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.0280/ 10 '*****
.0391/ 20 '*BASIDRUM*
.02DF/ 30 '* by *
.0393/ 40 '*MAURITS *
.030E/ 50 '* v.d.*
.030B/ 60 '* KAMP *
.02BC/ 70 '*****
.04A8/ 80 MODE 1:INK 0,0:INK 1,24:INK 2,14
.0423/ 90 INK 3,20:PAPER 0:PEN 1:BORDER 1
.0617/ 100 GOSUB 4540:CLEAR:ON ERROR GOTO 5100
.1077/ 110 DEFINT a-z:i$=CHR$(24):k$=SPACE$(16)
+i$+"BASIDRUM"+i$
.156A/ 120 IF PEEK(6)=128 THEN a1=&B8D1:a2=&B8D
2 ELSE a1=&B1E9:a2=&B1EA
.0FFE/ 130 DIM maat(100,16,3),seq(201),d(100),s
eq2(100),sgt(100)
.1215/ 140 tempo=95:tempo1=95:tempo2=820:id=1:n
r=1
.0D18/ 150 chl=80:FOR a=1 TO 100:sgt(a)=16:NEXT
.086D/ 160 mi=1:disc=1:|DISC
.085D/ 170 ENV 1,15,-1,1:ENV 2,15,-1,3:ENV 3,6,
-2,1
.07BD/ 180 ENV 4,10,-1,10:ENV 5,2,-2,1,11,-1,15
.069C/ 190 ENV 6,2,-3,1,9,-1,1:ENT 1,15,5,2
.0876/ 200 ENT 2,15,20,1:ENV 7,2,-2,1,11,-1,2:E
NT 3,15,7,1
.0414/ 210 GOSUB 4210:GOSUB 500
.0941/ 220 IF n<>0 THEN WHILE INKEY$<>" ":WEND
.0228/ 230 GOTO 600
.0832/ 240 '*****DRUMSOUNDS
.0883/ 250 SOUND 130,1600,0,15,1,2:RETURN 'BAS
S DRUM
.0901/ 260 SOUND 130,250,0,15,1,3,1:RETURN 'SNA
RE DRUM 1
.083A/ 270 SOUND 130,0,0,15,2,0,10:RETURN 'SNA
RE DRUM 2
.07FE/ 280 SOUND 129,5,0,12,3,0,1:RETURN 'HH-
close
.07A2/ 290 SOUND 129,5,0,10,4,0,1:RETURN 'HH-
open
.0794/ 300 SOUND 129,120,0,15,6:RETURN 'COW
BELL
.075D/ 310 SOUND 132,160,0,15,7,1:RETURN 'HI
TOM
.07ED/ 320 SOUND 132,220,0,15,7,1:RETURN 'MID
TOM
.070A/ 330 SOUND 132,300,0,15,7,1:RETURN 'LO
TOM
.06D8/ 340 SOUND 132,0,0,15,5,0,1:RETURN 'CRA
SH
.0874/ 350 '*****1 "BEAT" SPIELE
N
.0A2D/ 360 ON maat(nr,tel,1) GOSUB 250,260,270
.0993/ 370 ON maat(nr,tel,2) GOSUB 280,290,300
.0A9B/ 380 ON maat(nr,tel,3) GOSUB 310,320,330,
340
.0156/ 390 RETURN
.105E/ 400 '*****1 PATTERN SPIEL
EN (Interrupt driven)
.0A1B/ 410 tel=1:EVERY 101-tempo GOSUB 430
.0D07/ 420 IF tel=0 THEN dummy=REMAIN(0):RETURN
ELSE 420
.0646/ 430 IF tel=0 THEN RETURN
.13E3/ 440 GOSUB 350:tel=tel+1:IF tel=sgt(nr)+1
THEN tel=0
.0192/ 450 RETURN
.0C84/ 460 '*****1 PATTERN SPIEL
EN (Normal)
.0949/ 470 FOR tel=1 TO sgt(nr)
.0CB4/ 480 GOSUB 350:FOR w=1 TO 1000-tempo:NEXT
w
.0466/ 490 NEXT tel:RETURN
.1228/ 500 '*****GANZE RHYTMUS S
PIELEN (Interrupt driven)
.05B0/ 510 IF fd=0 THEN 570

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.0F91/ 520 b=1:nr=seq(1):tel=1:EVERY 101-tempo
      GOSUB 540
.0F38/ 530 IF nr=0 OR INKEY$=" " THEN dummy=REMA
      IN(0):RETURN ELSE 530
.113D/ 540 GOSUB 350:tel=tel+1:IF tel<sgt(nr)+1
      THEN RETURN
.0C68/ 550 tel=1:b=b+1:nr=seq(b)
.0101/ 560 RETURN

.0D59/ 570 '*****GANZE RHYTMUS S
      PIELEN (Normal)
.171B/ 580 s=1:WHILE seq(s):nr=seq(s):GOSUB 460
      :s=s+1:IF INKEY$=" " THEN RETURN
.01F7/ 590 WEND:RETURN
.0701/ 600 '*****MAIN MENU
.00F4/ 610 CLS
.0308/ 620 PRINT k$:PRINT
.104F/ 630 PRINT " "+CHR$(164)+"1988 by MAURITS
      VAN DE KAMP - Holland"
.0786/ 640 PEN 2:PRINT " "+STRING$(38,"_"):PEN
      1
.094E/ 650 PRINT:PRINT SPACE$(15)"MAIN MENU:":P
      RINT:RESTORE 690
.067A/ 660 FOR m=1 TO 8:READ m$
.0B67/ 670 PRINT SPACE$(11);USING i$+"#"+i$+" "
      ;m;
.0518/ 680 PRINT m$:PRINT:NEXT m
.1EFF/ 690 DATA PLAY MENU,PATTERN EDITOR,REAL-T
      IME PROGRAMMER,SEQUENCE EDITOR,LOAD/SAVE
      MENU,DELETE MENU,PRINTER MENU,EXIT
.0C98/ 700 a$=INKEY$:IF a$<"1" OR a$>"8" THEN 7
      00
.03EF/ 710 CLS:PRINT k$:PRINT
.0B03/ 720 ON VAL(a$) GOTO 730,1180,820,1520,20
