

Kawasaki RHYTHM Rocker

Module "MM"

(Main program Listings)

KAWASAKI RHYTHM Rocker Module "MM"

```
,OB4C A2 4C LDX ##4C
,OB4E A0 03 LDY ##03
,OB50 A9 45 LDA ##45
,OB52 86 73 STX $73
,OB54 84 74 STY $74
,OB56 85 75 STA $75
,OB58 20 53 E4 JSR $E453
,OB5B 4C 00 45 JMP $4500
```

; This is (\$OB4C) the first entry point after "boot"
; set CHRGET to point \$4503 for the warm start in case
the PRG Breaks.

; Set all Basic Vectors to Normal

```
,OB5E A9 60 LDA ##60
,OB60 8D EF 14 STA $14EF
,OB63 20 EC 14 JSR $14EC
,OB66 A2 28 LDX ##28
,OB68 A9 E0 LDA ##E0
,OB6A 9D 00 04 STA $0400,X
,OB6D 9D 28 04 STA $0428,X
,OB70 A9 A0 LDA ##A0
,OB72 9D 50 04 STA $0450,X
,OB75 9D 78 04 STA $0478,X
,OB78 A9 30 LDA ##30
,OB7A 9D A0 04 STA $04A0,X
,OB7D 9D C8 04 STA $04C8,X
,OB80 A9 40 LDA ##40
,OB82 9D F0 04 STA $04F0,X
,OB85 9D 18 05 STA $0518,X
,OB88 A9 50 LDA ##50
,OB8A 9D 40 05 STA $0540,X
,OB8D 9D 68 05 STA $0568,X
,OB90 A9 60 LDA ##60
,OB92 9D 90 05 STA $0590,X
,OB95 9D B8 05 STA $05B8,X
,OB98 A9 D0 LDA ##D0
,OB9A 9D E0 05 STA $05E0,X
,OB9D 9D 08 06 STA $0608,X
,OBA0 CA DEX
,OBA1 D0 C5 BNE $OB68
,OBA3 4C D3 15 JMP $15D3
```

; This is the Subroutine to get a specific color
Combination, whenever re-enters to the main page
from "HELP" page

```
,OBA6 C9 48 CMP ##48
,OBA8 D0 1A BNE $OBC4
,OBAA 48 PHA
,OBAB A2 C7 LDX ##C7
,OBAD A0 0B LDY ##0B
,OBAF 8E 58 0D STX $0D58
,OB82 8C 59 0D STY $0D59
,OB85 20 E3 0D JSR $0DE3
,OB88 A9 EA LDA ##EA
,OB8A 8D 4D 0D STA $0D4D
,OB8D 8D 4E 0D STA $0D4E
,OBC0 68 PLA
,OBC1 4C 31 EA JMP $EA31
,OBC4 4C 5F 1B JMP $1B5F
```

; This is the Subroutine whenever H Key has been
pressed and perform the tasks accordingly.

```
,OBC7 A9 37 LDA ##37
,OBC9 8D 58 0D STA $0D58
,OBCC A9 7E LDA ##7E
,OBCE 8D 59 0D STA $0D59
,OB01 A9 E0 LDA ##E0
,OB03 8D 4D 0D STA $0D4D
,OB06 A9 32 LDA ##32
,OB08 8D 4E 0D STA $0D4E
,OB0B A0 06 LDY ##06
,OB0D A2 8C LDX ##8C
,OB0F A9 3C LDA ##3C
,OB11 8C 60 CF STY $CF60
,OB14 8E 61 CF STX $CF61
```

