden
8  REM
10 LOMEM :30000
100  REM  ----load memory area from data statements ----
110  REM  mem area starts at 27500
120  POKE 16766, 108:POKE 16767, 107
200  RESTORE
220  n=0
230  READ a
235  IF a=-1 THEN n=100:GOTO 230
236  IF a=-2 THEN 300
240  POKE 27500+n, a
250  n=n+1
260  GOTO 230
300  REM  ---- save shape table ----
310  TEXT
315  GOSUB 5000
350  PRINT CHR$(4); "run PIANO"
1000 REM  shape pointers
1001 REM  # of shapes
1010 DATA 29,0
1020 REM  prt to shape start
1030 DATA 100,0,115,0,154,0,250,0,11,1,30,1,45,1,54,1,63,1,71,1,79,1,99,1,133,1
1040 DATA 136,1,155,1,167,1,174,1,187,1,192,1,200,1,207,1,214,1,221,1,2
      26,1,231,1,236,1,244,1
1300 DATA 1,2
1310 DATA 4,2
1999 DATA -1
2000 REM  shapes
2009 REM  1/4 note
2010 DATA 32,12,54,46,36,44,54,46,32,36,36,36,36,4,0
2019 REM  small symbol
2020 DATA 8,46,46,5,36,36,36,36,36,36,36,36,44,53,53,55,62,211,23,23,23,62,46,62,46,118
2022 DATA 173,13,5,44,60,44,60,228,159,30,6,0
2029 REM  big symbol
2030 DATA 39,37,63,62,54,14,45,45,36,36,36,39,36,60,44,28,36,36,36,39,36,36,36,36,36,39,36,35,36,44
2032 DATA 46,32,39,41,46,32,47,46,54,54,54,51,28,62,62,62,46,30,39,23,46,30,35,23,54,55,62,54,55,53
2034 DATA 55,53,55,53,54,113,14,45,45,45,45,45,40,32,44,60,44,60,44,60,55,36,37,59,30,60,62,60,62,60
2036 DATA 62,23,54,54,113,0
2039 REM  1/8 note
2040 DATA 32,12,54,46,36,44,54,46,32,36,36,36,36,45,21,6,0
2049 REM  1/16 note
2050 DATA 32,12,54,46,36,44,54,46,32,36,36,36,36,45,21,22,28,63,0
2059 REM  1/2 note
2060 DATA 32,12,45,53,54,59,103,8,8,16,36,36,36,36,0
2069 REM  whole note
2070 DATA 32,12,45,173,54,59,63,7,0
2079 REM  sharp
2080 DATA 36,36,172,150,14,36,36,36,0
2089 REM  flat
2090 DATA 36,36,44,18,21,30,7,0
2099 REM  natural
2100 DATA 9,36,63,108,60,39,4,0
2109 REM  small staff
2110 DATA 45,45,22,2,63,63,22,2,45,45,22,2,63,63,22,2,45,45,5,0
2119 REM  big staff
2120 DATA 45,45,45,45,53,18,18,63,63,63,63,55,18,18
2122 DATA 45,45,45,45,53,18,18,63,63,63,63,55,18,18

```

```
2124 DATA 45,45,45,45,45,0
2129 REM half dot
2130 DATA 53,39,0
2139 REM 1/4 rest
2140 DATA 12,45,5,39,28,28,22,18,46,62,14,45,58,63,55,41,54,41,0
2149 REM 1/8-16 rest
2150 DATA 36,53,46,12,12,54,54,59,50,59,50,0
2159 REM half rest
2160 DATA 45,45,37,63,63,63,0
2169 REM whole rest
2170 DATA 5,5,9,63,63,55,45,53,63,63,63,0
2179 REM small whole note
2180 DATA 36,45,54,63,0
2189 REM small 1/16 note
2190 DATA 96,54,5,36,36,53,50,0
2199 REM small 1/8 note
2200 DATA 96,54,5,36,36,45,0
2209 REM small half note
2210 DATA 96,22,5,36,36,4,0
2219 REM small 1/4 note
2220 DATA 96,54,5,36,36,4,0
2229 REM small sharp
2230 DATA 12,28,12,5,0
2239 REM small flat
2240 DATA 36,44,18,6,0
2249 REM small natural
2250 DATA 32,44,50,62,0
2259 REM small 1/8-16 rest
2260 DATA 44,46,12,54,30,30,63,0
2269 REM small 1/4 rest
2270 DATA 41,5,39,28,22,50,55,41,30,55,41,50,0
2279 REM small half rest
2280 DATA 45,45,0
2289 REM small whole rest
2290 DATA 5,9,63,55,45,45,0
3999 DATA -2
4900 DATA 58,24,107,211,255,201
5000 REM
5020 FOR x=1 TO 6
5030 READ a
5040 POKE 27409+x, a
5050 NEXT x
5100 RETURN
```

