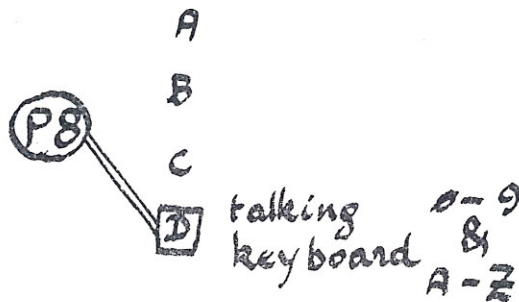
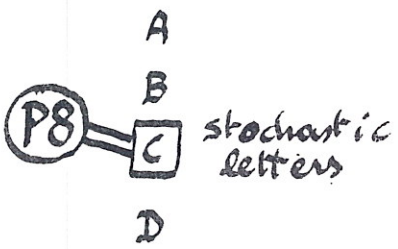
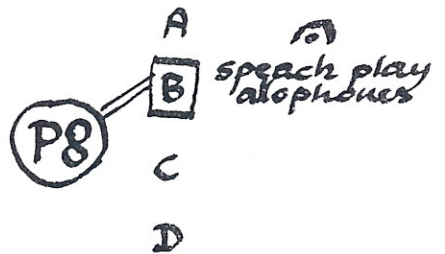
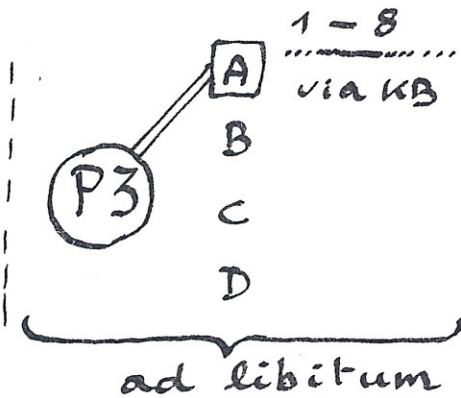
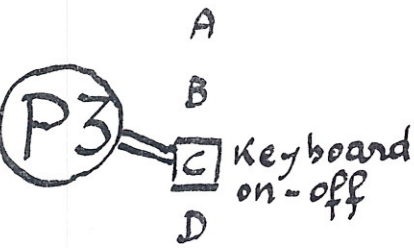
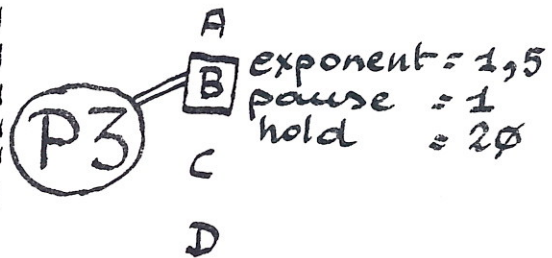
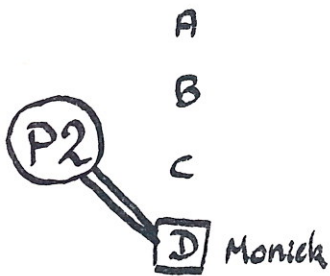
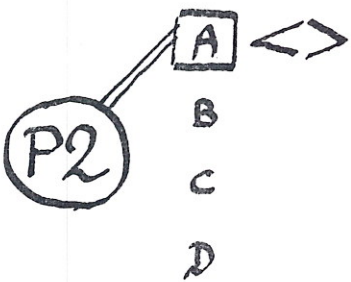
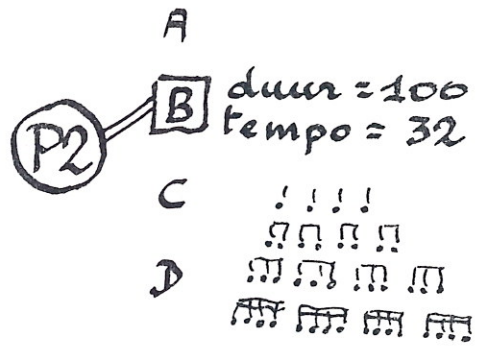
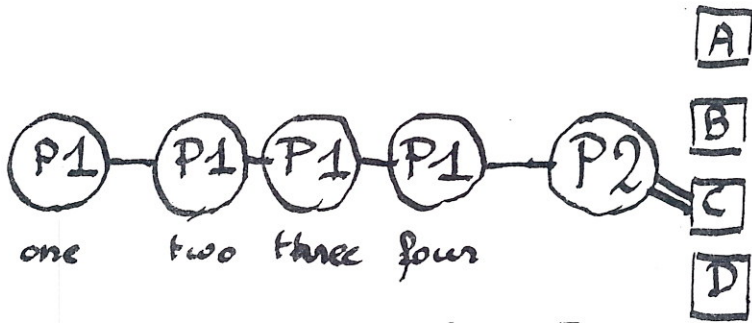
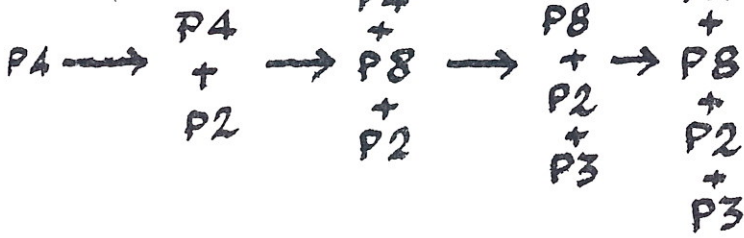
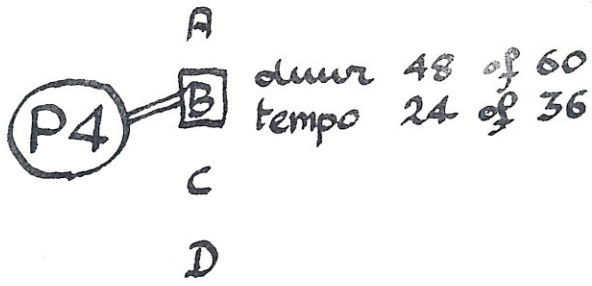