; Initialize the first Saturn like Hi-res drawing and
set vectors specifically.

```

,OBE4 8E 61 CF STX $CF61
,OBE7 8D 62 CF STA $CF62
,OBEA AD 61 CF LDA $CF61
,OBED 8D 63 CF STA $CF63
,OBFO A9 44 LDA #$44
,OBF2 38 SEC
,OBF3 ED 62 CF SBC $CF62
,OBF6 8D 64 CF STA $CF64
,OBF9 AD 00 11 LDA $1100
,OBFC C9 60 CMP #$60
,OBFE D0 0C BNE $0C0C
,OC00 20 90 19 JSR $1990
,OC03 4C 00 7E JMP $7E00
,OC06 20 2F 6C JSR $6C2F
,OC09 4C E9 4F JMP $4FE9
,OC0C A2 00 LDX #$00
,OC0E 8E 6C CF STX $CF6C
,OC11 8A TXA
,OC12 48 PHA
,OC13 20 32 0C JSR $0C32
,OC16 20 83 7E JSR $7E83
,OC19 AD 65 CF LDA $CF65
,OC1C 8D 63 CF STA $CF63
,OC1F AD 66 CF LDA $CF66
,OC22 8D 64 CF STA $CF64
,OC25 68 PLA
,OC26 AA TAX
,OC27 E8 INX
,OC28 E0 18 CPX #$18
,OC2A D0 E2 BNE $0C0E
,OC2C 20 C7 0C JSR $0CC7
,OC2F 4C 00 7E JMP $7E00
,OC32 20 BA 0C JSR $0CBA
,OC35 18 CLC
,OC36 69 8C ADC #$8C
,OC38 8D 6D CF STA $CF6D
,OC3B AD 6C CF LDA $CF6C
,OC3E 20 3C BC JSR $BC3C
,OC41 A2 70 LDX #$70
,OC43 A0 CF LDY #$CF
,OC45 20 D4 BB JSR $BBD4
,OC48 AD 60 CF LDA $CF60
,OC4B 20 3C BC JSR $BC3C
,OC4E A9 70 LDA #$70
,OC50 A0 CF LDY #$CF
,OC52 20 28 BA JSR $BA28
,OC55 A2 78 LDX #$78
,OC57 A0 CF LDY #$CF
,OC59 20 D4 BB JSR $BBD4
,OC5C 20 6B E2 JSR $E26B
,OC5F A2 80 LDX #$80
,OC61 A0 CF LDY #$CF
,OC63 20 D4 BB JSR $BBD4
,OC66 A9 78 LDA #$78
,OC68 A0 CF LDY #$CF
,OC6A 20 A2 BB JSR $BBA2
,OC6D 20 64 E2 JSR $E264
,OC70 A2 88 LDX #$88
,OC72 A0 CF LDY #$CF
,OC74 20 D4 BB JSR $BBD4
,OC77 AD 62 CF LDA $CF62
,OC7A 20 3C BC JSR $BC3C
,OC7D A9 80 LDA #$80
,OC7F A0 CF LDY #$CF
,OC81 20 28 BA JSR $BA28
,OC84 A2 90 LDX #$90

```

} is ZK, has pressed?

; Then you can scroll, if you want

; This is the subroutine to calculate
the saturn like drawing with machine
language Floating point format

```

,OC86 A0 CF LDY #$CF
,OC88 20 D4 BB JSR $BBD4
,OC8B AD 6D CF LDA $CF6D
,OC8E 20 3C BC JSR $BC3C
,OC91 A9 90 LDA #$90
,OC93 A0 CF LDY #$CF
,OC95 20 67 B8 JSR $B867
,OC98 20 AA B1 JSR $B1AA
,OC9B 8C 65 CF STY $CF65
,OC9E A9 2E LDA #$2E
,OCA0 20 3C BC JSR $BC3C
,OCA3 A9 88 LDA #$88
,OCA5 A0 CF LDY #$CF
,OCA7 20 28 BA JSR $BA28
,OCAA 20 AA B1 JSR $B1AA
,OCAD 8C 67 CF STY $CF67
,OCB0 A9 36 LDA #$36
,OCB2 38 SEC
,OCB3 ED 67 CF SBC $CF67
,OCB6 8D 66 CF STA $CF66
,OCB9 60 RTS
,OCBA AD 6C CF LDA $CF6C
,OCBD 4A LSR
,OCBE 4A LSR
,OCBF 4A LSR
,OCC0 8D AA CF STA $CFAA
,OCC3 AD AA CF LDA $CFAA
,OCC6 60 RTS
,OCC7 AD 62 CF LDA $CF62
,OCCA 38 SEC
,OCCB E9 05 SBC #$05
,OCCD 8D 62 CF STA $CF62
,OCD0 AD 62 CF LDA $CF62
,OCD3 F0 01 BEQ $0CD6
,OCD5 60 RTS
,OCD6 AD AB CF LDA $CFAB
,OCD9 F0 15 BEQ $0CF0
,OCD8 A9 2E LDA #$2E
,OCD9 8D 9F 0C STA $0C9F
,OCE0 A9 3C LDA #$3C
,OCE2 8D 62 CF STA $CF62
,OCE5 A9 00 LDA #$00
,OCE7 8D AB CF STA $CFAB
,OCEA 20 E3 0D JSR $0DE3
,OCED 4C 00 0D JMP $0D00
,OCF0 A9 1E LDA #$1E
,OCF2 8D 9F 0C STA $0C9F
,OCF5 A9 5A LDA #$5A
,OCF7 8D 62 CF STA $CF62
,OCFA A9 01 LDA #$01
,OCFC 8D AB CF STA $CFAB
,OCFF 60 RTS
,OD00 A0 01 LDY #$01
,OD02 A2 8C LDX #$8C
,OD04 A9 32 LDA #$32
,OD06 8C 60 CF STY $CF60
,OD09 8E 61 CF STX $CF61
,OD0C 8D 62 CF STA $CF62
,OD0F AD 00 11 LDA $1100
,OD12 C9 60 CMP #$60
,OD14 D0 0C BNE $0D22
,OD16 20 90 19 JSR $1990
,OD19 4C 37 7E JMP $7E37
,OD1C 20 2F 6C JSR $6C2F
,OD1F 4C E9 4F JMP $4FE9
,OD22 AD 61 CF LDA $CF61