```

1  REM The PIANO MAN (tm)   *** NOTE *** This program should be named 'piano' when saved on your cassette
2  REM (c) copyright 1985
3  REM by DAVASAN SOFTWARE
4  REM written by DAVID JACOB
5  REM all rights reserved
6  REM reproduction and disclosure are expressly forbidden
7  REM
10 LOMEM :30000
15 ROT =0:SCALE =1
19 POKE 16766, 108:POKE 16767, 107
100  d$=CHR$(4)
110  DIM d%(180), t%(180), v%(180), s%(180)
120  DIM sy%(26): sy%(1)=7: sy%(2)=6: sy%(4)=1: sy%(8)=4:sy%(16)=5
122  sy%(11)=17: sy%(12)=16: sy%(14)=14: sy%(18)=15:sy%(26)=15
130  DIM cy%(11): cy%(1)=12: cy%(2)=9: cy%(3)=1: cy%(4)=6:cy%(5)=15: cy%(6)=2: cy%(7)=8: cy%(8)=11
132  cy%(9)=14: cy%(10)=13: cy%(11)=7: cy%(0)=5
140  DIM k%(69), so$(20), sd$(20)
150  DIM nv%(16): bv%=1: nk%=16
160  DIM ss%(26): ss%(1)=18: ss%(2)=21: ss%(4)=22: ss%(8)=20: ss%(16)=19
164  ss%(11)=29: ss%(12)=28: ss%(14)=27: ss%(18)=26: ss%(26)=26
170  key$="C G D A E B F+F B-E-A-D-G-"
200  DIM fq%(70)
210  DATA 720,680,642,000,642,606,606,572,540,540,510,482,482,450,000,450,423,398,398,378
220  DATA 360,360,336,316,000,316,298,298,281,267,267,252,237,237,223,000,223,209,198,198
230  DATA 187,176,176,166,157,000,157,148,148,139,132,132,125,119,119,112,000,112,106,100
240  DATA 100,094,088,088,083,078,000,078,073,000
250  RESTORE:FOR x=1 TO 70:READ fq%(x):NEXT x
300  pm$="the PIANO MAN (c)"
500  REM ----menu----
510  TEXT
520  PRINT pm$
530  PRINT: PRINT: PRINT: PRINT
540  PRINT "1. List of Songs"
550  PRINT "2. Create a New Song"
560  PRINT "3. Play a Song"
570  PRINT "4. Change a Song"
580  PRINT "5. Delete a Song"
600  PRINT "6. AUTOPLAY"
610  PRINT "7. Exit PIANO MAN"
620  VTAB 21:HTAB 1:PRINT "COPYRIGHT 1985 BY..": PRINT "DAVASAN SOFTWARE": PRINT "all rights reserved!"
700  VTAB 15:HTAB 1: PRINT "Enter the NUMBER "; :GET x$
710  opt%=VAL(x$)
720  IF opt%<1 OR opt%>7 THEN PRINT CHR$(7); :GOTO 700
760  IF opt%<>7 THEN 800
770  HOME
780  PRINT "Exiting PIANO MAN..."
790  PRINT: PRINT "To return to PIANO MAN,"
795  PRINT: PRINT "type run":END
800  REM
801  REM ----selections----
810  ON opt% GOSUB 3000, 1000, 4000, 2000, 5000, 7000
840  GOTO 500
890  RETURN
1000 REM ----create song----
1020 p$(1)="up to 6 chr NAME": p$(2)="up to 20 chr TITLE": p$(3)="KEY of A-G (+shp/-flt)"
1022 p$(4)="TIME is ##/## (ex. 4/4)": p$(5)="Beats/min (10-480)": p$(6)="TONE (1,2, or 3)"
1024 p$(7)="Volume (1=low/11=high)": p$(8)="MUSIC (1=ON/0=OFF)"
1100 sg$="NONE": sd$="UNTITLED": ky$="C": ti$="4/4": bt%=240: tn%=64: vm%=5: mu%=0: ti%=4
1140 GOSUB 1500
1200 GOSUB 57000
1220 t%(0)=1: t%(1)=35: v%(1)=vm%: s%(1)=tn%: d%(1)=ti%
1230 IF sg$<>"NONE" THEN GOSUB 2100:RETURN

```



```

1240 HOME: PRINT pm$: PRINT "Creating a song..."
1250 VTAB 10: HTAB 1
1260 PRINT "I can't create a song...": PRINT "without a NAME!": PRINT: PRINT
1270 PRINT "press any key..."; :GET x$:RETURN
1490 STOP
1500 REM create screen
1510 HOME: PRINT pm$: PRINT "create song...": PRINT
1520 PRINT "1.NAME: "; sg$: PRINT: PRINT "2.TITLE: "; sd$: PRINT: PRINT "3. KEY: "; ky$: PRINT
1522 tn$=STR$(INT(tn%/32)+1)
1525 PRINT "4.TIME : "; ti$: PRINT: PRINT "5.BEAT : "; bt%; "/min": PRINT: PRINT "6.TONE : "; tn$: PRINT
1530 PRINT "7.VOLUME: "; vm%: PRINT: PRINT "8 MUSIC: ";
1540 x$="ON":IF mu%=0 THEN x$="OFF"
1550 PRINT x$
1590 RETURN
2000 REM ----change song---
2040 HOME
2050 PRINT pm$: PRINT "changing a song..."
2060 GOSUB 3500: GOSUB 3200
2070 GOSUB 1500: GOSUB 57000
2100 HGR
2104 ONERR GOTO 0
2105 CLRERR
2110 GOSUB 8000
2120 GOSUB 56000
2130 GOSUB 55500
2140 GOSUB 50000
2150 xd%=0: GOSUB 46000
2500 GOSUB 30000
2510 TEXT
2520 PRINT "(S)ave changes, or...":? "(D)iscard changes":? "Enter S or D >"; :INPUT q$: q$=LEFT$(a$, 1)
2530 IF q$="S" OR q$="s" THEN GOSUB 6000
2540 IF q$="D" OR q$="d" THEN 2590
2550 PRINT CHR$(7); :TEXT:GOTO 2520
2590 RETURN
3000 REM list songs
3020 HOME: PRINT pm$: PRINT ";list songs..."
3030 PRINT
3040 GOSUB 3500
3060 VTAB 24:HTAB 1: PRINT "press any key..."; :GET x$:RETURN
3200 REM pick song
3220 VTAB 24:HTAB 1: PRINT "SONGS> "; :HTAB 7
3230 GOSUB 59000: n%=VAL(i$)
3235 IF n%=0 THEN POP: RETURN
3240 IF n%<1 OR n%>so% THEN VTAB 24:HTAB 1: PRINT "BAD SONG NUMBER!!!"; :FOR x=1 TO 2000: NEXT x:
GOTO 3220
3250 ON error GOTO 3400
3255 PRINT
3260 PRINT d$; " close song.dir":? d$; "open"; so$(n%); ".sng": PRINT d$; "read"; so$(n%); ".sng"
3270 INPUT sg$, sd$, ky$, ti$, ti%, bt%, tn%, vm%, mu%, t%(0)
3280 FOR x=1 TO t%(0):INPUT t%(x), d%(x), v%(x), s%(x):NEXT x
3290 PRINT d$: PRINT d$; "close"; so$(n%); ".sng"
3295 RETURN
3400 REM error
3410 CLRERR
3420 VTAB 24:HTAB 1: PRINT "CANT GET SONG FROM TAPE!"; CHR$(7);:FOR x=1 TO 2000:NEXT x:GOTO 3200
3430 PRINT d$: PRINT d$; "close "; so$(n%)
3440 GOTO 3200
3500 REM song list
3510 VTAB 4
3540 IF dr%=0 THEN GOSUB 3700
3545 IF so%=0 THEN RETURN
3547 VTAB 4:HTAB 1
3550 FOR x=1 TO so%
3560 PRINT x; ". "; so$(x); "-"; sd$(x)

```

