

NTSC frequency table

Note by Frantic: Strictly speaking, this table correct for the 6567R8 VIC, used in most NTSC machines. It is slightly incorrect for the 6567R56A VIC (which has 262 lines with 64 cycles per line instead of 263 lines with 65 cycles per line). Nevertheless, it is still a relatively good approximation even for the 6567R56A VIC, so for most purposes it is safe to use on any NTSC machine.

FreqTableNtscLo:

```

;      C   C#  D   D#  E   F   F#  G   G#  A   A#  B
      .byte $0c,$1c,$2d,$3f,$52,$66,$7b,$92,$aa,$c3,$de,$fa ; 1
      .byte $18,$38,$5a,$7e,$a4,$cc,$f7,$24,$54,$86,$bc,$f5 ; 2
      .byte $31,$71,$b5,$fc,$48,$98,$ee,$48,$a9,$0d,$79,$ea ; 3
      .byte $62,$e2,$6a,$f8,$90,$30,$dc,$90,$52,$1a,$f2,$d4 ; 4
      .byte $c4,$c4,$d4,$f0,$20,$60,$b8,$20,$a4,$34,$e4,$a8 ; 5
      .byte $88,$88,$a8,$e0,$40,$c0,$70,$40,$48,$68,$c8,$50 ; 6
      .byte $10,$10,$50,$c0,$80,$80,$e0,$80,$90,$d0,$90,$a0 ; 7
      .byte $20,$20,$a0,$80,$00,$00,$c0,$00,$20,$a0,$20,$40 ; 8

```

FreqTableNtscHi:

```

;      C   C#  D   D#  E   F   F#  G   G#  A   A#  B
      .byte $01,$01,$01,$01,$01,$01,$01,$01,$01,$01,$01,$01 ; 1
      .byte $02,$02,$02,$02,$02,$02,$02,$03,$03,$03,$03,$03 ; 2
      .byte $04,$04,$04,$04,$05,$05,$05,$06,$06,$07,$07,$07 ; 3
      .byte $08,$08,$09,$09,$0a,$0b,$0b,$0c,$0d,$0e,$0e,$0f ; 4
      .byte $10,$11,$12,$13,$15,$16,$17,$19,$1a,$1c,$1d,$1f ; 5
      .byte $21,$23,$25,$27,$2a,$2c,$2f,$32,$35,$38,$3b,$3f ; 6
      .byte $43,$47,$4b,$4f,$54,$59,$5e,$64,$6a,$70,$77,$7e ; 7
      .byte $86,$8e,$96,$9f,$a9,$b3,$bd,$c9,$d5,$e1,$ef,$fd ; 8

```

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