```

```

,0D25 8D 63 CF STA $CF63
,0D28 A9 3A LDA #$3A
,0D2A 38 SEC
,0D2B ED 62 CF SBC $CF62
,0D2E 8D 64 CF STA $CF64
,0D31 A2 00 LDX #$00
,0D33 8E 6C CF STX $CF6C
,0D36 8A TXA
,0D37 48 PHA
,0D38 20 5A 0D JSR $0D5A
,0D3B 20 83 7E JSR $7E83
,0D3E AD 65 CF LDA $CF65
,0D41 8D 63 CF STA $CF63
,0D44 AD 66 CF LDA $CF66
,0D47 8D 64 CF STA $CF64
,0D4A 68 PLA
,0D4B AA TAX
,0D4C E8 INX
,0D4D E0 32 CPX #$32
,0D4F D0 E2 BNE $0D33
,0D51 20 E3 0D JSR $0DE3
,0D54 EE 60 CF INC $CF60
,0D57 4C 37 7E JMP $7E37
,0D5A AD 6C CF LDA $CF6C
,0D5D 18 CLC
,0D5E 69 8C ADC #$8C
,0D60 8D 6D CF STA $CF6D
,0D63 AD 6C CF LDA $CF6C
,0D66 20 3C BC JSR $BC3C
,0D69 A2 70 LDX #$70
,0D6B A0 CF LDY #$CF
,0D6D 20 D4 BB JSR $BBD4
,0D70 AD 60 CF LDA $CF60
,0D73 20 3C BC JSR $BC3C
,0D76 A9 70 LDA #$70
,0D78 A0 CF LDY #$CF
,0D7A 20 28 BA JSR $BA28
,0D7D A2 78 LDX #$78
,0D7F A0 CF LDY #$CF
,0D81 20 D4 BB JSR $BBD4
,0D84 20 6B E2 JSR $E26B
,0D87 A2 80 LDX #$80
,0D89 A0 CF LDY #$CF
,0D8B 20 D4 BB JSR $BBD4
,0D8E A9 78 LDA #$78
,0D90 A0 CF LDY #$CF
,0D92 20 A2 BB JSR $BBA2
,0D95 20 64 E2 JSR $E264
,0D98 A2 88 LDX #$88
,0D9A A0 CF LDY #$CF
,0D9C 20 D4 BB JSR $BBD4
,0D9F AD 62 CF LDA $CF62
,0DA2 20 3C BC JSR $BC3C
,0DA5 A9 80 LDA #$80
,0DA7 A0 CF LDY #$CF
,0DA9 20 28 BA JSR $BA28
,0DAC A2 90 LDX #$90
,0DAE A0 CF LDY #$CF
,0DB0 20 D4 BB JSR $BBD4
,0DB3 AD 6D CF LDA $CF6D
,0DB6 20 3C BC JSR $BC3C
,0DB9 A9 90 LDA #$90
,0DBB A0 CF LDY #$CF
,0DBD 20 67 B8 JSR $B867
,0DC0 20 AA B1 JSR $B1AA
,0DC3 8C 65 CF STY $CF65