```

3570 NEXT x
3580 RETURN
3700 REM get dir
3705 dr%=1
3706 ONERR GOTO 3900
3707 PRINT d$; "close song.dir"
3710 PRINT d$; "open song.dir"
3720 PRINT d$; "read song.dir"
3730 INPUT so%: x=0
3735 IF x=so% THEN 3760
3740 x=x+1:INPUT so$(x):INPUT sd$(x)
3750 GOTO 3735
3760 PRINT d$: PRINT d$; "close song.dir":RETURN
3900 REM errors
3910 PRINT d$:CLRERR
3920 PRINT d$; "close song.dir"
3930 RETURN
3999 DATA -2
4000 REM play song
4020 HOME: PRINT pm$: PRINT "play a song...": PRINT
4030 GOSUB 3500:GOSUB 3200
4040 HOME: PRINT pm$: PRINT "play at song..."
4050 GOSUB 1500
4100 mu%=1: st%=1: nd%=t%(0):GOSUB 22000
4120 RETURN
4900 DATA 58,24,107,211,255,201
5000 REM delete song
5010 HOME: PRINT pm$: PRINT "delete song...": PRINT
5020 GOSUB 3500
5040 VTAB 24:HTAB 1: PRINT "DELETE#> ";:HTAB 9
5050 GOSUB 59000: n%=VAL(i$):IF n%=0 THEN RETURN
5060 IF n%<1 OR n%>so% THEN 5040
5070 so$(n%)=""
5080 FOR x=1 TO so%
5090 IF so$(x)="" THEN 5120
5100 c%=c%+1: so$(c%)=so$(x): sd$(c%)=sd$(x)
5120 NEXT x
5130 so%=c%
5135 PRINT
5140 GOSUB 5500
5150 RETURN
5500 REM save song.dir
5510 IF dr%=0 THEN GOSUB 3700
5520 ONERR GOTO 5900
5525 PRINT d$; "close song.dir"
5530 PRINT d$; "open song.dir": PRINT d$; "write song.dir"
5540 PRINT so%
5550 FOR x=1 TO so%:? so$(x):? sd$(x):NEXT x
5560 PRINT d$; : PRINT d$; "close song.dir"
5570 RETURN
5900 REM error
5910 VTAB 24:HTAB 1: PRINT "ERROR SAVING SONG DIRECTORY!"; CHR$(7); :FOR x=1 TO 2000:NEXT x
5920 CLRERR
5925 PRINT d$; "close song.dir"
5930 POP:POP:RETURN
6000 REM save song
6020 HOME: PRINT pm$: PRINT "saving this song..."
6040 PRINT
6050 IF sg$="" OR sg$="NONE" THEN PRINT "NO SONG TO SAVE!!";CHR$(7):VTAB 15:? "press any key...";:GET x$:
RETURN
6060 GOSUB 1500:VTAB 20:HTAB 1: PRINT "SAVING SONG.."
6100 PRINT d$; "close song.dir": PRINT d$; "open "; sg$; ".sng": PRINT d$; "write "; sg$; ".sng"
6110 PRINT sg$: PRINT sd$: PRINT ky$: PRINT ti$: PRINT ti%: PRINT bt%: PRINT tn%: PRINT vm%: PRINT mu%:
PRINT t%(0)