"HEX"

score





- P1
- P2
- P3
- P4
- P5
- P6
- P7
- P8

HEX - Worldtour version

03/88

```
10 PRINT "HX20-PROJEKT"
11 MEMSET 2624
12 DEFINT A-W
14 P1=480
15 P2=P1+1:P3=P2+1:P4=P3+1:P5=P4+1:P6=P5+1:P7=P6+1:P8=P7+1
16 PRINT"startadres I/O=";P1
20 DIM A(8)
30 DIM B(8)
40 DIM ALF(8,26)
50 FOR I=1 TO 8:FOR J=1 TO 26
52 READ ALF(I,J)
54 NEXT J : NEXT I
55 RESTORE
60 OPEN"I",#1,"COM0:(48N1F)"
100 'HOOFDSTURING
102 PRINT "ROOT-PRGM LoopNr=";CY
103 IF CY<21 THEN BY=CY
104 IF CY>20 AND CY<30 THEN BY=20 AND BYT=CY-20 :
105 IF CY>=30 AND CY<40 THEN BY=21 AND BYT=CY-29 :
106 IF CY>=40 AND CY<50 THEN BY=22 AND BYT=CY-28 :
107 IF CY>=50 THEN BY=23 AND BYT=CY-27 :
109 GOTO 7900
110 K#=INKEY#:IF K#="" THEN 110
120 ASK=ASC(K#)
122 IF ASK>57 AND ASK<71 THEN A=55 ELSE A=48
130 K=ASK-A : IF K<0 OR K>15 THEN GOTO 110
140 ON K GOSUB 1000,2000,3000,4000,5000,6000,7000,8000,9000,10000,11000,12000,13
000,14000,15000
150 CY=CY+1
160 GOTO 100
```

```
1000 'STURING POORT 1
1001 PRINT "POORT";K
1999 RETURN
```

P1 ⇒ Synthesiserkaart

```
2000 'STURING POORT 2
2001 PRINT "POORT";K
2002 PRINT "PRINTNAALDEN"
2010 PRINT "KIES A,B,C,OF D"
2020 K#=INKEY#:IF K#="" THEN 2020
2030 IF K#="A" THEN 2200
2040 IF K#="B" THEN 2400
2050 IF K#="C" THEN 2600
2060 IF K#="D" THEN 2800 ELSE 2010
```