      60,2410,2580,3200
.0794/ 730 '*****PLAY MENU
.0281/ 740 GOSUB 3240
.0A98/ 750 a$=LOWERS(INKEY$):IF a$="" THEN 750
.0D2A/ 760 a=INSTR("ptqin",a$):IF a=0 THEN 750
.1144/ 770 IF a=1 THEN LOCATE 10,5:PRINT i$"Pla
      y"i$:GOSUB 500:LOCATE 10,5:PRINT"Play":G
      OTO 750
.047E/ 780 IF a=3 THEN 610
.0BDD/ 790 IF a=2 THEN x2=22:y2=5:GOSUB 5230:GO
      TO 750
.16D8/ 800 IF a=4 THEN id=1:tempo=tempo1 ELSE i
      d=0:tempo=tempo2
.03D9/ 810 GOSUB 3300:GOTO 750
.08D2/ 820 '*****REAL-TIME EDITO
      R
.0D8C/ 830 IF id=0 THEN id=1:tempo=tempo1
.0B39/ 840 IF nr1 THEN nr=nr1 ELSE nr=1
.0245/ 850 GOSUB 3580
.0955/ 860 a$=LOWERS(INKEY$):IF a$="" THEN 860
.10C7/ 870 a=INSTR("upnqtgwerasdfzxc",a$):IF a=
      0 THEN 860
.0EC4/ 880 IF a>6 THEN ON a-6 GOSUB 280,290,300
      ,310,320,330,340,250,260,270:GOTO 860
.09B7/ 890 IF a=4 THEN nr1=nr:GOTO 610
.1095/ 900 IF a=2 THEN LOCATE 7,20:PRINT i$"Pla
      y"i$:GOSUB 4140:LOCATE 7,20:PRINT"Play":
      GOTO 860
.1737/ 910 IF a=3 THEN x2=17:y2=20:u=3:ma=100:g
      =nr:GOSUB 4410:nr=g:GOTO 860
.0BFB/ 920 IF a=5 THEN x2=34:y2=23:GOSUB 5230:G
      OTO 860
.1B75/ 930 IF a=6 THEN x2=37:y2=20:u=2:ma=16:g=
      sgt(nr):GOSUB 4410:sgt(nr)=g:GOTO 860
.06DC/ 940 'Programmieren
.1324/ 950 LOCATE 2,20:PRINT i$"rUn"i$:tel=0:EV
      ERY 101-tempo GOSUB 1120:d(nr)=1
.0A3E/ 960 a$=LOWERS(INKEY$):IF a$="" THEN 960
.125E/ 970 a=INSTR("zxcasdfwer l"+CHR$(127),a$)
      :IF a=0 THEN 960
.0CEE/ 980 IF a=11 THEN d=REMAIN(0):LOCATE 2,20
      :PRINT"rUn":GOTO 860
.0DE5/ 990 IF a=1 THEN maat(nr,tel,1)=1:GOSUB 2
      50
.0CFC/ 1000 IF a=2 THEN maat(nr,tel,1)=2:GOSUB
      260
.0D12/ 1010 IF a=3 THEN maat(nr,tel,1)=3:GOSUB
      270
.0D2A/ 1020 IF a=8 THEN maat(nr,tel,2)=1:GOSUB
      280
.0C41/ 1030 IF a=9 THEN maat(nr,tel,2)=2:GOSUB
      290
.0C63/ 1040 IF a=10 THEN maat(nr,tel,2)=3:GOSUB
      300
.0C64/ 1050 IF a=4 THEN maat(nr,tel,3)=1:GOSUB
      310
.0C7A/ 1060 IF a=5 THEN maat(nr,tel,3)=2:GOSUB
      320
.0C90/ 1070 IF a=6 THEN maat(nr,tel,3)=3:GOSUB
      330
.0CA6/ 1080 IF a=7 THEN maat(nr,tel,3)=4:GOSUB
      340
.1A38/ 1090 IF a=12 THEN FOR t=1 TO sgt(nr):FOR
      k=1 TO 3:maat(nr,t,k)=0:NEXT k,t
.1248/ 1100 IF a=13 THEN FOR k=1 TO 3:maat(nr,t
      el,k)=0:NEXT k
.0205/ 1110 GOTO 960
.124C/ 1120 tel=tel+1:IF tel=sgt(nr)+1 THEN tel
      =1
.0925/ 1130 AFTER (101-tempo)/2,1 GOSUB 1140:RE
      TURN
.0959/ 1140 IF maat(nr,tel,1) THEN 1160
.0C0F/ 1150 IF tel=1 THEN SOUND 130,100,0,15,6
      ELSE SOUND 130,300,0,15,6
.01D2/ 1160 GOSUB 350
.0165/ 1170 RETURN
.08D7/ 1180 '*****PATTERN EDITOR
.0B98/ 1190 IF nr1 THEN nr=nr1 ELSE nr=1
.057A/ 1200 GOSUB 3860:d(nr)=1
.070D/ 1210 PEN 1:x=1:y=1:LOCATE 12,10
.080F/ 1220 LOCATE 10+x,11+y:CALL &BB81
.0A3B/ 1230 a$=LOWERS(INKEY$):IF a$="" THEN 1230
.1753/ 1240 a=INSTR("qpntsc↑↓←→"+CHR$(224)+CHR$
      (127),a$):IF a=0 THEN 1230
.02EE/ 1250 CALL &BB84
.0A27/ 1260 IF a=1 THEN nr1=nr:GOTO 610
.1139/ 1270 IF a=2 THEN LOCATE 6,5:PRINT i$"Pla
      y"i$:GOSUB 4140:LOCATE 6,5:PRINT"Play":G
      OTO 1220
.2470/ 1280 IF a=3 THEN g=nr:x2=22:y2=5:ma=100:
      u=3:GOSUB 4410:nr=g:d(nr)=1:GOSUB 3920:P
      EN 1:LOCATE 33,8:PRINT USING"##";sgt(nr)
      :GOTO 1210
.0BB8/ 1290 IF a=4 THEN x2=33:y2=5:GOSUB 5230:G
      OTO 1220
.1C6E/ 1300 IF a=5 THEN g=sgt(nr):x2=33:y2=8:ma
