ASCB
Type: integer function

Format: ASCB(stringexpression,integerexpression)

Description: Returns the integer equal to the ASCII code of the Nth string character, where N equals the integerexpression.

Example:

```
10 A$="ABC":T%=2%
20 PRINT ASCB(A$,T%),ASCB("ABC",3%)
RUN
66      67
```

ASCW
Type: integer function

Format: ASCW(stringexpression,intexpresson)

Description: Returns an integer equal to the ASCII code of the Nth string character+256 times the ASCII code of the (N+1)th string character, where N equals the integerexpression.

Examples:

```
10 A$="AB"
20 PRINT ASCW(A$,1%)
RUN
16961
```

```
10 A$=CHRW$(62%)+CHRW$(312%)
20 PRINT ASCW(A$,1%),ASCW(A$,3%)
RUN
62      312
```

ASOUND
Type: BASIC command

Format: ASOUND integerexpression,ADR(linenumber)

Description: The integerexpression equals the voice number and must be 0, 1, 2, or 3. This command lets you set up a sequence of notes that the computer plays automatically; that is, the computer does not have to issue a new command for each note. ADR(linenumber) tells the compiler where the data is. The data determines the frequency, duration, amplitude, and distortion of each note. Note that the sound will not start until an SCONTROL command is given. This allows all four voices to be synchronized. See SOUND and Chapter 12 for a more complete discussion.