P2

```
2200 'A-ROUTINE
2201 PRINTTIME#;:PRINT "P2-A"
2210 FOR S=0 TO 0 STEP -2
2220 FOR BY=0 TO 16 :POKE P4,BY
2230 POKE P2,BY:FOR W=0 TO S*10 : NEXT W : NEXT BY
2240 NEXT S
2250 FOR S=0 TO 6 STEP 2
2260 FOR BY=16 TO 0 STEP -1
2270 FOR A=0 TO S: POKE P2,BY:POKE P2,BY: NEXT A :POKE P4,(BY*4)
2280 FOR W=0 TO S*5 :NEXT W
2290 NEXT BY
2300 NEXT S
2310 S=0: BY=0: A=0: W=0
2399 RETURN
```

```
2400 'B-ROUTINE
2410 INPUT "DUUR?";D
2420 INPUT "TEMP0?";T
2422 FOR DUR=0 TO D
2423 POKE P2,1
2424 IF DUR=>INT(D/4) AND DUR<=INT(D/3) THEN 2430 ELSE 2440
2430 FOR W=0 TO T/2 : NEXT W
2431 POKE P2,2
2432 FOR W=0 TO T/2 : NEXT W
2433 POKE P2,1
```

A

B

2410 Input "Duur?";D:
IF D=0 THEN D=100
2420 -
IF T=0 THEN T=32

```
2440 IF DUR>=INT(D/2) AND DUR<=INT(3*(D/4)) THEN 2442 ELSE 2450
2442 FOR W=0 TO T/3 :NEXT W
2443 POKE P2,4
2444 FOR W=0 TO T/3 : NEXT W
2445 POKE P2,2
2446 FOR W=0 TO T/3 :NEXT W
2447 POKE P2,1
2450 IF DUR>INT(3*D/4) THEN 2460 ELSE 2470
2460 FOR W=0 TO T/4: NEXT W :POKE P2,8
2462 FOR W=0 TO T/4: NEXT W :POKE P2,4
2464 FOR W=0 TO T/4: NEXT W :POKE P2,2
2466 FOR W=0 TO T/4: NEXT W :POKE P2,1
2470 IF DUR< INT(D/4) THEN 2472 ELSE 2500
2472 FOR W=0 TO T : NEXT W
2500 NEXT DUR
```

GOTO 2200

```
2599 RETURN
2600 'C-ROUTINE
2610 PRINT"Stochastisch"
2620 Q=2 :PA=8 :HF=3 :M=0
2630 FOR I=0 TO 3
2632 A(I)=M*(2*(RND(N)^Q)) : M=M+(2^I)*A(I) : PRINT A(I)
2634 NEXT I
2636 FOR I=0 TO 3
2638 M=M+(2^I)*A(I)
2640 NEXT I
2650 POKE P2,M
2655 FOR I=0 TO 3 :PRINT A(I);:NEXT I
2670 RANDOMIZE(N+2)
2671 N=N+1 : HLD=RND(N)*HF
2674 FOR X=0 TO HLD : NEXT X
2676 FOR I=0 TO 3: L=L+A(I) :NEXT I
2677 IF L=1 THEN 2620
2678 TM=PA*(RND(N))
2679 PRINT"STILTE=";TM;" UNITS"
2680 FOR T=0 TO TM: NEXT T
2690 K%=INKEY$: IF K%="*" THEN 2400 ELSE 2620
2799 RETURN
```

B



C

```
2800 'D-ROUTINE
2805 FOR B=0 TO 4
2810 FOR E=0 TO 3 :NL=2^E:POKE P2,NL
2820 FOR Y=0 TO 50:NEXT Y: NEXT E
2830 FOR E=0 TO 3:NL=2^E:POKE P2,NL:NEXT E
2840 FOR Y=0 TO 100:NEXT Y
2850 NEXT B : POKE P4,1
2860 FOR E=0 TO 3:NL=2^E:POKE P2,NL:NEXT E :FOR Y=0 TO 50 :NEXT Y : POKE P4,2 : POKE P4,3
2870 FOR A=1 TO 5: POKE P2,8
2880 FOR Y=0 TO 250: NEXT Y : POKE P4,A : NEXT A
2890 FOR E=0 TO 3:NL=2^E:POKE P2,NL:NEXT E: FOR Y=0 TO 250: NEXT Y
2891 POKE P2,2 : FOR Y=0 TO 250 :NEXT Y : POKE P4,64
2892 POKE P2,4 : FOR Y=0 TO 250:NEXT Y : POKE P2,1 : FOR Y=0 TO 250:NEXT Y
2893 FOR B1=0 TO 2: FOR E=0 TO 3:NL=2^E:POKE P2,NL: NEXT E: POKE P4,B1 : NEXT B1
2894 FOR Y=0 TO 250:NEXT Y:FOR C=0 TO 10: NL=1:POKE P2,NL:NEXT C
2895 FOR Y=0 TO 125: NEXT Y :FOR D=0 TO 10: NL=B: POKE P2,NL:NEXT D
2896 FOR Y=0 TO 125: NEXT Y:FOR F=0 TO 10 : POKE P2,2 : NEXT F
2897 NL=2:POKE P2,NL:NEXT F: FOR Y=0 TO 500 : NEXT Y
2898 FOR G=0 TO 2
2899 FOR E=0 TO 1: NL=2^E:POKE P2,NL:NEXT E: NEXT G: FOR E=1 TO 3: NL=2^E:POKE P2,NL: POKE P4,NL : NEXT E
2999 RETURN
```