      =16:u=2:GOSUB 4410:sgt(nr)=g:GOSUB 3920:
      GOTO 1210
.1978/ 1310 IF a=6 THEN FOR t=1 TO 16:FOR k=1 T
      O 3:maat(nr,t,k)=0:NEXT k,t:GOSUB 3930:G
      OTO 1210
.0A2C/ 1320 IF a=7 THEN y=MAX(1,y-1)
.0A4C/ 1330 IF a=8 THEN y=MIN(10,y+1)
.0A40/ 1340 IF a=9 THEN x=MAX(1,x-1)
.0DED/ 1350 IF a=10 THEN x=MIN(sgt(nr),x+1)
.0538/ 1360 IF a=12 THEN 1470
.0B4C/ 1370 IF a<11 THEN LOCATE x+10,y+11:GOTO
      1220
.0608/ 1380 'Punkt setzen
.0C4D/ 1390 IF y=1 THEN maat(nr,x,1)=1:GOSUB 39
      60
.0C59/ 1400 IF y=2 THEN maat(nr,x,1)=2:GOSUB 39
      60
.0C65/ 1410 IF y=3 THEN maat(nr,x,1)=3:GOSUB 39
      60
.0C97/ 1420 IF y=4 THEN maat(nr,x,2)=1:GOSUB 40
      00
.0CA3/ 1430 IF y=5 THEN maat(nr,x,2)=2:GOSUB 40
      00
.0CAF/ 1440 IF y=6 THEN maat(nr,x,2)=3:GOSUB 40
      00
.0EE4/ 1450 IF y>6 THEN maat(nr,x,3)=y-6:GOSUB
      4040
.0358/ 1460 PEN 1:GOTO 1220
.071C/ 1470 'Punkt loeschen
.0CAB/ 1480 IF y<4 THEN maat(nr,x,1)=0:GOSUB 39
      60
.1029/ 1490 IF y>3 AND y<7 THEN maat(nr,x,2)=0:
      GOSUB 4000
.0D10/ 1500 IF y>6 THEN maat(nr,x,3)=0:GOSUB 40
      40
.038A/ 1510 PEN 1:GOTO 1220
.0968/ 1520 '*****SEQUENCE EDITO
      R
.0431/ 1530 INK 0,13:INK 1,0:GOSUB 3330
.0625/ 1540 n=1:x=1:y=1
.0268/ 1550 WINDOW SWAP 1,0
.0ECE/ 1560 LOCATE x,y:PRINT USING i$+"### ###"
      +i$:n;seq(n)
.08E7/ 1570 a$=LOWERS(INKEY$):IF a$="" THEN 1570
.136D/ 1580 a=ASC(a$):IF a>239 AND a<244 THEN a
      =a-239:GOTO 1610

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.13D4/ 1590 a=INSTR("p"+CHR$(16)+"q1234567890id
"+CHR$(127),a$):IF a=0 THEN 1570
.0427/ 1600 a=a+4
.0B15/ 1610 LOCATE x,y:PRINT USING"### ##";n;s
eq(n)
.07BD/ 1620 IF a=1 AND n=1 THEN 1560
.089B/ 1630 IF a=2 AND n=200 THEN 1560
.18AF/ 1640 IF a=1 THEN n=n-1:y=y-1:IF y=0 THEN
y=25:x=x-8:GOTO 1560 ELSE 1560
.18B9/ 1650 IF a=2 THEN n=n+1:y=y+1:IF y=26 THE
N y=1:x=x+8:GOTO 1560 ELSE 1560
.080E/ 1660 IF a=3 AND n<26 THEN 1560
.08AB/ 1670 IF a=4 AND n>175 THEN 1560
.0DAC/ 1680 IF a=3 THEN n=n-25:x=x-8:GOTO 1560
.0DB5/ 1690 IF a=4 THEN n=n+25:x=x+8:GOTO 1560
.0DD7/ 1700 IF a=5 OR a=6 THEN LOCATE 68,2:PRIN
T i$"Play"i$
.0677/ 1710 IF a=5 THEN GOSUB 500
.1075/ 1720 IF a=6 AND seq(n) THEN nr=seq(n) EL
SE 1740
.081B/ 1730 IF id THEN GOSUB 400 ELSE GOSUB 460
.0D01/ 1740 IF a=5 OR a=6 THEN LOCATE 68,2:PRIN
T"Play":GOTO 1560
.0939/ 1750 IF a=7 THEN MODE 1:INK 0,0:INK 1,24
:GOTO 610
.06FD/ 1760 IF a=18 THEN GOSUB 1830:GOTO 1560
.0758/ 1770 IF a=19 THEN GOSUB 1910:GOTO 1560
.0A47/ 1780 IF a=20 THEN g=0:WINDOW SWAP 1,0:GO
TO 1810
.0ABD/ 1790 WINDOW SWAP 1,0:CLS:PRINT"Pattern n
umber:"
.196D/ 1800 g=seq(n):g$="":u$="###":le=0:x2=1:y
2=2:ma=100:mi=0:u=3:GOSUB 4450
.1505/ 1810 seq(n)=g:CLS:WINDOW SWAP 1,0:LOCATE
x,y:PRINT USING"### ##";n;seq(n):a=2
.016F/ 1820 GOTO 1630
.0390/ 1830 'insert
.0E36/ 1840 GOSUB 1990:IF mmax=200 OR n>mmax TH
EN RETURN
.1130/ 1850 WINDOW SWAP 1,0:PRINT"How many bars
do you want to insert?"
.16FA/ 1860 g=0:x2=1:y2=5:u=3:ma=200-mmax:PRINT
"(Max.";ma;"bars)":GOSUB 4420
.07EA/ 1870 IF g=0 THEN CLS:WINDOW SWAP 1,0:RET
URN
.1396/ 1880 FOR i=mmax TO n STEP -1:seq(i+g)=se
q(i):NEXT
.0E16/ 1890 FOR i=n TO n+g-1:seq(i)=1:NEXT
.136A/ 1900 CLS:mmax=mmax+g:WINDOW SWAP 1,0:GOS
UB 2010:x=1:y=1:n=1:RETURN
.03BE/ 1910 'delete
.092D/ 1920 GOSUB 1990:IF n>mmax THEN RETURN
.115E/ 1930 WINDOW SWAP 1,0:PRINT"How many bars
do you want to delete?"