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6120 FOR x=1 TO t%(0): PRINT t%(x): PRINT d%(x): PRINT v%(x): PRINT s%(x):NEXT x
6130 PRINT "end"
6140 PRINT d$;
6150 PRINT d$; "close "; sg$; ".sng"
6180 IF dr%=0 THEN GOSUB 3700
6200 so%=so%+1: so$(so%)=sg$: sd$(so%)=sd$
6220 GOSUB 5510
6230 VTAB 23:HTAB 1: PRINT "Song is Saved...press any key":GET x$
6490 RETURN
6900 REM error
6910 CLRERR
6920 VTAB 24:HTAB 1: PRINT "ERROR SAVING SONG!!"; CHR$(7); :FOR x=1 TO 2000:NEXT x
6930 PRINT d$; "close "; sg$; ".sng"
6940 POP:RETURN
7000 REM autoplay
7010 ONERR GOTO 7500
7020 HOME: PRINT pm$: PRINT "Autoplay...": PRINT
7100 FOR ap=1 TO so%
7120 n%=ap:GOSUB 3250:GOSUB 1500
7140 st%=1: nd%=t%(0): mu%=1:GOSUB 22000
7150 NEXT ap
7200 RETURN
7500 REM error
7510 CLRERR
7520 RETURN
8000 REM edit screen
8020 VTAB 22:HTAB 1: PRINT sg$; "-"; sd$;
8040 VTAB 23:HTAB 1: PRINT "KEY TIME BEAT";
8050 VTAB 24:HTAB 2: PRINT ky$; :HTAB 5: PRINT ti$; :HTAB 10: PRINT bt$;
8060 HTAB 17: PRINT "***load***";
8070 VTAB 21:HTAB 8
8080 x$=" ":IF mu%+1 THEN x$="music": PRINT x$;
8200 RETURN
8500 REM key setup
8520 FOR k=0 TO 12: k$=MID$(key$, k*2+1, 2):IF ky$<>k$ THEN NEXT k
8530 IF k=13 THEN k=0
8540 FOR x=1 TO 69: k%(x)=0:NEXT x
8550 IF k=0 THEN RETURN
8560 st%=2: nc%=4: kd%=4: vu%=1:IF k>6 THEN k=k-6: st%=5: nc%=3: vu%=-1: kd%=-3
8600 FOR x=1 TO k: ln%=st%+nc%*(x-1): ln%=ln%-INT(ln%/7)*7
8605 GOSUB 8700
8610 FOR y=1 TO 23: y%=y-INT(y/7)*7
8620 IF y%=ln% THEN FOR z=1 TO 3: k%((y-1)*3+z)=vu%:NEXT z
8630 NEXT y
8650 NEXT x
8660 RETURN
8700 REM draw key
8720 kn%=ln%+kd%:IF kn%>7 THEN kn%=kn%-7
8725 IF kn%<0 THEN kn%=kn%+7
8730 h%=20+x*2
8740 off%=0:IF kn%/2=INT(kn%/2) THEN off%=-2
8750 v%=130-(INT(kn%/2)*5+off%)
8760 IF vu%=-1 THEN DRAW 9 AT h%, v%
8770 IF vu%=1 THEN DRAW 8 AT h%, v%
8790 RETURN
9000 REM adjust note
9040 IF fq%(x%)=0 THEN x%=x%+pd%
9050 IF fq%(x%)=fq%(x%-pd%) THEN x%=x%+pd%
9060 IF x%<1 THEN x%=69
9065 IF x%>69 THEN x%=1
9070 IF fq%(x%+pd%)<>fq%(x%) THEN RETURN
9080 sv%=t%(cn%): t%(cn%)=x%:GOSUB 39920: t%(cn%)=sv%
9090 IF k%(x%)=0 OR alt%=6 THEN RETURN
9100 IF k%(x%)=1 AND alt%=0 THEN RETURN

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9110 IF k%(x%)=-1 AND alt%=3 THEN RETURN
9120 x%=x%+pd%
9130 RETURN
9999 STOP
20000 REM ---- play note
20040 IF mu%=0 THEN RETURN
20090 hf%=0: d%=d%(pn%)
20100 IF d%(pn%)>100 THEN d%=d%(pn%)-100: hf%=nv%(d%)/2
20110 lp%=nv%(d%)+hf%
20120 lo%=128+s%(pn%)
20130 fq=fq%(t%(pn%))
20140 hi%=INT(fq/16)
20150 lo%=lo%+fq-hi%*16
20160 vo%=128+s%(pn%)+16+(12-v%(pn%))+3
20190 qu%=128+s%(pn%)+31:IF fq=0 THEN vo%=qu%
20200 POKE 27416, lo%:CALL 27410
20210 POKE 27416, hi%:CALL 27410
20220 POKE 27416, vo%:CALL 27410
20250 FOR y=1 TO lp%:NEXT y
20260 POKE 27416, qu%:CALL 27410
20300 RETURN
22000 REM play notes
22001 qu%=0
22002 ONERR GOTO 22220
22003 ti%=4
22010 bn%=55000/bt%+.5
22020 FOR x=1 TO 16
22030 nv%(x)=(ti%/x)*bn%
22040 NEXT x
22045 IF nd%>t%(0) THEN nd%=t%(0)
22050 FOR x=st% TO nd%
22060 pn%=x:GOSUB 20000
22070 NEXT x
22090 CLRERR
22100 RETURN
22200 CLRERR
22220 IF qu%<=0 THEN POKE 27416, qu%:CALL 27410
22240 POP:GOTO 30100
25000 REM time
25010 VTAB 21:HTAB 14: PRINT "NEW TIME SIGNATUR";:VTAB 24:HTAB 21: PRINT "time";
25020 p%=0
25030 FOR x=1 TO 200:NEXT x
25040 p%=p%+1:IF p%>2 THEN p%=1
25060 pd%=PDL(13):IF pd%=15 THEN 25060
25065 FOR x=1 TO 300:NEXT x
25070 IF pd%=0 THEN VTAB 21:HTAB 14: PRINT " ";:GOTO 30700
25080 IF p%=2 AND pd%<2 AND pd%<4 AND pd%<8 AND pd%<11 THEN 25060
25100 IF p%=1 THEN ti$=STR$(pd%)+"/"
25120 IF p%=2 THEN ti%=pd%: ti$=ti$+STR$(pd%)
25140 VTAB 24:HTAB 5: PRINT " ";:HTAB 5: PRINT ti$;
25160 GOTO 25040
26000 REM delete notes
26010 IF cn%=t%(0) THEN 30100
26020 VTAB 24:HTAB 21: PRINT "del ";:FOR x=1 TO 200:NEXT x
26030 VTAB 21:HTAB 14: PRINT "delete how many?";
26040 pd%=PDL(13):IF pd%=15 THEN 26040
26050 IF pd%=0 THEN HTAB 14: PRINT " ";:FOR x=1 TO 200:NEXT x:GOTO 30100
26070 IF t%(0)-pd%<1 THEN t%(0)=1:POP:GOTO 2100
26100 FOR k=cn%+1 TO t%(0)-pd%
26120 t%(k)=t%(k+pd%): d%(k)=d%(k+pd%): v%(k)=v%(k+pd%): s%(k)=s%(k)+pd%
26140 NEXT k
26150 t%(0)=t%(0)-pd%
26200 POP:GOTO 2100
27000 REM insert notes