D

FOR Y=0 TO 50 :NEXT Y



← + : POKE P3,3

P3

```
3000 'STURING POORT 3
3001 PRINT "POORT";K
3002 PRINT"MD-OSCILLATOR"
3003 PRINT"KIES A,B,C OF D"
3004 K%=INKEY$: IF K%="" THEN 3004
3005 IF K%="A" THEN 3009
3006 IF K%="B" THEN 3700
3007 IF K%="C" THEN 3800
3008 IF K%="D" THEN 3900 ELSE 3003
3009
```

A

```

3010 K$=INKEY$:IF K$="" THEN 3010
3012 IF K$="*" THEN 3003 3999
3020 OSC=ASC(K$)+05-OSC/40
3030 IF OS<1 OR OS>8 THEN 3010
3040 OS=OS-1
3050 BY=2*OS:
3060 GOSUB 3500
3500 'UITSTURING
3510 FOR A=0 TO 20
3520 FOR AN=0 TO A+1
3530 POKE P3,BY
3540 NEXT AN
3550 FOR UIT=20-A TO 0 STEP -1
3560 POKE P3,0
3570 NEXT UIT
3580 NEXT A
3590 POKE P3,BY
3600 S$=INKEY$:IF S$="" THEN 3600
3610 IF S$="0" THEN 3620 ELSE 3600
3620 POKE P3,0 : RETURN GOTO 3999

```

wep

```

3700 'MD-OSC ROUTINE B
3702 PRINT "Stochastisch"
3703 INPUT "Prob.Exponent? ", Q
3704 INPUT "Pause Faktor ? ", PA
3705 INPUT "Hold Faktor ? ", HF
3706 K=0:L=0
3707 FOR I=0 TO 7 : POKE P2,I : POKE P4,I
3710 B(I)=0(2*(RND(CY)^Q)) : POKE P4, B(I)
3711 NEXT I : M=0 : L=0
3713 FOR I=0 TO 7 POKE P2,I
3714 M=M+(2^I)*B(I) : POKE P4, M
3715 NEXT I
3718 POKE P3,M
3720 FOR I=0 TO 7:PRINT B(I);0: POKE P4,I : NEXT I
3722 'hold time loop
3725 HLD=RND(CY)*HF: FOR X=0 TO HLD : NEXT X
3728 FOR I=0 TO 7 :L=L+B(I):NEXT I
3729 IF L=1 THEN 3709
3730 POKE P3,0
3731 TM=PA*(RND(CY)) : POKE P2, TM
3732 PRINT "Stilte=";TM;" Units"
3734 FOR T=0 TO TM: NEXT I POKE P2, TM
3736 K$=INKEY$: IF K$="*" THEN 3999 ELSE 3709
3799 POKE P3,0 :RETURN

```

Integer!

latze { 2, 2, 20

Wb

```

3800 'MD-OSC ROUTINE C
3810 K$=INKEY$:IF(K$>"0" AND K$<"9") OR K$="*" THEN 3820 ELSE 3810
3820 IF K$="*" THEN 3999
3830 IF K$="1" THEN A(1)=1
3831 IF K$="2" THEN A(2)=2
3832 IF K$="3" THEN A(3)=4
3833 IF K$="4" THEN A(4)=8
3834 IF K$="5" THEN A(5)=16
3835 IF K$="6" THEN A(6)=32
3836 IF K$="7" THEN A(7)=64
3837 IF K$="8" THEN A(8)=128
3840 BY=A(1)+A(2)+A(3)+A(4)+A(5)+A(6)+A(7)+A(8)
3850 FOR C=0 TO 100
3860 POKE P3,BY : POKE P3,0
3870 NEXT C
3880 GOTO 3810
3899 RETURN