.186B/ 1940 g=0:x2=1:y2=5:u=3:ma=mmax-n+1:PRINT
"(Max.";ma;"bars)":GOSUB 4420
.083A/ 1950 IF g=0 THEN CLS:WINDOW SWAP 1,0:RET
URN
.13A5/ 1960 FOR i=n TO mmax-g:seq(i)=seq(i+g):N
EXT
.1598/ 1970 FOR i=mmax-g+1 TO mmax:seq(i)=0:NEX
T:CLS:WINDOW SWAP 1,0:GOSUB 2010
.07AA/ 1980 x=1:y=1:n=1:RETURN
.05C2/ 1990 'Ende suchen
.12F5/ 2000 s=1:WHILE seq(s)<>0:s=s+1:WEND:mmax
=s-1:RETURN
.0A06/ 2010 'Sequence aufschreiben
.0B41/ 2020 x=1:y=1:FOR s=1 TO mmax
.1056/ 2030 LOCATE x,y:PRINT USING"### ##!";s,
seq(s):y=y+1
.0B3E/ 2040 IF y=26 THEN x=x+8:y=1
.018C/ 2050 NEXT:RETURN
.06BF/ 2060 '*****LOAD/SAVE
.0178/ 2070 GOSUB 3430
.0908/ 2080 a$=LOWERS(INKEY$):IF a$="" THEN 208
0
.0C2A/ 2090 a=INSTR("12345qptd",a$):IF a=0 THEN
2080
.04C4/ 2100 IF a<>5 THEN 2160
.05BB/ 2110 IF disc=0 THEN 2080
.02FC/ 2120 WINDOW 1,40,3,25:CLS
.06EA/ 2130 d$="*.?T?":DIR,@d$
.0F53/ 2140 PRINT i$+SPACES(13)+"Press any key"
+SPACES(13)+i$
.0738/ 2150 CALL &BB18:CLS:WINDOW 1,40,1,25:PRI
NT:PRINT:GOTO 2070
.04EA/ 2160 IF a=6 THEN 610
.1125/ 2170 IF a=7 THEN LOCATE 10,12:PRINT i$"P
lay"i$:GOSUB 500:LOCATE 10,12:PRINT"Play
":GOTO 2080
.14BC/ 2180 IF a=8 THEN !TAPE:LOCATE 22,12:PRIN
T i$"Tape"i$:LOCATE 28,12:PRINT"Disc":di
sc=0:GOTO 2080
.14C1/ 2190 IF a=9 THEN !DISC:LOCATE 22,12:PRIN
T"Tape":LOCATE 28,12:PRINT i$"Disc"i$:di
sc=1:GOTO 2080
.168A/ 2200 type=ROUND(a/2):IF a/2=INT(a/2) THE
N sa=-1 ELSE sa=0
.033B/ 2210 WINDOW 2,38,5,9:CLS
.1BC4/ 2220 IF type=2 THEN INPUT"Which pattern
";b:IF b<1 OR b>100 THEN PRINT"1-100 ple
ase...!":GOTO 2220
.098C/ 2230 IF disc OR sa=0 THEN 2260
.160A/ 2240 INPUT"What speed ";sp:IF sp<0 OR sp
>2 THEN PRINT"0-2 please...!":GOTO 2240
.0E21/ 2250 IF sp=2 THEN POKE a1,2:POKE a2,23 E
LSE SPEED WRITE sp
.0EE3/ 2260 PRINT"Enter filename!":LINE INPUT n
$:n$=LEFT$(n$,8)
.0C1A/ 2270 IF n$="" THEN WINDOW 1,40,1,25:PRIN
T k$:PRINT:GOSUB 3430:GOTO 2080
.0B76/ 2280 IF type=1 THEN n$=n$+".RTM"
.0B80/ 2290 IF type=2 THEN n$=n$+".PTN"
.08D7/ 2300 IF sa THEN OPENOUT n$ ELSE OPENIN n
$
.2725/ 2310 IF a=1 THEN INPUT#9,tempo,tempo1,te
mpo2,id,aant:FOR b1=1 TO aant:INPUT#9,b:
GOSUB 2370:NEXT:FOR s=1 TO 200:INPUT#9,s
eq(s):NEXT:GOTO 2390
.045D/ 2320 IF a<>2 THEN 2350
.19D4/ 2330 aant=0:FOR b=1 TO 100:IF d(b)=1 THE
N aant=aant+1:seq2(aant)=b
.2A56/ 2340 NEXT:WRITE #9,tempo,tempo1,tempo2,i
d,aant:FOR b1=1 TO aant:b=seq2(b1):WRITE
#9,b:GOSUB 2380:NEXT:FOR s=1 TO 200:WRIT
E#9,seq(s):NEXT:GOTO 2400
.0692/ 2350 IF a=3 THEN GOSUB 2370:GOTO 2390
.06B1/ 2360 IF a=4 THEN GOSUB 2380:GOTO 2400
.200B/ 2370 d(b)=1:INPUT#9,sgt(b):FOR tel=1 TO
sgt(b):FOR k=1 TO 3:INPUT#9,maat(b,tel,k
):NEXT k,tel:RETURN
.1D44/ 2380 WRITE#9,sgt(b):FOR tel=1 TO sgt(b):
FOR k=1 TO 3:WRITE#9,maat(b,tel,k):NEXT
k,tel:RETURN
.0802/ 2390 CLOSEIN:WINDOW 1,40,1,25:PRINT k$:P
RINT:GOSUB 3430:GOTO 2080
.080D/ 2400 CLOSEOUT:WINDOW 1,40,1,25:PRINT k$:
PRINT:GOSUB 3430:GOTO 2080
.0650/ 2410 '*****DELETE
.0227/ 2420 GOSUB 3510
.0861/ 2430 a$=INKEY$:IF a$="" THEN 2430
.0C7B/ 2440 a=INSTR("1234PpQq",a$):IF a=0 THEN
2430
.0846/ 2450 IF a=7 OR a=8 THEN 610
.14E5/ 2460 IF a=5 OR a=6 THEN LOCATE 16,11:PRI
NT i$"Play"i$:GOSUB 500:LOCATE 16,11:PRI
NT"Play":GOTO 2430
.033F/ 2470 WINDOW 2,38,5,8:CLS
.1A69/ 2480 IF a=1 THEN INPUT"Which pattern ";b
:IF b<1 OR b>100 THEN PRINT"1-100 please
...!":GOTO 2480
.07FC/ 2490 PRINT"Are you sure (Y/N) ?"
.0E9C/ 2500 a$=LOWERS(INKEY$):IF a$<>"y" AND a$
<>"n" THEN 2500
.0C38/ 2510 IF a$="n" THEN 2570 ELSE PRINT"Plea
se wait..."
