Applesoft: High-Res Screen Swapping

The POKEs listed in the Applesoft Reference manual allow you to plot data on
one High-Res screen while displaying the other. The POKEs control which
screen is displayed, while location 230 (decimal) controls which screen is
plotted by the HIR =>ommands. For example, POKE 230,32 causes Applesoft to
draw on screen 1 (HGR), while POKE 230,64 will draw to screen 2 (HGR2).
Apple Tech Notes

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