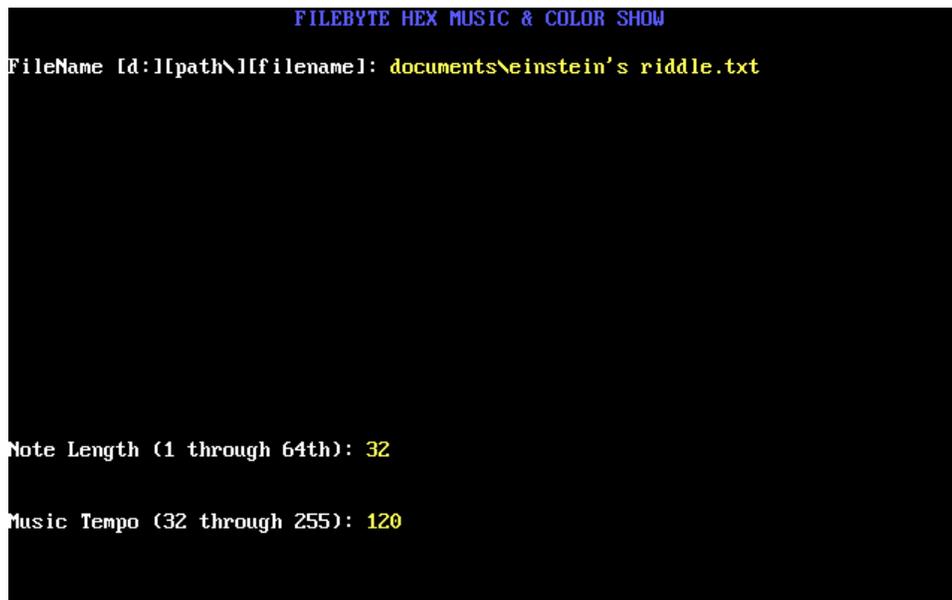
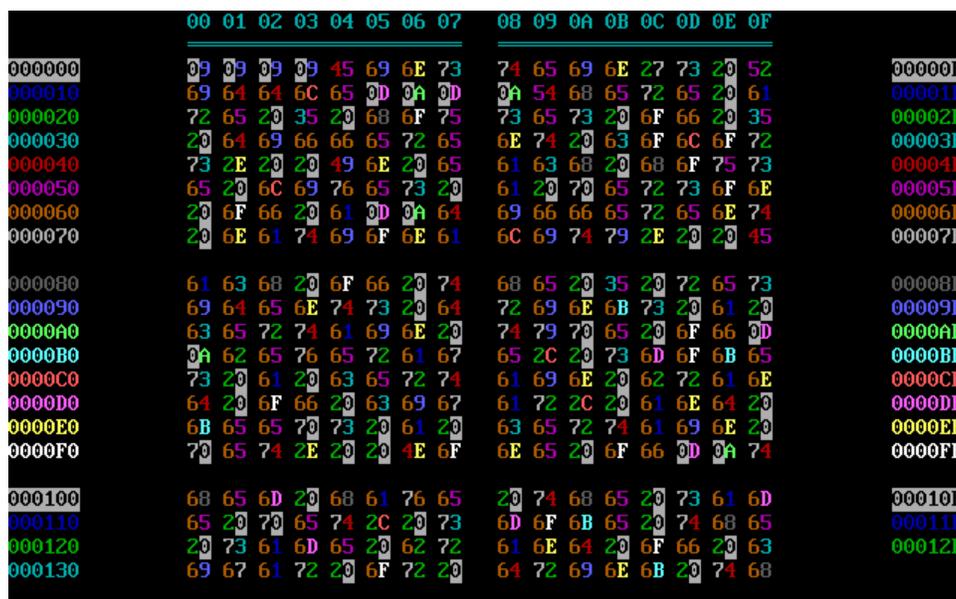


HexFile Music.exe

This program will musically play - and colorfully show - a *full screen display* of any file in hexadecimal format.



After selecting the file, choose the Note Length and the Music Tempo.



While the file is playing, changes may be made to the following by striking one of these Reserved Keys:

Change the Octave: <0>, <1>, <2>, <3>, or <4> (The program starts in Octave Zero)

Change the Note Duration: <L>egato (1/1 Time), <N>ormal (7/8 Time) , or <S>taccato (3/4 Time)

These changes may be done as often as desired while the file is playing.

If any other key is struck once, the playing will pause. After the playing is paused, if this key is struck:

<Esc> - the program will exit

<Any Reserved Key> - the appropriate change will be made and the playing will resume

<Any Other Key> - the playing will resume as it was before the pause

<Enter> - the program will display the screen as shown on the next page

```

FILEBYTE HEX MUSIC & COLOR SHOW

FileName [d:][path\[filename]: documents\einsteins riddle.txt

File Length: 1155 Decimal, 483 Hexadecimal Bytes

Last Byte Played: 319 Decimal, 13F Hexadecimal

Note Duration (L, N or S): Normal (7/8 Time)

Note Octave (0 through 4): 0

-----

Note Length (1 through 64th): 32

Music Tempo (32 through 255): _

```

If <Enter> is struck at this point, the prompt will back up to choose the *Note Length*. After the *Music Tempo* is entered, the file will continue playing with any changes that were made.

```

00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
-----
000380 6B 65 65 70 73 20 74 68 65 20 68 6F 72 73 65 20 00038F
000390 6C 69 76 65 73 20 6E 65 78 74 20 74 6F 20 74 68 00039F
0003A0 65 20 6F 6E 65 20 77 68 6F 20 73 6D 6F 6B 65 73 0003AF
0003B0 20 44 75 6E 68 69 6C 6C 2E 20 0D 0A 0D 0A 20 54 0003BF
0003C0 68 65 20 70 65 72 73 6F 6E 20 77 68 6F 20 73 6D 0003CF
0003D0 6F 6B 65 73 20 42 6C 75 65 6D 61 73 74 65 72 73 0003DF
0003E0 20 64 72 69 6E 6B 73 20 62 65 65 72 2E 20 0D 0A 0003EF
0003F0 0D 0A 20 54 68 65 20 47 65 72 6D 61 6E 20 73 6D 0003FF

000400 6F 6B 65 73 20 50 72 69 6E 63 65 2E 20 0D 0A 0D 00040F
000410 0A 20 54 68 65 20 4E 6F 72 77 65 67 69 61 6E 20 00041F
000420 6C 69 76 65 73 20 6E 65 78 74 20 74 6F 20 74 68 00042F
000430 65 20 62 6C 75 65 20 68 6F 75 73 65 2E 20 0D 0A 00043F
000440 0D 0A 20 54 68 65 20 70 65 72 73 6F 6E 20 77 68 00044F
000450 6F 20 73 6D 6F 6B 65 73 20 42 6C 65 6E 64 73 20 00045F
000460 68 61 73 20 61 20 6E 65 69 67 68 62 6F 72 20 77 00046F
000470 68 6F 20 64 72 69 6E 6B 73 20 77 61 74 65 72 2E 00047F

000480 20 0D 0A

      fl

```

When the file has played completely, a flashing musical note will show in the center at the bottom of the screen.

At this point, if *any* key is struck, the program will exit.

I experimented with various ways to assign notes to the hexadecimal nibbles, and finally settled for the most pleasing sounds with the following assignments:

- NOTE:** ~ C C# D D# E F F# G G# A A# B | C C# D
HEX: 0 1 2 3 4 5 6 7 8 9 A B C | D E F

These assignments can be found and modified, if desired, in my source code with the Subroutine labeled: SUB ColorWithMusic (Byte\$)