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27010 IF cn%=t%(0) THEN 30100
27020 VTAB 24:HTAB 21: PRINT "ins ";:FOR x=1 TO 200:NEXT x
27030 VTAB 21:HTAB 14: PRINT "insert how many?";
27040 pd%=PDL(13):IF pd%=15 THEN 27040
27050 IF pd%=0 THEN HTAB 14: PRINT " ";:FOR x=1 TO 200:NEXT x:GOTO 30100
27070 IF t%(0)+pd%>176 THEN HTAB 14: PRINT?"NO ROOM TO INSERT"; CHR$(7);:GOTO 30100
27100 FOR k=t%(0)+pd% TO cn%+1+pd% STEP -1
27120 t%(k)=t%(k-pd%): d%(k)=d%(k-pd%): s%(k)=s%(k-pd%):v%(k)=v%(k-pd%)
27140 NEXT k
27150 t%(0)=t%(0)+pd%
27200 POP:GOTO 2100
28000 REM save
28010 VTAB 24:HTAB 21: PRINT "save";
28020 xd%=1:GOSUB 46000
28030 cs%=INT(sn%/22)+1: sn%=(cs%-1)*22+1
28040 ms%=t%(0)/22+1
28055 cn%=sn%
28060 IF sc%>8 THEN VTAB 21:HTAB 15: PRINT "NO MORE ROOM";:RETURN
28070 of%=128*INT(INT(cs%/2)-cs%/2+1)+12
28080 ov%=(INT(cs%/2+.5)-1)*24-3
28100 l%=sn%+21:IF l%>t%(0) THEN l%=t%(0)
28110 j%=sn%
28120 FOR k=j% TO l%
28130 cp%=k-j%+1: cn%=k: sn%=k
28140 xd%=0:GOSUB 44000
28160 xd%=1:GOSUB 45000
28165 h%=25+cp%*10:XDRAW 12 AT h%, 95:XDRAW 12 AT h%,130:DRAW 12 AT h%, 115
28180 NEXT k
28200 cs%=ms%: cp%=1: xd%=0:GOSUB 46000: cn%=t%(0)+1:GOSUB 32100
28210 st%=cn%: nd%=cn%:GOSUB 22000
28220 RETURN
29000 REM get key
29010 VTAB 24:HTAB 21: PRINT "get";:FOR x=1 TO 200:NEXT x
29020 ms%=t%(0)/22+1:IF ms%=1 THEN PRINT CHR$(7);:GOTO 30100
29025 ns%=1:GOTO 32620
29030 pd%=PDL(13):IF pd%=15 THEN 29080
29035 FOR x=1 TO 100:NEXT x
29040 IF pd%=9 THEN XDRAW 2 AT sh%, sv%:GOTO 30100
29050 IF pd%=11 THEN 29200
29080 pd%=PDL(5):IF pd%=0 THEN 29030
29090 GOTO 32500
29200 sx%=22*(ns%-1)+1
29220 GOSUB 28000: xd%=1:GOSUB 46000: t%(0)=t%(0)-1:xd%=1:GOSUB 45000
29250 oh%=128*INT(INT(ns%/2)-ns%/2+1)+12
29260 ov%=(INT(ns%/2+.5)-1)*24-3
29265 sn%=sx%
29270 en%=sn%+21:IF en%>t%(0) THEN en%=t%(0)
29280 cp%=0: xd%=0:FOR l=sn% TO en%
29290 sn%=l: cp%=cp%+1: xd%=1:GOSUB 44000: xd%=0:GOSUB 45000
29295 NEXT l: cs%=ns%: ss%=ns%:GOSUB 56500
29297 sn%=(cs%-1)*22+1
29300 IF cp%=22 THEN cp%=11: cn%=sn%+(cp%-1)
29310 xd%=0:GOSUB 46000
29490 GOTO 30100
30000 REM ---- controller polling
30100 VTAB 24:HTAB 21: PRINT "edit";
30110 FOR c=5 TO 13 STEP 2
30120 pd%=PDL(c)
30130 IF c=11 THEN pd%=0
30140 IF c<>13 THEN 30150
30142 IF pd%=0 THEN pd%=12
30144 IF pd%=15 THEN pd%=0
30150 IF pd%=0 THEN NEXT c:GOTO 30100
30200 IF c>13 THEN 30110