```

; This is the subroutine to calculate & draw random graphics, with a floating point format.

```
,ODC6 AD 62 CF LDA $CF62
,ODC9 20 3C BC JSR $BC3C
,ODCC A9 88 LDA #$88
,ODCE A0 CF LDY #$CF
,ODD0 20 28 BA JSR $BA28
,ODD3 20 AA B1 JSR $B1AA
,ODD6 8C 67 CF STY $CF67
,ODD9 A9 3A LDA #$3A
,ODDB 38 SEC
,ODDC ED 67 CF SBC $CF67
,ODDF 8D 66 CF STA $CF66
,ODE2 60 RTS
```

```
,ODE3 20 77 14 JSR $1477
,ODE6 A0 00 LDY #$00
,ODE8 A9 01 LDA #$01
,ODEA AE 04 DC LDX $DC04
,ODED 9D 00 21 STA $2100,X
,ODF0 AE F4 DC LDX $DCF4
,ODF3 9D 00 22 STA $2200,X
,ODF6 AE 14 DC LDX $DC14
,ODF9 9D 00 23 STA $2300,X
,ODFC AE E4 DC LDX $DCE4
,ODFF 9D 00 24 STA $2400,X
,OE02 AE 24 DC LDX $DC24
,OE05 9D 00 25 STA $2500,X
,OE08 AE D4 DC LDX $DCD4
,OE0B 9D 00 26 STA $2600,X
,OE0E AE 34 DC LDX $DC34
,OE11 9D 00 27 STA $2700,X
,OE14 AE C4 DC LDX $DCC4
,OE17 9D 00 28 STA $2800,X
,OE1A AE 44 DC LDX $DC44
,OE1D 9D 00 29 STA $2900,X
,OE20 AE B4 DC LDX $DCB4
,OE23 9D 00 2A STA $2A00,X
,OE26 AE 54 DC LDX $DC54
,OE29 9D 00 2B STA $2B00,X
,OE2C AE A4 DC LDX $DCA4
,OE2F 9D 00 2C STA $2C00,X
,OE32 AE C4 DC LDX $DCC4
,OE35 9D 00 2D STA $2D00,X
,OE38 AE 64 DC LDX $DC64
,OE3B 9D 00 2E STA $2E00,X
,OE3E AE 74 DC LDX $DC74
,OE41 9D 00 2F STA $2F00,X
,OE44 AE 94 DC LDX $DC94
,OE47 9D 00 30 STA $3000,X
,OE4A C8 INY
,OE4B C0 07 CPY #$07
,OE4D D0 9B BNE $ODEA
,OE4F 60 RTS
```

```
,OE50 C9 44 CMP #$44
,OE52 D0 07 BNE $OE5B
,OE54 48 PHA
,OE55 EE 60 CF INC $CF60
,OE58 4C 72 OE JMP $OE72
,OE5B C9 46 CMP #$46
,OE5D D0 1C BNE $OE7B
,OE5F 48 PHA
,OE60 AD 62 CF LDA $CF62
,OE63 C9 07 CMP #$07
,OE65 30 06 BMI $OE6D
,OE67 4E 62 CF LSR $CF62
,OE6A 4C 72 OE JMP $OE72
,OE6D A9 32 LDA #$32
,OE6F 8D 62 CF STA $CF62
```

; This is the sub-routine to draw random
Hi-res stars as a back ground of drawing

; perform the tasks when "D" key (angle) is pressed

; perform the tasks when "F" key (size) is pressed

```

,0E72 A9 E0 LDA #$E0
,0E74 8D 50 OD STA $OD50
,0E77 68 PLA
,0E78 4C 31 EA JMP $EA31
,0E7B 48 PHA
,0E7C A9 E2 LDA #$E2
,0E7E 8D 50 OD STA $OD50
,0EB1 68 PLA
,0EB2 4C 6E 6C JMP $6C6E

```

```

,0EB5 A6 FB LDX $FB
,0EB7 A4 FD LDY $FD
,0EB9 A5 4E LDA $4E
,0EBB 8E 68 CF STX $CF68
,0EBE 8C 69 CF STY $CF69
,0E91 8D 6A CF STA $CF6A
,0E94 A6 FC LDX $FC
,0E96 A4 FE LDY $FE
,0E98 A5 4F LDA $4F
,0E9A 8E 6B CF STX $CF6B
,0E9D 8C 6E CF STY $CF6E
,0EA0 8D 6F CF STA $CF6F
,0EA3 60 RTS

