



Tech Info Library

Applesoft: Internals--High resolution graphics routines

NOTE: Regardless of which screen is being displayed, HPAG (location \$E6) determines onto which screen the software draws graphics. (\$20 for HGR, \$40 for HGR2)

HGR2 F3D8
Initialize and clear page 2 High-Res.

HGR F3E2
Initialize and clear page 1 High-Res.

HCLR F3F2
Clear the current High-Res screen to black.

BKGND F3F6
Clear the current High-Res screen to last plotted color.

HPOSN F411
Positions the High-Res cursor without plotting. HPAG determines which page the cursor is pointed at.
On entry:
Horizontal = Y,X
Vertical = A

HPLOT F457
Call HPOSN then try to plot a dot at the High-Res cursor's position. The dot may not be plotted if plotting non-white at a complementary color X coordinate.

HLIN F53A
Draws a line from the last plotted point or line destination to the coordinate in the 6502 registers.
On entry:
Horizontal = X,A
Vertical = Y

HFIND F5CB
Convert the High-Res cursor's position to X-Y coordinates. HFIND allows the user to tell where on the screen the a shape table left the cursor.
On exit:
\$E0 = horizontal lsb
\$E1 = horizontal msb
\$E2 = vertical

DRAW F601

Draw the shape pointed to by Y,X using the current HCOLOR starting at the current High-Res cursor position. On entry A = rotation factor.

XDRAW F65D

Draw the shape pointed to by Y,X by starting at the current High-Res cursor position inverting the existing color of the dots the shape draws over. On entry A = rotation factor.

SETHCOL F6EC

Set the High-Res color to X. X must be less than 8.

SHLOAD F775

Loads a shape table into memory from tape above MEMSIZ (HIMEM) and sets the pointer at \$E8.

Apple Tech Notes

Keywords: <None>

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