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30210 IF c=5 THEN 30500
30220 IF c=7 THEN 30700
30230 IF c=9 THEN 30900
30240 IF c=13 THEN 31000
30500 REM joystick
30510 IF gt%<>0 THEN 32500
30520 GOTO 32000
30530 GOTO 30110
30700 REM ltrig (shift)
30710 lt%=lt%+1:IF lt%>1 THEN lt%=0
30720 x$=" ":IF lt%=1 THEN x$="shift"
30730 VTAB 21:HTAB 1: PRINT x$;
30740 FOR x=1 TO 200:NEXT x
30790 GOTO 30100
30900 REM rtrig (note pos)
30910 pd%=-SGN(pd%-2)
30920 pd%=SGN(pd%)*15:GOTO 32210
31000 REM keys
31030 IF pd%<8 AND lt%=0 THEN xd%=1:GOSUB 45000
31040 ON pd% GOTO 31110, 31120, 31130, 31140, 31150, 31160, 31170, 31180, 31190, 31200, 31210, 31220
31110 d%(cn%)=1:GOTO 31300
31120 d%(cn%)=2:GOTO 31300
31130 d%(cn%)=4:GOTO 31300
31140 d%(cn%)=8:GOTO 31300
31150 IF lt%=1 THEN 25000
31152 d%(cn%)=16:GOTO 31300
31160 IF lt%=0 THEN t%(cn%)=0:GOTO 31300
31161 VTAB 24:HTAB 21: PRINT "tone"
31162 IF lt%=1 THEN tn%=tn%+32:IF tn%>64 THEN tn%=0
31164 s%(cn%)=tn%: xd%=0:GOSUB 46000
31166 st%=cn%: nd%=cn%:GOSUB 22000
31168 GOTO 30700
31170 IF lt%<>0 THEN 31500
31171 xd%=1:GOSUB 45000
31172 IF d%(cn%)>100 THEN d%(cn%)=d%(cn%)-100:GOTO 31300
31174 IF d%(cn%)<100 THEN d%(cn%)=d%(cn%)+100:GOTO 31300
31180 IF lt%=0 THEN 31600
31182 GOSUB 28000
31184 GOTO 30700
31190 IF lt%=1 THEN RETURN
31195 mu%=mu%+1:IF mu%>1 THEN mu%=0
31196 x$="music":IF mu%=0 THEN x$=""
31197 VTAB 21:HTAB 8: PRINT x$;
31198 FOR x=1 TO 100:NEXT x:GOTO 30100
31200 IF lt%=1 THEN 31700
31202 GOTO 26000
31210 IF lt%=1 THEN 31700
31212 GOTO 29000
31220 IF lt%=1 THEN 31700
31222 GOTO 27000
31300 xd%=0:GOSUB 45000:GOTO 30100
31500 REM get beat
31510 VTAB 24:HTAB 21: PRINT "beat";
31520 VTAB 21:HTAB 14: PRINT "Beats/min (10-480)";
31530 VTAB 24:HTAB 10: PRINT " ";:HTAB 10
31550 GOSUB 59000
31560 i%=VAL(i$):IF i%>=10 AND i%<=480 THEN bt%=i%
31580 HTAB 10: PRINT bt%;
31585 VTAB 21:HTAB 14: PRINT " ";
31590 GOTO 30700
31600 REM volume
31610 FOR x=1 TO 200:NEXT x
31620 VTAB 21:HTAB 14: PRINT "VOL (1=LOW/11=HI)";
31630 pd%=PDL(13):IF pd%=15 THEN 31630

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31640 IF pd%=0 THEN FOR x=1 TO 100:NEXT x:GOTO 30100
31650 vm%=pd%
31680 xd%=1:GOSUB 45000: v%(cn%)=vm%: xd%=0:GOSUB 45000
31685 VTAB 21:HTAB 14: PRINT " ";
31690 GOTO 30100
31700 REM play
31740 IF pd%=11 THEN st%=cn%: nd%=cn%: x$="note"
31760 IF pd%=10 THEN st%=1: nd%=t%(0): x$="song"
31780 IF pd%=12 THEN st%=sn%: nd%=sn%+22: x$="staf"
31785 VTAB 24:HTAB 21: PRINT x$;
31790 mx%=mu%: mu%=1:GOSUB 22000: mu%=mx%:GOTO 30700
32000 REM note movement
32010 IF pd%=1 OR pd%=4 THEN 32200
32020 pd%=-SGN(pd%-4): x%=cp%+pd%
32050 IF x%<1 OR x%>22 THEN 30100
32060 xd%=1:GOSUB 46000
32070 cp%=x%: cn%=cn%+pd%:IF cn%>t%(0) THEN GOSUB 32100:GOTO 30100
32080 xd%=0:GOSUB 46000
32085 st%=cn%: nd%=cn%:GOSUB 22000
32090 GOTO 30100
32100 REM add a note
32110 t%(cn%)=t%(t%(0)): v%(cn%)=v%(t%(0)):d%(cn%)=d%(t%(0)): s%(cn%)=s%(t%(0)): t%(0)=cn%
32120 xd%=0:GOSUB 45000
32130 GOSUB 46000
32190 RETURN
32200 pd%=-SGN(pd%-2)
32210 x%=t%(cn%)+pd%: pd%=SGN(pd%)
32220 IF x%<1 THEN x%=69
32230 IF x%>69 THEN x%=1
32235 GOSUB 9000
32240 xd%=1:GOSUB 45000
32250 t%(cn%)=x%: xd%=0:GOSUB 45000
32300 GOTO 30100
32500 REM get new staff
32540 IF pd%=1 THEN p%=-2
32542 IF pd%=2 THEN p%=1
32544 IF pd%=4 THEN p%=2
32546 IF pd%=8 THEN p%=-1
32560 ns%=ns%+p%:IF ns%<1 THEN ns%=ms%
32570 IF ns%>ms% THEN ns%=1
32600 HCOLOR =15:DRAW 2 AT sh%, sv%
32620 sv%=(INT(ns%/2+.5)-1)*24+21
32630 sh%=128*INT(INT(ns%/2)-ns%/2+1)+3
32640 HCOLOR =3:DRAW 2 AT sh%, sv%
32700 GOTO 29030
39900 REM note calc
39910 hf%=0: d%=d%(cn%):IF d%>100 THEN d%=d%(cn%)-100:hf%=-1
39920 x=t%(cn%)/3:IF INT(t%(cn%)/3)<>x THEN x=x+1
39930 t%=x: alt%=INT((t%(cn%)/3-INT(t%(cn%)/3))*10)
39950 RETURN
40000 REM display staff
40040 oh%=128*INT(INT(j/2)-j/2+1)+12
40060 ov%=(INT(j/2+.5)-1)*24-3
40080 xd%=0
40090 l%=sn%: m%=sn%+21
40095 IF m%>t%(0) THEN m%=t%(0)
40100 FOR k=l% TO m%
40120 cp%=k-l%+1: cn%=k: sn%=k
40140 GOSUB 44000
40160 NEXT k
40200 RETURN
44000 REM small note
44040 cn%=sn%:GOSUB 39900
44050 h%=oh%+(cp%-1)*5

