



# Tech Info Library

## Applesoft: High-Res Memory Conflicts

Use High-Res graphics with a long Applesoft program in the easiest way: relocate the program. You thus avoid all the problems of program text and variables storing in the High-Res buffers. The following programs initialize the Apple's memory and RUN your application program. After the program is loaded above the High-Res buffer, DOS and CHAIN continue to load programs there until you re-boot the system or execute a FP command.

For HGR

```
10 POKE 103,1
20 POKE 104,64
30 POKE 16384,0
40 PRINT CHR$(4); "RUN PROGRAM"
```

For HGR2 or both pages

```
10 POKE 103,1
20 POKE 104,96
30 POKE 24576,0
40 PRINT CHR$(4); "RUN PROGRAM"
Apple Technical Communications
```

Keywords: <None>

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This information is from the Apple Technical Information Library.

19960215 11:05:19.00

Tech Info Library Article Number: 131