```

wep doen

```

3900 'MD-OSC ROUTINE D
3999 RETURN

```

```

4000 'STURING POORT 4
4001 PRINT "POORT" ;K
4002 PRINT "ELEKTROMAGNETEN"
4010 PRINT "KIES A,B,C OF D"
4020 K$=INKEY$:IF K$="" THEN 4020
4030 IF K$="A" THEN GOTO 4200

```

P4

```
4031 IF K$="B" THEN GOTO 4400
4032 IF K$="C" THEN GOTO 4600
4033 IF K$="D" THEN GOTO 4800 ELSE 4010
4200 'TESTROUTINE
4206 FOR BY=0 TO 255 : POKE P4, BY : FOR Y=0 TO 50 : NEXT Y:
4208 POKE P4, BY
4210 FOR Y=0 TO 50: NEXT Y
4220 POKE P4, 0
4230 NEXT BY
4299 RETURN
```

4 repel!

```
4400 PRINT "B-ROUTINE"
4410 INPUT "DUUR?", DUR
4420 INPUT "TEMPO>12?", T
4430 INPUT "HOLD-TIME?", H
4440 FOR DC=0 TO DUR : POKE P2, DUR
4450 IF DC<DUR/6 THEN 4455 ELSE 4460
4455 POKE P4, 1: FOR W=0 TO T: NEXT W: GOTO 4580
4460 IF DC>=DUR/6 AND DC<DUR/5 THEN 4465 ELSE 4470
4465 FOR E=0 TO 1
4466 POKE P4, (2^E): FOR W=0 TO T/2: NEXT W : NEXT E: GOTO 4580
4470 IF DC>=DUR/5 AND DC<DUR/4 THEN 4471 ELSE 4480
4471 FOR E=1 TO 3
4472 POKE P4, (2^E): FOR W=0 TO T/3: NEXT W: NEXT E : GOTO 4580
4480 IF DC>=DUR/4 AND DC<DUR/3 THEN 4481 ELSE 4490
4481 FOR E=2 TO 5
4482 POKE P4, (2^E): FOR W=0 TO T/4: NEXT W: NEXT E: GOTO 4580
4490 IF DC>= DUR/3 AND DC<(DUR*2)/5 THEN 4491 ELSE 4500
4491 FOR E=3 TO 7
4492 POKE P4, (2^E): FOR W=0 TO T/5: NEXT W : NEXT E : GOTO 4580
4500 IF DC>=DUR*2/5 AND DC<DUR/2 THEN 4501 ELSE 4510
4501 FOR E=0 TO 5
4502 POKE P4, 2^E : FOR W=0 TO T/6 : NEXT W: NEXT E : GOTO 4580
4510 IF DC>= DUR/2 AND DC<DUR*3/5 THEN 4511 ELSE 4520
4511 FOR E=0 TO 6
4512 POKE P4, 2^E: FOR W=0 TO T/7 : NEXT W: NEXT E : GOTO 4580
4520 IF DC>=DUR*3/5 AND DC<DUR*2/3 THEN 4521 ELSE 4530
4521 FOR E=0 TO 7
4522 POKE P4, 2^E : FOR W=0 TO T/8: NEXT W: NEXT E: GOTO 4580
4530 IF DC>=DUR*2/3 AND DC<DUR*3/4 THEN 4531 ELSE 4540
4531 FOR E=7 TO 0 STEP -1
4532 POKE P4, 2^E: FOR W=0 TO T/9: NEXT W: NEXT E: GOTO 4580
4540 IF DC>=DUR*3/4 AND DC<DUR*4/5 THEN 4541 ELSE 4550
4541 FOR E=0 TO 7
4542 POKE P4, (2^E)+1: FOR W=0 TO T/10: NEXT W: NEXT E: GOTO 4580
4550 IF DC>=DUR*4/5 AND DC<DUR*5/6 THEN 4551 ELSE 4560
4551 FOR E=0 TO 7
4552 POKE P4, (2^E)+3: FOR W=0 TO T/11: NEXT W : NEXT E: GOTO 4580
4560 IF DC>=DUR*5/6 THEN 4561
4561 FOR E=0 TO 7
4562 POKE P4, (2^E)+7: FOR W=0 TO T/12: NEXT W: NEXT E
4580 NEXT DC
4599 RETURN
```

```
4600 PRINT "C-ROUTINE-P4"
4601 PRINT "NOS NIET AF"
4799 RETURN
4800 PRINT "D-ROUTINE-P4"
4801 PRINT "MANUEEL 1-8 TOETS"
4810 K$=INKEY$ : IF K$="" THEN 4810
4811 IF K$="*" THEN 4999
4820 IF K$="1" THEN POKE P4, 1
4822 IF K$="2" THEN POKE P4, 2
4824 IF K$="3" THEN POKE P4, 4
4826 IF K$="4" THEN POKE P4, 8
4828 IF K$="5" THEN POKE P4, 16
4830 IF K$="6" THEN POKE P4, 32
4832 IF K$="7" THEN POKE P4, 64
4834 IF K$="8" THEN POKE P4, 128
4840 FOR X=0 TO 2 : NEXT X
4850 POKE P4, 0
4860 GOTO 4810
4899 RETURN
```

```
4777 RETURN
5000 'STURING POORT 5
5001 PRINT "POORT";K
5999 RETURN
```