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44100 off%=2:IF INT(t%/2)=t%/2 THEN off%=1
44120 v%=ov%+3+(12-INT(t%/2+.5))*3+off%:IF v%<6 THEN v%=6
44140 IF t%(sn%)=0 THEN v%=ov%+16: h%=h%+1: d%=d%+10
44160 HCOLOR =cy%(v%(sn%)):IF t%(sn%)=0 THEN HCOLOR =3
44180 IF xd%=0 THEN DRAW ss%(d%) AT h%, v%
44200 IF xd%=1 THEN XDRAW ss%(d%) AT h%, v%
44220 IF hf%=0 THEN 44300
44240 IF xd%=0 THEN HPlot h%, v%+oo%
44260 IF xd%=1 THEN HCOLOR =0:HPlot h%, v%+oo%
44300 dw%=0:IF t%(sn%)=0 THEN 44900
44320 IF alt%=0 AND k%(t%)<>1 THEN dw%=23
44340 IF alt%=6 AND k%(t%)<>0 THEN dw%=25
44360 IF alt%=3 AND k%(t%)<>-1 THEN dw%=24
44380 IF dw%=0 THEN 44440
44400 IF xd%=0 THEN DRAW dw% AT h%, v%-5
44420 IF xd%=1 THEN XDRAW dw% AT h%, v%-5
44440 IF xd%=0 THEN st%=sn%: nd%=sn%:GOSUB 22000
44990 RETURN
45000 REM ---- display note ---
45102 GOSUB 39900: oo%=-4
45104 IF t%(cn%)=0 THEN d%=d%+10: oo%=-1
45110 h%=25+cp%*10
45120 off%=2:IF INT(t%/2)=t%/2 THEN off%=-1
45130 v%=97+(12-INT(t%/2+.5))*5+off%
45135 IF t%(cn%)=0 THEN v%=124: h%=h%+2
45140 HCOLOR =cy%(v%(cn%)):IF t%(cn%)=0 THEN HCOLOR =3
45150 IF xd%=0 THEN DRAW sy%(d%) AT h%, v%
45155 IF xd%=1 THEN XDRAW sy%(d%) AT h%, v%
45200 IF hf%<>-1 THEN 45290
45210 IF xd%=0 THEN DRAW 13 AT h%+6, v%+oo%
45220 IF xd%=1 THEN XDRAW 13 AT h%+6, v%+oo%
45290 dw%=0:IF t%(cn%)=0 THEN 45355
45300 IF alt%=0 AND k%(t%)<>1 THEN dw%=8
45310 IF alt%=6 AND k%(t%)<>0 THEN dw%=10
45320 IF alt%=3 AND k%(t%)<>-1 THEN dw%=9
45330 IF dw%=0 THEN HCOLOR =3:GOTO 45400
45340 IF xd%=0 THEN DRAW dw% AT h%, v%-5
45350 IF xd%=1 THEN XDRAW dw% AT h%, v%-5
45355 HCOLOR =3
45360 IF xd%=1 THEN z%=25+cp%*10:XDRAW 12 AT z%, 95:XDRAW 12 AT z%, 130
45400 IF xd%=0 THEN GOSUB 54000
45890 IF xd%=0 THEN st%=cn%: nd%=cn%:GOSUB 22000
45900 RETURN
46000 REM cursor
46020 SCALE =4:HCOLOR =3
46022 IF s%(cn%)=0 THEN HCOLOR =9
46023 IF s%(cn%)=32 THEN HCOLOR =12
46024 IF s%(cn%)=64 THEN HCOLOR =8
46030 IF xd%=0 THEN DRAW 13 AT cp%*10+24, 153
46031 IF xd%=1 THEN XDRAW 13 AT cp%*10+24, 153
46040 SCALE =1
46050 RETURN
50000 REM ---- display song ---
50020 n%=t%(0): ms%=0
50100 br%=n%/22+1
50110 FOR j=1 TO br%
50115 sn%=(j-1)*22+1
50120 GOSUB 40000
50130 NEXT j
50140 cs%=j-1: ms%=cs%
50190 REM fill edit staff
50195 cp%=0: sn%=(br%-1)*22+1
50196 k=sn%+21:IF k>t%(0) THEN k=t%(0)
50200 FOR j=sn% TO k