.1E57/ 2520 IF a=1 THEN FOR tel=1 TO 16:FOR k=1
TO 3:maat(b,tel,k)=0:NEXT k,tel:PRINT"P
attern"b;
.123A/ 2530 IF a=2 THEN ERASE maat:DIM maat(100
,16,3):PRINT"All patterns ";
.1330/ 2540 IF a=3 THEN ERASE seq:DIM seq(201):
mmax=0:PRINT"Sequence ";
.2773/ 2550 IF a=4 THEN ERASE seq:DIM seq(201):
mmax=0:ERASE maat:DIM maat(100,16,3):FOR
b=1 TO 100:sgt(b)=16:d(b)=0:NEXT b:PRIN
T"Rhythm ";
.0A4F/ 2560 PRINT"cleared...!":FOR w=1 TO 1000:
NEXT
.07DB/ 2570 WINDOW 1,40,1,25:PRINT k$:PRINT:GOS
UB 3510:GOTO 2430
.066D/ 2580 '*****PRINTER
.020E/ 2590 GOSUB 4080
.091C/ 2600 a$=LOWERS(INKEY$):IF a$="" THEN 260
0
.0AEC/ 2610 a=INSTR("cq123",a$):IF a=0 THEN 260

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0
.04B4/ 2620 IF a=2 THEN 610
.1D64/ 2630 IF a=1 THEN x2=26:y2=10:ma=255:mi=2
5:u=3:g=chl:GOSUB 4410:chl=g:WIDTH chl:G
OTO 2600
.05AF/ 2640 IF a=5 THEN GOSUB 2940
.027F/ 2650 MODE 0:LOCATE 7,13
.05BB/ 2660 PAPER 3:PEN 0:PRINT"THINKING"
.0896/ 2670 IF (INP(&F500) AND 64)=0 THEN 2720
.0147/ 2680 PRINT
.082C/ 2690 PEN 1:PAPER 0:PRINT" PRINTER OFF L
INE"
.0979/ 2700 PRINT:PRINT" Press any key.":CALL
&BB18
.0264/ 2710 GOTO 2770
.0866/ 2720 RESTORE 2740:FOR l=1 TO 10:READ n$
.0DC5/ 2730 l$(l)=n$+SPACES(9-LEN(n$)):NEXT:le=
9
.0C46/ 2740 DATA BASS,SNARE 1,SNARE 2,HH-close,
HH-open
.0AFD/ 2750 DATA COWBELL,HI TOM,MID TOM,LO TOM,
CRASH
.0719/ 2760 ON a-2 GOSUB 2790,2850,2990
.039C/ 2770 MODE 1:PEN 1:PAPER 0
.048D/ 2780 PRINT k$:PRINT:GOTO 2590
.078E/ 2790 'print all music
.0302/ 2800 s=0
.0D3D/ 2810 s=s+1:IF seq(s)=0 THEN GOSUB 3160:R
ETURN
.1432/ 2820 IF le+sgt(seq(s))+1>chl THEN GOSUB
3160:GOSUB 3000:LOCATE 7,13:PRINT"THINK"
.0E0D/ 2830 b=seq(s):le=le+sgt(b)+1
.03E8/ 2840 GOSUB 3050:GOTO 2810
.081E/ 2850 'print all patterns
.06A3/ 2860 s=1:FOR b=1 TO 100
.0DBA/ 2870 IF d(b) THEN seq2(s)=b:s=s+1
.0101/ 2880 NEXT
.025D/ 2890 s=0
.0CCB/ 2900 s=s+1:IF seq2(s)=0 THEN GOSUB 3160:
RETURN
.14BF/ 2910 IF le+sgt(seq2(s))+1>chl THEN GOSUB
3160:GOSUB 3000:LOCATE 7,13:PRINT"THINK
"
.0E9A/ 2920 b=seq2(s):le=le+sgt(b)+1
.039D/ 2930 GOSUB 3050:GOTO 2900
.06FA/ 2940 'print 1 pattern
.04FD/ 2950 WINDOW 2,39,5,7:PAPER 0:PEN 1:CLS
.07F8/ 2960 INPUT"Which pattern ";b
.0EFA/ 2970 IF b<1 OR b>100 THEN PRINT"1-100 pl
ease...!":GOTO 2960
.017E/ 2980 RETURN
.04A9/ 2990 GOSUB 3050:GOSUB 3160:RETURN
.0A81/ 3000 'Abkürzungen Drumsounds
.09FA/ 3010 RESTORE 3030:FOR l=1 TO 10:READ l$(
l)
.0B94/ 3020 l$(l)=l$(l)+" ":NEXT:le=3:RETURN
.0934/ 3030 DATA BS,S1,S2,Hc,Ho,CB,HT,MT,LT,CR
.0495/ 3040 ' "denken"
.08E8/ 3050 FOR tel=1 TO sgt(b)
.0501/ 3060 FOR k=1 TO 3
.1010/ 3070 IF maat(b,tel,1)=k THEN l$="*"ELSE
l$="-"
.0775/ 3080 l$(k)=l$(k)+l$
.0F26/ 3090 IF maat(b,tel,2)=k THEN l$="*"ELSE
l$="-"
.0997/ 3100 l$(k+3)=l$(k+3)+l$
.0F3B/ 3110 IF maat(b,tel,3)=k THEN l$="*"ELSE
l$="-"
.09B1/ 3120 l$(k+6)=l$(k+6)+l$
.1036/ 3130 NEXT k:IF maat(b,tel,3)=4 THEN l$="
*"ELSE l$="-"
.0603/ 3140 l$(10)=l$(10)+l$
.0FCB/ 3150 NEXT tel:FOR l=1 TO 10:l$(l)=l$(l)+
"!":NEXT:RETURN
.0485/ 3160 'druecken
.0540/ 3170 LOCATE 7,13:PRINT"PRINT":PRINT#8
.126B/ 3180 FOR l=1 TO 10:IF le=chl THEN PRINT#
8,l$(l):ELSE PRINT#8,l$(l)
.0EE5/ 3190 NEXT l:FOR l=1 TO 10:l$(l)="" :NEXT
l:le=0:RETURN
.05EE/ 3200 '*****EXIT
.0B83/ 3210 CLS:PRINT"Type >>CONT<< to continue
":END
.02CD/ 3220 MODE 1:GOTO 610
.072F/ 3230 '*****SCHIRMEN
.0410/ 3240 'PLAY MENU
.064D/ 3250 PRINT SPACES(15)"PLAY MENU:"
.056B/ 3260 RESTORE 3270:GOSUB 4970:GOSUB 4970
08D5/ 3270 DATA 3,8,Play,"Tempo:",Quit
.0B73/ 3280 DATA 2,5,Interrupt driven,Normal
.0487/ 3290 LOCATE 1,8:PRINT"PLAY:"
.22B7/ 3300 LOCATE 7,8:IF id THEN PRINT i$"Inte
rrupt driven":LOCATE 25,8:PRINT"Normal
"ELSE PRINT"Interrupt driven":LOCATE 25,
8:PRINT i$"Normal"i$
.07B5/ 3310 LOCATE 22,5:PRINT USING"###";tempo
.01D3/ 3320 RETURN
.065F/ 3330 'SEQUENCE PROGRAMMER
.09DB/ 3340 MODE 2:x=1:y=1:FOR a=1 TO 200
.0B55/ 3350 LOCATE x,y:PRINT USING"### ##|";a,
seq(a)
.0E77/ 3360 y=y+1:IF y=26 THEN y=1:x=x+8
.00ED/ 3370 NEXT
.02D2/ 3380 WINDOW 65,80,1,25
.0471/ 3390 RESTORE 3400:GOSUB 4970:GOSUB 4970
.0B22/ 3400 DATA 2,2,Play,Quit,2,0,Insert,Delet
e
.08AF/ 3410 PRINT CHR$(151);STRING$(14,154);CHR