P5

```
6000 'STURING POORT 6
6001 PRINT "POORT";K
6999 RETURN
```

P6

```
7000 'STURING POORT 7
7001 PRINT "POORT";K
7002 PRINT "LOGOLOG 1"
7020 PRINT "KIES A,B,C,D"
```

P7

```
7030 K%=INKEY%: IF K%="" THEN 7030
7040 IF K%="A" THEN GOTO 7200
7041 IF K%="B" THEN GOTO 7400
7042 IF K%="C" THEN GOTO 7600
7043 IF K%="D" THEN GOTO 7800
7045 GOTO 7030
7200 PRINT "SPEACH-TEST"
7210 FOR BY=0 TO 32
7220 POKE P7,BY :FOR W=0 TO 70 : NEXT W
7240 NEXT BY
7250 K%=INKEY%: IF K%="*" THEN 7260 ELSE 7210
7260 RETURN
7400 PRINT "SPEACH-PLAY"
7410 K%=INKEY%: IF K%="*" THEN 7500 ELSE IF K%="" THEN 7410 :IF K%="C" THEN 7500
```

```
7420 ASK=ASC(K%):K=ASK-48
7430 IF K>-1 AND K<36 THEN 7440 ELSE 7410
7440 POKE P7,K
7450 K%=INKEY%: IF K%="*" THEN 7500 ELSE 7410
7500 RETURN
```

~~7600 'ROUTINE C~~

~~7699 RETURN~~

~~7800 'ROUTINE D~~

~~7899 RETURN~~

```
7900 'COUNTER HOOFDPROGRAMMA
7902 POKE P7,BY
7904 IF BYT>0 THEN 7906 ELSE 7910
7906 POKE P7,BYT
7910 GOTO 110
7999 RETURN
```

```
8000 'STURING POORT 8
8001 PRINT "POORT";K
8020 PRINT "KIES A,B,C,D"
8030 K%=INKEY%: IF K%="" THEN 8030
8040 IF K%="A" THEN GOTO 8200
8041 IF K%="B" THEN GOTO 8400
8042 IF K%="C" THEN GOTO 8600
8043 IF K%="D" THEN GOTO 8800
8045 GOTO 8030
```

P8

```
8200 PRINT "SPEACH-TEST"
8201 PRINT "beide kaarten benut"
8203 INPUT "Duur?";D
8205 FOR ST=D TO 0 STEP -1
8206 K%=INKEY%: IF K%="*" THEN ST=0
8210 BY=RND(CY)*63 :W=RND(CY+1)*100
8220 POKE P8,BY :FOR H=0 TO W : NEXT H
8240 POKE P8,0
8246 LET M=M+1 : IF M<32 THEN POKE P7,M ELSE LET M=0 :POKE P7,M
8250 NEXT ST
8260 RETURN
```

oubenut

```
8400 PRINT "SPEACH-PLAY"
8401 PRINT " * = STOP "
8410 K%=INKEY%: IF K%="" THEN 8410
8411 IF K%="*" THEN 8499
8420 ASK=ASC(K%):IF ASK<48 OR ASK>112 THEN 8410
8430 K=ASK-48
8440 POKE P8,K
8450 K%=INKEY%: IF K%="*" THEN 8499 ELSE 8410
8499 POKE P8,4
8500 RETURN
```

```

8600 RETURN
8602 PRINT"Stop met *"
8610 K%=INKEY$: IF K%="*" THEN 8699
8620 A=RND(CY)*26
8630 FOR I=1 TO 8
8640 L=ALF(I,A) : POKE PB,L
8650 NEXT I : POKE PB,0
8660 GOTO 8610
8699 K%="" : RETURN
8800 'ROUTINE D
8801 PRINT"Talking Keyboard"
8802 PRINT"Stop met *"
8810 K%=INKEY$ : IF K%="*" THEN 8999
8820 IF K%>"0" AND K%<="9" THEN 8830 ELSE 8860
8830 K=ASC(K%)-48
8840 POKE P7,K
8850 GOTO 8810
8860 IF K%>"A" AND K%<="Z" THEN 8870 ELSE 8810
8870 K=ASC(K%)-64
8880 FOR I=1 TO 8
8890 L=ALF(I,K)
8892 POKE PB,L
8894 NEXT I
8895 GOTO 8810
8999 RETURN

