

1	:	Sound Bank	
2	:	Andrew Walker	
3	:	Amstrad Action	Feb 87

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10 MODE 2:MEMORY 16383
20 PRINT"Please wait ... Loading ..."
30 OUT &7F00,196:LOAD"bank1",16384
40 OUT &7F00,197:LOAD"bank2",16384
50 OUT &7F00,198:LOAD"bank3",16384
60 OUT &7F00,199:LOAD"bank4",16384
70 OUT &7F00,192:MEMORY &8FFF
80 LOAD"digitize",&9000:CALL &9000
90 GOTO 180
100 OUT &7F00,196:IP,16384,16382
110 OUT &7F00,192:RETURN
120 OUT &7F00,197:IP,16384,16382
130 OUT &7F00,192:RETURN
140 OUT &7F00,198:IP,16384,16382
150 OUT &7F00,192:RETURN
160 OUT &7F00,199:IP,16384,16382
170 OUT &7F00,192:RETURN
180 MODE 2
190 PRINT"Play bank 1,2,3,4 or
    S equential ?"
200 a$=UPPER$(INKEY$):IF a$=""
    THEN 200
210 IF a$="1"THEN GOSUB 100
220 IF a$="2"THEN GOSUB 120
230 IF a$="3"THEN GOSUB 140
240 IF a$="4"THEN GOSUB 160
250 IF a$="S"THEN GOSUB 100:
    GOSUB 120:GOSUB 140:GOSUB 160
260 GOTO 180
```