```

); Save zero page interrupt routine temporary storage while mass memory transfer is required to avoid crashing the program. Interrupt must be disabled during this operation.

```

,0EA4 AE 68 CF LDX $CF68
,0EA7 AC 69 CF LDY $CF69
,0EAA AD 6A CF LDA $CF6A
,0EAD 86 FB STX $FB
,0EAF 84 FD STY $FD
,0EB1 85 4E STA $4E
,0EB3 AE 6B CF LDX $CF6B
,0EB6 AC 6E CF LDY $CF6E
,0EB9 AD 6F CF LDA $CF6F
,0EBC 86 FC STX $FC
,0EBE 84 FE STY $FE
,0EC0 85 4F STA $4F
,0EC2 60 RTS

```

); Restores zero page interrupt routine temporary storage after memory transfer is completed. Then interrupt should be enabled, interrupt will continue without any distortion

```

,0EC3 20 85 0E JSR $0E85
,0EC6 A9 00 LDA #$00
,0EC8 85 FB STA $FB
,0ECA 85 FD STA $FD
,0ECC 85 4E STA $4E
,0ECE A9 0C LDA #$0C
,0ED0 85 FC STA $FC
,0ED2 A9 34 LDA #$34
,0ED4 85 FE STA $FE
,0ED6 A9 A0 LDA #$A0
,0ED8 85 4F STA $4F
,0EDA 20 2F 6C JSR $6C2F
,0EDD 4C 7F 49 JMP $497F

```

); This is the sub-routine to enable Grid-graphic when percussion is selected ^{3-D}

```

,0EE0 20 85 0E JSR $0E85
,0EE3 A9 00 LDA #$00
,0EE5 85 FB STA $FB
,0EE7 85 FD STA $FD
,0EE9 85 4E STA $4E
,0EEB A9 0C LDA #$0C
,0EED 85 FC STA $FC
,0EEF A9 34 LDA #$34
,0EF1 85 FE STA $FE
,0EF3 A9 94 LDA #$94
,0EF5 85 4F STA $4F
,0EF7 20 2F 6C JSR $6C2F
,0EFA 4C E9 4F JMP $4FE9
,0EFD 00 BRK
,0EFE 00 BRK
,0EFF 00 BRK

```

); This is the sub-routine to enable 3-D piano Keyboard graphic when synth or Bass is selected

```

,0F00 A9 C0 LDA #$C0
,0F02 8D EC 15 STA $15EC

```

```

,OF05 A9 15 LDA #$15
,OF07 8D 73 15 STA $1573
,OF0A A9 47 LDA #$47
,OF0C 8D 70 15 STA $1570
,OF0F 8D 80 15 STA $1580
,OF12 8D 88 15 STA $1588
,OF15 A9 41 LDA #$41
,OF17 8D 55 15 STA $1555
,OF1A A9 18 LDA #$18
,OF1C 8D 18 D4 STA $D418
,OF1F A9 F5 LDA #$F5
,OF21 8D 17 D4 STA $D417
,OF24 A9 90 LDA #$90
,OF26 8D CE CF STA $CFCE
,OF29 A9 01 LDA #$01
,OF2B 8D ED CF STA $CFED
,OF2E 8D EF CF STA $CFEF
,OF31 8D FD CF STA $CFFD
,OF34 8D FE CF STA $CFFE
,OF37 8D FF CF STA $CFFF
,OF3A A9 0C LDA #$0C
,OF3C 8D 21 D0 STA $D021
,OF3F A9 1B LDA #$1B
,OF41 8D 11 D0 STA $D011
,OF44 A9 15 LDA #$15
,OF46 8D 18 D0 STA $D018
,OF49 A9 42 LDA #$42
,OF4B 8D 62 1B STA $1B62
,OF4E A9 39 LDA #$39
,OF50 8D FD 1A STA $1AFD
,OF53 A9 D3 LDA #$D3
,OF55 8D 35 1B STA $1B35
,OF58 A9 15 LDA #$15
,OF5A 8D 36 1B STA $1B36
,OF5D A9 A9 LDA #$A9
,OF5F 8D 4F 15 STA $154F
,OF62 A2 03 LDX #$03
,OF64 BD 49 55 LDA $5549,X
,OF67 9D 0E 15 STA $150E,X
,OF6A BD 43 55 LDA $5543,X
,OF6D 9D 14 15 STA $1514,X
,OF70 CA DEX
,OF71 D0 F1 BNE $OF64
,OF73 A2 FA LDX #$FA
,OF75 BD 10 1C LDA $1C10,X
,OF78 9D 00 04 STA $0400,X
,OF7B BD 0A 1D LDA $1D0A,X
,OF7E 9D FA 04 STA $04FA,X
,OF81 BD 04 1E LDA $1E04,X
,OF84 9D F4 05 STA $05F4,X
,OF87 BD FE 1E LDA $1EFE,X
,OF8A 9D EE 06 STA $06EE,X
,OF8D A9 00 LDA #$00
,OF8F 9D 00 DB STA $D800,X
,OF92 9D FA DB STA $D8FA,X
,OF95 9D F4 D9 STA $D9F4,X
,OF98 9D EE DA STA $DAEE,X
,OF9B CA DEX
,OF9C D0 D7 BNE $OF75
,OF9E 8D 15 D0 STA $D015
,OFA1 8D BF 48 STA $48BF
,OFA4 8D 69 4D STA $4D69
,OFA7 8D 03 1B STA $1B03
,OFAA 8D 82 41 STA $4182
,OFAD 8D BF 48 STA $48BF
,OFB0 8D FC 54 STA $54FC

