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Applesoft: Mixing DOS and High-Res

DOS uses two memory locations, \$26 and \$27, which are also used by Applesoft's High-Res routines during the H PLOT TO X,Y statement. DOS commands mixed in with H PLOT TO X,Y statements prevent the X,Y from plotting properly.

To enable mixing DOS with High-Res, you must save and restore the pointer. Statements 25 and 35 demonstrate how to maintain the pointer values.

This will not work

```
10 D$ = CHR$(4)
20 H PLOT 1,2
30 PRINT D$;"CATALOG"
40 H PLOT TO 33,44
```

Apple Tech Notes

This does work

```
10 D$ = CHR$(4)
20 H PLOT 1,2
=> 25 A = PEEK(38): B = PEEK(39)
30 PRINT D$;"CATALOG"
=> 35 POKE 38,A: POKE 39,B
40 H PLOT TO 33,44
```

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