$(157)
.03CD/ 3420 WINDOW 65,80,8,25:RETURN
.03C2/ 3430 'LOAD/SAVE
.0777/ 3440 PRINT SPACES(12)"LOAD/SAVE MENU:"
.0347/ 3450 RESTORE 3460:GOSUB 5160
.1819/ 3460 DATA 5,Load rhythm,Save rhythm,Load
pattern,Save pattern,Directory
.01FF/ 3470 GOSUB 4970
.08FD/ 3480 DATA 4,8,Play,Quit,Tape,Disc
.1185/ 3490 IF disc THEN LOCATE 28,12:PRINT i$"
Disc"i$ ELSE LOCATE 22,12:PRINT i$"Tape"
i$
.0188/ 3500 RETURN
.0344/ 3510 'DELETE
.06DA/ 3520 PRINT SPACES(14)"DELETE MENU:"
.03E7/ 3530 RESTORE 3540:GOSUB 5160
.1A63/ 3540 DATA 4,Delete pattern,Delete all pa
tterns,Delete sequence,delete rhythm
.024F/ 3550 GOSUB 4970
.060A/ 3560 DATA 2,14,Play,Quit
.01CE/ 3570 RETURN
.0781/ 3580 'REAL-TIME PROGRAMMER
.08BA/ 3590 PRINT SPACES(10)"REAL-TIME PROGRAMM
ER:"
.02A9/ 3600 RESTORE 3710:PEN 2
.0A55/ 3610 FOR y=9 TO 15:FOR x=6 TO 20:READ a$
.0BEA/ 3620 LOCATE x,y:IF a$="1"THEN PRINT CHR$(
204):GOTO 3700
.08EC/ 3630 IF a$="2"THEN PRINT CHR$(208):GOTO
3700
.08F4/ 3640 IF a$="3"THEN PRINT CHR$(205):GOTO
3700
.0905/ 3650 IF a$="4"THEN PRINT CHR$(211):GOTO
3700
.090E/ 3660 IF a$="5"THEN PRINT CHR$(209):GOTO
3700
.0735/ 3670 IF a$="."THEN PRINT " ":GOTO 3700
.0925/ 3680 IF a$="7"THEN PRINT CHR$(210):GOTO
3700
.0427/ 3690 PEN 3:PRINT a$:PEN 2
.0488/ 3700 NEXT x,y:PEN 1
.069A/ 3710 DATA .,.,.,1,2,3,.,.,1,2,3,.,.,1,2,3,.,.,
.070B/ 3720 DATA .,.,.,4,W,5,.,.,4,E,5,.,.,4,R,5,.,.,
.06D5/ 3730 DATA 1,2,3,7,1,2,3,7,1,2,3,7,1,2,3
.072E/ 3740 DATA 4,A,5,.,.,4,S,5,.,.,4,D,5,.,.,4,F,5
.06EE/ 3750 DATA 3,7,1,2,3,7,1,2,3,7,1,2,3,7,1
.073A/ 3760 DATA .,.,.,4,Z,5,.,.,4,X,5,.,.,4,C,5,.,.,
.06E5/ 3770 DATA .,.,.,3,7,1,.,.,3,7,1,.,.,3,7,1,.,.,
.0B8C/ 3780 FOR y=9 TO 18:READ a$:LOCATE 27,y:P
RINT a$:NEXT
.0D48/ 3790 DATA W=HH-close,E=HH-open,R=COWBELL
,A=HI TOM
.0F6C/ 3800 DATA S=MID TOM,D=LO TOM,F=CRASH,Z=B
ASS,X=SNARE1,C=SNARE2
.05BB/ 3810 RESTORE 3820:GOSUB 4970:GOSUB 4970
.0D9D/ 3820 DATA 5,0,rUn,Play,"ptN: ",Quit,"t
ime sGt: "
.0D17/ 3830 DATA 3,2,DELeTe part,cLear ptn,"Tem
po: "
.1424/ 3840 LOCATE 17,20:PRINT USING"###":nr:LO
CATE 34,23:PRINT USING"###";tempo:LOCATE
37,20:PRINT USING"##";sgt(nr)
.00E8/ 3850 RETURN
.04FE/ 3860 'PATTERN EDITOR
.06FE/ 3870 PRINT SPACES(13)"PATTERN EDITOR"
.0449/ 3880 RESTORE 3890:GOSUB 4970:GOSUB 4970
.0A87/ 3890 DATA 4,4,Play,Quit,"ptN: ",Tempo

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:
.0BA2/ 3900 DATA 2,5,Clear ptn,"time Signature:
"
.1419/ 3910 LOCATE 22,5:PRINT USING"###":nr:LOC
ATE 33,5:PRINT USING"###";tempo:LOCATE 3
3,8:PRINT USING"###";sgt(nr)
.0B24/ 3920 FOR y=12 TO 21:LOCATE 11,y:PRINT SP
ACES(16):NEXT y
.0EA2/ 3930 FOR x=1 TO sgt(nr):GOSUB 3960:GOSUB
4000:GOSUB 4040:NEXT x
.1FD5/ 3940 LOCATE 1,12:PEN 1:PRINT"BASS":PRINT
"SNARE 1":PRINT"SNARE 2":PRINT"HH-close"
:PRINT"HH-open":PRINT"COWBELL":PRINT"HI
TOM":PRINT"MID TOM":PRINT"LO TOM":PRINT"
CRASH"
.014C/ 3950 RETURN
.064D/ 3960 'klanggruppe 1
.0DA0/ 3970 FOR y1=12 TO 14:LOCATE x+10,y1:k=y1
-11
.131A/ 3980 IF maat(nr,x,1)=k THEN PEN 1:PRINT
CHRS(231) ELSE PEN 2:PRINT CHRS(230)
.0384/ 3990 NEXT y1:RETURN
.0676/ 4000 'klanggruppe 2
.0DD1/ 4010 FOR y1=15 TO 17:LOCATE x+10,y1:k=y1
-14
.1347/ 4020 IF maat(nr,x,2)=k THEN PEN 1:PRINT
CHRS(233) ELSE PEN 2:PRINT CHRS(232)
.03AC/ 4030 NEXT y1:RETURN
.069F/ 4040 'klanggruppe 3
.0E03/ 4050 FOR y1=18 TO 21:LOCATE x+10,y1:k=y1
-17
.134C/ 4060 IF maat(nr,x,3)=k THEN PEN 1:PRINT
CHRS(227) ELSE PEN 2:PRINT CHRS(202)
.03D4/ 4070 NEXT y1:RETURN
.054C/ 4080 'PRINTER MENU
.0788/ 4090 PRINT SPACES(14)"PRINTER MENU:"
.03C2/ 4100 RESTORE 4110:GOSUB 5160:GOSUB 4970
.14E9/ 4110 DATA 3,Print all music,Print all pa
tterns,Print one pattern
.0BB3/ 4120 DATA 2,4,"max.Characters/line: ",
Quit
.06DE/ 4130 LOCATE 26,10:PRINT USING"###";chl:R
ETURN
.0CE4/ 4140 '*****PATTERN DURCHL
AUFEND ABSPIELEN
.0498/ 4150 WHILE INKEY$<>"":WEND
.0B8F/ 4160 IF id=0 THEN WHILE INKEY$<>" ":GOSU
B 460:WEND:RETURN
.0999/ 4170 tel=1:EVERY 101-tempo GOSUB 4190
.0900/ 4180 WHILE INKEY$<>" ":WEND:d=REMAIN(0):
RETURN
.1272/ 4190 GOSUB 350:tel=tel+1:IF tel>sgt(nr)T
HEN tel=1
.0147/ 4200 RETURN
.0B31/ 4210 '*****DEMONSTRATIONS
RHYTMUS
.0245/ 4220 RESTORE 4250