```

; This is the sub-routine to ~~re~~ set the
 values of each locations when Return key
 has been pressed to enter help page.
 While in the help page, all the graphic
 command keys must be turned off.
 Also screen must be changed from
 Hi-res location to the normal location
 (\$2000 → \$0400)

,OFB3	8D	5A	57	STA	\$575A
,OFB6	8D	EC	57	STA	\$57EC
,OFB9	8D	F5	57	STA	\$57F5
,OFBC	8D	69	14	STA	\$1469
,OFBF	8D	F1	1A	STA	\$1AF1
,OFC2	8D	61	14	STA	\$1461
,OFC5	A9	60		LDA	#\$60
,OFC7	8D	00	4A	STA	\$4A00
,OFCA	8D	15	4A	STA	\$4A15
,OFCD	4C	31	EA	JMP	\$EA31

,OFD0	A2	06		LDX	#\$06
,OFD2	A0	07		LDY	#\$07
,OFD4	A9	0E		LDA	#\$0E
,OFD6	8E	69	4D	STX	\$4D69
,OFD9	8E	03	1B	STX	\$1B03
,OFDC	8E	EC	57	STX	\$57EC
,OFDF	8E	F5	57	STX	\$57F5
,OFE2	8E	69	14	STX	\$1469
,OFE5	8C	FC	54	STY	\$54FC
,OFE8	8C	5A	57	STY	\$575A
,OFEB	8D	15	D0	STA	\$D015
,OFEE	8D	BF	48	STA	\$48BF
,OFF1	8D	F1	1A	STA	\$1AF1
,OFF4	8D	61	14	STA	\$1461
,OFF7	A9	0F		LDA	#\$0F
,OFF9	8D	82	41	STA	\$4182
,OFFC	4C	B6	4F	JMP	\$4FB6
,OFFF	00			BRK	

,1000	30	00		BMI	\$1002
,1002	00			BRK	
,1003	00			BRK	
,1004	B4	00		LDY	\$00,X
,1006	00			BRK	
,1007	00			BRK	
,1008	9B			TYA	
,1009	00			BRK	
,100A	00			BRK	
,100B	00			BRK	
,100C	47			???	
,100D	00			BRK	
,100E	00			BRK	
,100F	00			BRK	
,1010	B4	00		LDY	\$00,X
,1012	00			BRK	
,1013	00			BRK	
,1014	00			BRK	
,1015	00			BRK	
,1016	00			BRK	
,1017	00			BRK	
,1018	00			BRK	
,1019	00			BRK	
,101A	00			BRK	
,101B	00			BRK	
,101C	00			BRK	
,101D	00			BRK	
,101E	B4	00		LDY	\$00,X
,1020	04			???	
,1021	00			BRK	
,1022	00			BRK	
,1023	00			BRK	
,1024	04			???	
,1025	00			BRK	
,1026	00			BRK	
,1027	00			BRK	
,1028	05	00		DRA	\$00
,102A	00			BRK	

\$1000 - \$10FF

is a DATA room For

Preprogrammed Bass 1-3 & Drs 1-3