

```

10  ASOUND 0%,ADR(1000)
20  SCONTROL 1%,0%,0%,0%
30  WAIT 60%
40  GOTO 5000
1000 CODE"FF,#2000,FF,#3000,FF,#2000,0,FF"
2000 CODE"1,!121,!164,2,!121,!168,1,!121,!164,0,FD"
3000 CODE"1,!243,!164,2,!243,!168,1,!243,!164,0,FD"
5000 END

```

ASOUND and SCONTROL cause the data in the CODE statements to be used. On line 1000, the first FF switches control to line 2000--a middle C with varying volume. The 0,FD in line 2000 returns control to line 1000, where the next FF switches control to line 3000--a low C of varying volume. The 0,FD in line 3000 returns the system to line 1000, where the third FF switches control to line 2000 for the second time. The final 0,FF turns off voice 0. The WAIT command prevents the program from ending before the sound ends. One more example:

```

100  ASOUND 0%,ADR(1000)
110  SCONTROL 1%,0%,0%,0%
120  GOTO 120
1000 CODE"5,!121,!168,7,!243,!170,FF,#1000"

```

This is the same type of program as the first example in this chapter. In that example, we ended with 0,FF which stopped the channel. Here we end with FF,#1000. This will send the system back to the start of line 1000 and cause the sound to be repeated continuously. To stop the sound, you will need to insert into the program SCONTROL and 0% for that channel. To stop the program press BREAK.

Warning: The CODE command is a very powerful and efficient way to provide data for ASOUND, but it is also very dangerous. You can crash the system if you allow the program to try to execute CODE lines. Before the CODE statement, use END or GOTO, to go around it.