.17B1/ 4230 FOR m=1 TO 3:FOR k=1 TO 3:FOR t=1 T
O 16:READ maat(m,t,k):NEXT t,k,m
.04A0/ 4240 'Pattern 1
.0718/ 4250 DATA 1,0,0,0,2,0,0,0,1,0,1,0,2,0,0,
1
.072C/ 4260 DATA 3,0,1,1,3,0,1,0,3,0,1,0,3,1,1,
0
.0724/ 4270 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0
.04C9/ 4280 'Pattern 2
.0742/ 4290 DATA 1,0,1,0,2,0,0,0,0,0,0,0,2,0,2,
2
.0758/ 4300 DATA 3,0,1,1,3,0,1,1,3,1,1,1,3,1,2,
0
.0752/ 4310 DATA 0,0,0,0,0,0,0,0,1,0,0,2,0,0,3,
0
.04F2/ 4320 'Pattern 3
.0768/ 4330 DATA 1,0,0,0,2,0,0,0,1,0,1,0,2,0,0,
1
.077C/ 4340 DATA 3,0,1,1,3,0,1,0,3,0,1,0,3,1,1,
0
.0778/ 4350 DATA 4,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0
.0C6E/ 4360 maat(4,1,1)=1:maat(4,1,2)=2:maat(4,
1,3)=4
.0823/ 4370 FOR m=1 TO 4:d(m)=1:NEXT
.0937/ 4380 FOR s=1 TO 15:seq(s)=1:NEXT
.0FBE/ 4390 FOR s=4 TO 16 STEP 4:seq(s)=2:seq(s
+1)=3:NEXT
.0470/ 4400 seq(17)=4:RETURN
.084A/ 4410 '*****ZAHLEN EINGABE
.0860/ 4420 LOCATE x2,y2:PRINT STRING$(u,"-");
.0A46/ 4430 g$="":u$=STRING$(u,"#"):le=0
.0825/ 4440 a$=INKEY$:IF a$="" THEN 4440
.117D/ 4450 a=INSTR("0123456789 "+CHRS(13)+CHRS
(127),a$):IF a=0 THEN 4440
.0F80/ 4460 IF a=11 THEN LOCATE x2,y2:PRINT USI
NG u$;g$;mi=1:RETURN
.1642/ 4470 IF a=12 THEN g1=VAL(g$):IF g1<=ma A
ND g1>=mi THEN g=g1
.0F95/ 4480 IF a=12 THEN LOCATE x2,y2:PRINT USI
NG u$;g$;mi=1:RETURN
.14BA/ 4490 IF a=13 AND le>0 THEN le=le-1:g$=LE
FT$(g$,le):GOTO 4520
.052F/ 4500 IF a=13 THEN 4440
.1014/ 4510 g$=LEFT$(g$+a$,u):le=MIN(u,le+1)
.1146/ 4520 LOCATE x2,y2:PRINT g$;IF le<3 THEN
PRINT STRING$(u-le,"-")
.0214/ 4530 GOTO 4440
.0797/ 4540 '*****TITELBILD
.04E8/ 4550 'Bassdrum
.0950/ 4560 DEG:MOVE 370,130:FOR h=0 TO 360 STE
P 5
.0CE4/ 4570 DRAW 320+50*COS(h),130+50*SIN(h),1:
NEXT
.04E5/ 4580 'Tom-toms
.0750/ 4590 FOR x=270 TO 370 STEP 100
.1253/ 4600 FOR h=185 TO 360 STEP 5:c=24*COS(h)
:s=10*SIN(h)
.06DA/ 4610 MOVE x+c,190+s
.0727/ 4620 DRAW x+c,220+s,3
.00DE/ 4630 NEXT
.1100/ 4640 FOR h=0 TO 180 STEP 5:c=24*COS(h):s
=10*SIN(h)
.0702/ 4650 MOVE x+c,190+s
.074E/ 4660 DRAW x+c,220+s,2
.0319/ 4670 'Glanz
.0E73/ 4680 NEXT h:FOR y=200 TO 230 STEP 2:a=RN
D*8+4
.0D93/ 4690 MOVE x-a,y:DRAW x+a,y,3:NEXT y,x
.079D/ 4700 'Staender Tom-Toms
.0748/ 4710 MOVE 318,180:DRAW 318,218,3:MOVE 32
2,180
.0760/ 4720 DRAW 322,218:MOVE 320,180:DRAW 320,
218,1
.0755/ 4730 MOVE 294,220:DRAW 346,220:MOVE 294,
218
.07BC/ 4740 DRAW 346,218,3:MOVE 294,222:DRAW 34
6,222
.0522/ 4750 'Snaredrum
.11F0/ 4760 FOR h=360 TO 0 STEP-6:c=20*COS(h):s
=5*SIN(h)
.0715/ 4770 MOVE 410+c,170+s
.074E/ 4780 DRAW 410+c,180+s,3
.0774/ 4790 PLOT 410+c,170+s,1
.0BF6/ 4800 IF h<180 THEN PLOT 410+c,180+s
.0192/ 4810 NEXT
.08C7/ 4820 'Staender Snaredrum
.088B/ 4830 MOVE 390,170:DRAW 430,170,2:MOVE 41
0,170
.09AF/ 4840 DRAW 410,130:DRAW 400,90:MOVE 410,1
30:DRAW 420,90
.0789/ 4850 'Staender Cymbal
.0938/ 4860 MOVE 200,250:DRAW 190,160,2:DRAW 19
0,160
.0701/ 4870 DRAW 185,80:MOVE 190,160:DRAW 195,8
0
.0349/ 4880 'Cymbal
.10BE/ 4890 FOR y=246 TO 256:s=40*SQR(1-((y-251
)/5)+2)
.0ADB/ 4900 MOVE 200-s,y:DRAW 200+s,y,1:NEXT
.02F6/ 4910 'Boden
.0888/ 4920 MOVE 150,150:DRAW 0,40,1:DRAW 640,4
0:DRAW 490,150
.069A/ 4930 LOCATE 13,1:PRINT"B A S I D R U M":
PRINT
.0473/ 4940 PEN 3:LOCATE 20,3:PRINT"by"
.08C6/ 4950 PEN 1:LOCATE 11,5:PRINT"MAURITS VAN
DE KAMP"
.0142/ 4960 RETURN
.08C2/ 4970 '*****MENUE-OPTIONEN
.054B/ 4980 READ aant.sp
.0DD7/ 4990 PRINT SPACES(sp);FOR a=1 TO aant:R
EAD w$(a)
.0CA1/ 5000 PRINT CHRS(150);STRING$(LEN(w$(a)),
154);CHRS(156);
.0696/ 5010 NEXT a:IF sp THEN PRINT
.04B0/ 5020 PRINT SPACES(sp);
.06D7/ 5030 FOR a=1 TO aant
.0D89/ 5040 PRINT CHRS(149);w$(a);CHRS(149);:NE

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XT:IF sp THEN PRINT
.04CE/ 5050 PRINT SPACES(sp);
.06F5/ 5060 FOR a=1 TO aant
.0CE1/ 5070 PRINT CHR$(147);STRING$(LEN(w$(a)),
154);CHR$(153);
.06DC/ 5080 NEXT a:IF sp THEN PRINT
.01C4/ 5090 RETURN
.0900/ 5100 '*****ERROR ROUTINE
.0A96/ 5110 'Negieren "!TAPE" und "!DISK"
.0D32/ 5120 IF ERR=28 AND ERL=160 THEN disc=0:R
ESUME 170
.0A04/ 5130 IF ERR=28 AND ERL=160 THEN RESUME 1
70
.0D95/ 5140 IF ERR=28 AND (ERL=2180 OR ERL=2190
) THEN RESUME 2080
.0A23/ 5150 PRINT:PRINT"Error"ERR"in line"ERL"!