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50205  cn%=j:xd%=0
50210  cp%=cp%+1:GOSUB 45000
50300  NEXT j
50600  RETURN
54000  REM ---- draw lg scale ----
54020  t%=t%(cn%):h%=25+cp%*10
54030  DRAW 12 AT h%,115
54040  IF (t%<=50 AND t%>=19) OR t%=0 THEN 54490
54050  v%=v%+off%
54060  IF t%<19 THEN v%=v%-26:IF off%=-1 THEN v%=v%+6
54065  IF t%>50 AND off%=2 THEN v%=v%-1
54070  DRAW 12 AT h%,v%
5490   RETURN
55500  REM --- large staff
55505  HCOLOR =3
55510  FOR x=1 TO 5
55520  lv=115+5*(x-1)
55530  HPLOT 0,lv TO 255,lv
55590  NEXT x
55595  HCOLOR =cy%(INT(8*RND(1)+1))
55600  FOR x=1 TO 3:HPLOT x,155 TO x,135:NEXT x
55610  FOR x=1 TO 3:HPLOT x+251,115 TO x+251,135:NEXT x
55980  HPLOT 0,158 TO 255,158
55985  DRAW 3 AT 15,142
55987  GOSUB 8500
55990  RETURN
56000  REM small staffs
56020  FOR s=1 TO 8
56040  ss%=s:GOSUB 56500
56050  NEXT s
56450  RETURN
56500  REM disp 1 staff
56510  HCOLOR =10
56540  vo%=(INT(ss%/2+.5)-1)*24+6
56560  ho%=128*INT(INT(ss%/2)-ss%/2+1)
56600  FOR z=1 TO 25
56610  h%=ho%+(z-1)*5
56620  DRAW 11 AT h%,vo%
56630  NEXT z
56640  HCOLOR =cy%(INT(8*RND(1)+1))
56700  FOR x=0 TO 1:HPLOT ho%+x,vo% TO ho%+x,vo%+13:NEXT x
56710  FOR x=1 TO 2:HPLOT ho%+123+x,vo% TO ho%+123+x,vo%+13:NEXT x
56730  DRAW 2 AT ho%+3,vo%+15
56850  RETURN
57000  REM create fields
57010  ONERR GOTO 57900
57020  VTAB 22:HTAB 1:PRINT "Item#> ";:HTAB 7
57030  GOSUB 59000:IF i$="0" THEN RETURN
57035  n%=VAL(i$):IF n%=0 THEN 57020
57040  IF n%<1 OR n%>8 THEN 57020
57050  VTAB 24:HTAB 1:PRINT " ";:HTAB 1:INVERSE:PRINT p$(n%);:NORMAL
57060  VTAB 22:HTAB 1:PRINT "FLD";n%;> ";:HTAB 6
57070  GOSUB 59000:IF i$="" THEN 57020
57075  v%=0
57080  ON n% GOSUB 57100,57200,57300,57400,57500,57600,57700,57800
57090  IF v%=1 THEN VTAB 24:HTAB 1:PRINT CHR$(7);"BAD INPUT! ";:FOR x=1 TO 2000:NEXT x:GOTO 57050
57095  GOSUB 1500:GOTO 57020
57100  REM name
57110  IF i%>6 THEN v%=1:RETURN
57120  sg$=i$:RETURN
57200  REM title
57220  sd$=LEFT$(i$,20):RETURN
57300  REM key
57310  IF i%=1 THEN i$=i$+" "

```

```

57320 FOR k=1 TO 13: k$=MID$(key$, (k-1)*2+1, 2)
57330 IF k$=i$ THEN ky$=i$: v%=0:RETURN
57340 NEXT k
57350 v%=1:RETURN
57400 REM time
57420 x%=VAL(i$):IF x%<1 OR x%>16 THEN v%=1:RETURN
57440 x$=MID$(i$, LEN(STR$(x%))+2)
57450 y%=VAL(x$):IF y%<>2 AND y%<>4 AND y%<>8 AND y%<>16 THEN v%=1:RETURN
57460 ti$=i$: ti%=y%:RETURN
57500 REM beat
57520 x%=VAL(i$):IF x%<10 OR x%>480 THEN v%=1:RETURN
57540 bt%=x%:RETURN
57600 REM tone
57620 x%=VAL(i$):IF x%<1 OR x%>3 THEN v%=1:RETURN
57630 tn%=(x%-1)*32:RETURN
57700 REM volume
57720 x%=VAL(i$):IF x%<1 OR x%>11 THEN v%=1:RETURN
57740 vm%=x%:RETURN
57800 REM music
57820 IF i$="0" THEN mu%=0:RETURN
57830 IF i$="1" THEN mu%=1:RETURN
57840 v%=1:RETURN
59000 REM ---- input ----
59010 i$="": i%=0
59030 GET ch$
59040 ch%=ASC(ch$)
59050 IF ch%=3 THEN STOP
59060 IF ch%=13 THEN RETURN
59070 IF ch%<>8 AND ch%<>151 THEN 59200
59100 IF i%<=0 THEN 59030
59120 i%=i%-1
59130 IF i%=0 THEN i$="":GOTO 59150
59140 i$=LEFT$(i$, i%)
59150 HTAB POS(1): PRINT " "; :HTAB POS(1)
59160 GOTO 59030
59200 IF ch%<32 THEN 59030
59205 i%=i%+1: i$=i$+ch$
59210 PRINT ch$;
59220 GOTO 59030

```

25%

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1/1 <b>1</b> SHIFT	1/2 <b>2</b> JOY-STICK	1/4 <b>3</b> JUMP	CREATED BY THE PIANO MAN by d a v a s a n s o f t w a r e S. 1829 GLENROSE RD. SPOKANE, WA 99203 <i>David Jacob</i>
The PIANO MAN™ © 1985			
1/8 <b>4</b>	1/16 <b>5</b> TIME	REST <b>6</b> TONE	
by davasan software			
DOT <b>7</b> BEAT	VOL <b>8</b> SAVE	MUSIC <b>9</b> EXIT	
S. 1829 GLENROSE RD. SPOKANE, WA 99203			
DEL <b>10</b> PLAY SONG	INS <b>0</b> PLAY STAFF	GET <b>11</b> PLAY NOTE	

cut along dotted line