

Program sndtest;

Label
 Loop;

Type
 TextString = String[42];

Var
 snd,freq,I: Integer;
 vol,Lbutton,Rbutton,Keypad,Joystick:
 Byte;
 ChrSet: array[1..6144] of Byte;
 Message: TextString;

{\$I A:SOUND.PAS}
{\$I A:CONTROL.PAS}
{\$I A:BMPBASE.PAS}
{\$I A:BMPTXT.PAS}

begin
 BitmapInit;
 ScreenColor(1,1);
 Message := 'Sound Test';
 Text32(10,11,15,0,Message);
 For I := 1 to 2 do
 begin
 freq := 100;
 while freq <= 600 do
 begin
 Tone(1,freq,10);
 Delay(50);
 freq := freq + 10
 end;
 freq := 600;
 while freq >= 100 do
 begin
 Tone(1,freq,10);
 Delay(50);
 freq := freq - 10;
 end;
 end;
 SoundOff(1);
 for I := 15 downto 0 do
 begin
 Noise(6,I);
 Delay(200);
 end;
 SoundOff(4);

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Message := 'Joystick Test';
ClrScr(0);
Text32(10,10,15,0,Message);
repeat
    Loop:
        Controller(2,Lbutton,Rbutton,
                    Keypad,Joystick);
{   if (Lbutton = 0) and (Rbutton = 0)
    and (Keypad = 0) and (Joystick
        = 0) then
        goto Loop;  }
    case Joystick of
        1: Text32(12,15,7,0,'N');
        3: Text32(12,15,7,0,'NE');
        2: Text32(12,15,7,0,'E');
        6: Text32(12,15,7,0,'SE');
        4: Text32(12,15,7,0,'S');
        12: Text32(12,15,7,0,'SW');
        8: Text32(12,15,7,0,'W');
        9: Text32(12,15,7,0,'NW');
    end;
    if Rbutton = 64 then
        Text32(12,15,7,0,'R_Fire')
    else
        if Lbutton = 64 then
            Text32(12,15,7,0,'L_Fire');
        Delay(200);
        Text32(12,15,7,0,'      ');
    until GetKey = 32;
    ClrScr(0);
    Message := 'Keypad Test';
    Text32(10,11,15,0,Message);
    repeat
        Controller(2,Lbutton,Rbutton,
                    Keypad,Joystick);
        case Keypad of
            5: Text32(12,15,7,0,'0');
            2: Text32(12,15,7,0,'1');
            8: Text32(12,15,7,0,'2');
            3: Text32(12,15,7,0,'3');
            13: Text32(12,15,7,0,'4');
            12: Text32(12,15,7,0,'5');
            1: Text32(12,15,7,0,'6');
            10: Text32(12,15,7,0,'7');
            14: Text32(12,15,7,0,'8');
            4: Text32(12,15,7,0,'9');
            9: Text32(12,15,7,0,'#');
            6: Text32(12,15,7,0,'*');
        end;
    until GetKey = 32;

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VDPinit;  
end.
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