":END
.05DF/ 5160 '*****MENUE
.08E8/ 5170 PRINT CHR$(150);STRING$(38,154);CHR
$(156);
.0B5C/ 5180 READ aant:FOR a=1 TO aant:READ a$
.0E48/ 5190 a$=CHR$(24)+MID$(STR$(a),2,1)+CHR$(
24)+" "+a$
.0C1D/ 5200 PRINT CHR$(149);a$;SPACES(40-LEN(a$
));CHR$(149);
.0AD0/ 5210 NEXT a:PRINT CHR$(147);STRING$(38,1
54);CHR$(153);
.0147/ 5220 RETURN
.0855/ 5230 '*****TEMPO AENDERN
.073D/ 5240 g=tempo:u=3
.0AEC/ 5250 IF id THEN ma=99 ELSE ma=999
.0680/ 5260 GOSUB 4420:tempo=g
.0E84/ 5270 IF id THEN tempo1=g ELSE tempo2=g
.0183/ 5280 RETURN

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Listing 2

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.06DE/ 10 ' DEMO LISTING BASIDRUM
.00A4/ 20 CLS
.0688/ 30 DIM maat(8,16,3),sgt(8)
.1307/ 40 PRINT"Die patterns werden eingelesen.
":PRINT"Bitte warten !"
.06D2/ 50 FOR pattern=1 TO 8
.0710/ 60 READ sgt(pattern)
.1295/ 70 FOR k=1 TO 2: ' 3. Klanggruppe wird
nicht gebraucht
.0A75/ 80 FOR t=1 TO sgt(pattern)
.0A21/ 90 READ maat(pattern,t,k)
.072B/ 100 NEXT t,k,pattern
.0DC2/ 110 PRINT"Die patterns werden gespeicher
t."
.04A9/ 120 OPENOUT"demo.rtm"
.040E/ 130 WRITE #9,95,95,820,1,8
.072C/ 140 FOR pattern=1 TO 8
.0BAB/ 150 WRITE #9,pattern,sgt(pattern)
.0A83/ 160 FOR t=1 TO sgt(pattern)
.04EE/ 170 FOR k=1 TO 3
.0AFA/ 180 WRITE #9,maat(pattern,t,k)
.0785/ 190 NEXT k,t,pattern
.0D97/ 200 FOR s=1 TO 200:WRITE#9,0:NEXT: 'leer
er SEQUENCE
.0161/ 210 CLOSEOUT
.050B/ 220 PRINT"Fertig!":END
.01AE/ 230 '
.0360/ 240 ' 8-BEAT
.0216/ 250 DATA 16
.0672/ 260 DATA 1,0,0,0,2,0,1,0,1,0,0,0,2,0,0,0
.067E/ 270 DATA 1,0,1,0,1,0,1,0,1,0,1,0,1,0,2,0
.02B9/ 280 ' 16-BEAT
.013F/ 290 DATA 16
.069D/ 300 DATA 1,0,0,0,2,0,0,1,1,0,1,0,2,0,0,2
.06AD/ 310 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,2,0
.0453/ 320 ' ROCK 'N ROLL
.0167/ 330 DATA 16
.06C4/ 340 DATA 1,0,0,0,2,0,2,0,0,0,1,0,2,0,1,0
.06CF/ 350 DATA 1,0,1,1,1,0,1,0,1,0,1,0,1,0,2,0
.02DF/ 360 ' SWING
.018B/ 370 DATA 12
.0572/ 380 DATA 1,0,0,2,0,1,1,0,0,2,0,0
.057D/ 390 DATA 2,0,0,1,0,1,2,0,0,1,0,1
.0351/ 400 ' DISCO-1
.01B7/ 410 DATA 16
.0711/ 420 DATA 1,0,0,0,2,0,0,0,1,0,0,0,2,0,0,0
.0721/ 430 DATA 1,0,2,0,1,0,2,0,1,0,1,1,1,0,2,0
.037A/ 440 ' DISCO-2
.01DF/ 450 DATA 16
.073C/ 460 DATA 1,0,0,0,2,0,0,1,0,0,1,1,2,0,1,0

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.0751/ 470 DATA 3,1,1,0,3,1,1,0,3,1,1,0,3,1,1,0
.03A3/ 480 ' DISCO-3
.0207/ 490 DATA 16
.0764/ 500 DATA 1,0,0,1,2,0,1,0,0,0,1,0,2,1,0,0
.0777/ 510 DATA 3,0,1,0,3,0,2,0,3,0,1,0,3,0,1,1
.0390/ 520 ' SLOW ROCK
.012C/ 530 DATA 12
.0513/ 540 DATA 1,0,0,2,0,1,1,0,0,2,0,0
.0522/ 550 DATA 1,1,1,1,1,1,1,1,1,1,1,1
.02F6/ 560 ' WALZER
.0154/ 570 DATA 12
.0540/ 580 DATA 1,0,2,0,2,0,1,2,2,0,2,0
.0547/ 590 DATA 1,0,1,0,2,0,1,1,1,0,2,0

