



# NES ASSEMBLY PROGRAMMING PART 3

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# NES AUDIO

- Five Sound Channels
  - 2 square wave
  - Triangle wave
  - White noise
  - Digital Sample
- Attribute Byte
  - Tone
  - Volume
  - Basic Length
- 2 bytes for pitch
- Every note is programmed individually

# ITEM IMPLEMENTATION

- Each object has a timer and status byte
- Each item assigns status to either player or enemies
- Timer controls how long status lasts

# WHAT I'VE LEARNED

- Plan ahead!!!
  - Organize
- Emulators are not perfect
- Assembly is hard, but not that hard
- Comment your code