```

9

```

9000 'TUTTI-TEST
9010 PRINT"TUTTI-TEST"
9020 FOR BY=0 TO 255
9030 POKE P1,BY ← mag niet als P1 synthe kaart is
9035 BR=BY(BY/16)
9040 POKE P2,BR
9050 POKE P3,BY
9060 POKE P4,BY
9070 POKE P5,BY
9080 POKE P6,BY
9090 BT=INT(BY/8)
9095 POKE P7,BT
9100 BU=BY(BY/4)
9105 POKE P8,BU
9110 POKE P1,0:POKE P2,0:POKE P3,0:POKE P4,0: POKE P5,0 :POKE P6,0: POKE P7,0:P0
KE P8,0
9199 NEXT BY
9999 RETURN

```

A

```

10000 'STURING KOMBIN 2
10001 PRINT TIME$
10009 PRINT"EEN KAART - P4"
10010 FOR C=0 TO 12: FOR E4=0 TO 7
10011 BY1=2^E4 : BY2=RND(X)*255
10012 POKE P4,BY1: POKE P4,0:POKE P4,BY2: POKE P4,0
10013 NEXT E4 : NEXT C
10020 PRINT"TWEE KAARTEN"
10030 FOR I=0 TO 6:FOR J=0 TO 7:A=2^I: B=2^J: BY4=A+B
10050 POKE P4,A:POKE P4,0:POKE P4,B:POKE P4,0: POKE P4,B
10060 A=INT((B)/16)
10062 POKE P2,A
10070 NEXT J : NEXT I
10099 PRINT"DRIE KAARTEN": POKE P3,0
10100 FOR I=0 TO 3 : FOR J=4 TO 8: FOR A=1 TO 7 : A=2^I: B=2^J: BT3=2^E
10110 BY4=A+BT2+BT3
10120 IF B>255 THEN B=0
10130 POKE P4,B
10140 C=INT((BY4)/16)
10150 POKE P2,BY2 → POKE P2, B\16
10160 BYB=INT((BY4)/4)
10162 POKE P8,BYB → POKE P8, B\4
10170 NEXT C: NEXT J: NEXT I
10200 PRINT "4-KAARTEN"
10210 FOR BY4=255 TO 0 STEP -1
10220 POKE P4,BY4

```

$$B = B + A$$

$$B = (2^I) + (2^J) + (2^A)$$

10110


```

10240 BYB=INT((BYA)/4)
10250 POKE P2,BYB ——— POKE P2, B\4
10260 POKE P3,B
10265 POKE P8,BYB ——— POKE P8, B\4
10280 NEXT B
10300 PRINT "VIJF KAARTEN"
10305 PRINT "Stop=#"
10310 B=RND(X)*16
10320 A=RND(X+1)*255
10330 B=RND(X+2)*255
10340 D=RND(X+3)*32
10350 C=RND(X+4)*63
10400 POKE P2,B:POKE P3,A:POKE P4,D:POKE P7,B:POKE P8,C
10410 RANDOMIZE X
10420 K#=INKEY$: IF K#="" THEN 10900 ELSE 10310
10900 PRINT TIME$
10999 RETURN

```

```

11000 ' KOMBINATIE 3
11001 PRINT "MANUEEL-TUTTI"
11002 PRINT "POORTNUMMER ?";
11010 K#=INKEY$: IF K#="" THEN 11999 ELSE 11011
11011 IF K#="" THEN 11010 ELSE 11012
11012 IF K#>"0" AND K#<"9" THEN 11050 ELSE 11010
11050 P=(ASC(K#))+((P1)-49)
11051 PRINT P-(P1)+1
11060 INPUT "Byte?",BY
11100 IF BY>255 THEN BY=0
11101 IF P=P7 THEN IF BY>32 THEN BY=BY/8
11102 IF P=P8 THEN IF BY>63 THEN BY=BY/4
11105 PRINT "STOP=DRUK TOETS"
11106 PRINT " *= HOOFDMENU "
11110 POKE P,BY
11120 K#=INKEY$:IF K#="" THEN 11110 ELSE 11130
11130 IF K#="" THEN 11999 ELSE 11140
11140 PRINT "Next Poort?"
11150 GOTO 11010
11999 RETURN

