



Tech Info Library

Applesoft: Determining if a dot on the Hi-Res screen is on

The following program demonstrates how to determine if a certain dot on the High-Res screen is on or off.

```
1000 REM      HIRES SCRNRN FUNCTION DEMO
1010 REM
1020 REM LOAD IN THE BINARY STUFF
1030 REM
1050 FOR J = 768 TO 806: READ K: POKE J,K: NEXT J
1060 DATA 32,227,223,133,133
1070 DATA 132,134,169,208,32
1080 DATA 192,222,165,18,72
1090 DATA 165,17,72,32,185
1100 DATA 246,32,17,244,165
1110 DATA 48,49,38,240,2
1120 DATA 169,1,168,32,1
1130 DATA 227,76,91,218
1140 POKE 1013,76: POKE 1014,0: POKE 1015,3
1150 REM -----
1160 REM      DRAW SOMETHING
1170 REM -----
1180 LET HO = 120:VO = 60
1190 HGR
1200 HCOLOR= 3
1210 HPLOT HO,VO
1220 FOR J = 1 TO 10
1230 HPLOT TO RND (9) * 40 + HO, RND (9) * 40 + VO
1240 NEXT
1250 HOME
1260 VTAB 22
1270 FOR J = 0 TO 3000: NEXT
1280 REM -----
1290 REM  CONVERT IT TO LORES
1300 REM -----
1310 GR
1320 COLOR= 2: FOR V = 0 TO 39: HLIN 0,39 AT V: NEXT
1330 FOR V = 0 TO 39
1340 FOR H = 0 TO 39
1350 COLOR= 12: PLOT H,V
1360 REM -----
1370 REM      THIS IS IT!!
1380 REM THE SYNTAX IS: &A=B,C  WHERE
1400 REM A WILL GET THE 1 OR 0 - B,C ARE
```

```
1410 REM THE HIRES COORDINATES AS IN H PLOT
1440 REM -----
1450 & A = H + HO,V + VO
1460 COLOR= A * 15
1470 PLOT H,V
1480 NEXT H,V
```

Apple Tech Notes

Keywords: <None>

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