```

B

```

12000 ' KOMBINATIE 4
12010 PRINT "Stochastisch Tutti"
12020 INPUT "START-EXPONENT ?",X
12030 INPUT "STOP-EXPONENT ?",Y
12031 PRINT TIME$
12040 K#=INKEY$: IF K#="" THEN 12999
12050 FOR Z=Y TO X STEP -.05
12060 FOR I=0 TO 7
12070 A(I)=(2*(RND(CY+I)^Z))
12075 M=0
12080 M=(M+(2^I)*A(I))
12090 D=D+1
12100 IF I=0 AND A(I)=1 THEN POKE P1,M
12200 IF I=1 AND A(I)=1 THEN 12202 ELSE 12300
12202 FOR C=0 TO M+(1^2)
12203 POKE P2,(RND(M)*16):POKE P2,0
12204 NEXT C
12300 IF I=2 AND A(I)=1 THEN POKE P3,M
12310 IF I=2 AND A(I)=0 THEN 12320 ELSE 12400
12320 Q=(RND(D)*4)+1
12330 R=(D-Q*INT(D/Q))
12340 IF R=0 THEN POKE P3,0
12400 IF I=3 AND A(I)=1 THEN 12402 ELSE 12500
12402 FOR C=0 TO M+(1^2)
12406 FOR G=0 TO M/4 : POKE P4,M : POKE P4,0 : NEXT G
12408 NEXT C
12500 IF I=4 AND A(I)=1 THEN POKE P5,M
12600 IF I=5 AND A(I)=1 THEN POKE P6,M
12700 IF I=6 AND A(I)=1 THEN POKE P7,(RND(CY+M)*20)
12800 IF I=7 AND A(I)=1 THEN 12802 ELSE 12860
12802 L=(RND(CY)*26)
12804 FOR J=1 TO 8
12806 POKE 00,ALC/T/L

```

C

```

12810 NEXT J
12860 NEXT I
12900 NEXT Z
12901 PRINT TIME$
12910 BY=0:Q=0:R=0:C=0:D=0
12999 RETURN
13000 'KOMBINATIE 5
13010 PRINT"TELTUTTI 2"
13020 FOR E=7 TO 0 STEP -1
13030 FOR P=P2 TO P8
13040 BY=2AE
13050 IF P=P7 THEN IF BY>32 THEN BY=BY/8
13060 IF P=P8 THEN IF BY>64 THEN BY=BY/4
13070 POKE P, BY
13080 NEXT P : NEXT E
13999 RETURN

```

12950 GOTO 13000

map voor automatische uitvoering
D

```

14000 ' KOMBINATIE 6
14999 RETURN
15000 ' KOMBINATIE 7
15999 RETURN
20000 DATA 20,63,55,33,19,7,10,20,24,10,42,7,7,7,53,9,42,59,7,13,49,35,33,7,46,4
3
20001 DATA 4,19,55,19,4,7,19,1,6,7,7,7,7,7,4,19,49,4,7,19,31,19,15,7,6,19
20002 DATA 4,4,19,4,4,40,4,2,4,20,20,62,16,11,4,4,31,4,55,4,4,4,1,2,4,4
20003 DATA 4,4,4,4,4,40,4,50,4,4,4,4,4,4,4,4,4,3,55,4,4,4,63,41,4,4
20004 DATA 0,3,4,0,0,4,0,4,3,4,3,4,4,4,0,0,3,2,4,2,2,0,62,55,0,0
20005 DATA 0,2,0,0,0,4,0,3,0,0,0,3,3,4,0,0,0,4,0,0,0,49,55,0,0
20006 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,31,4,0,0
20007 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
30000 LIST"COMO:(48N1F)"

```

III

13090 ?"Repeat? *(Y/N)"

13100 K\$ = INKEY\$: IF K\$ = "" THEN 13100

13110 IF K\$ = "Y" OR K\$ = "y"
THEN 13010 ELSE 10000

13999 RETURN

