DOS 3.3: BSAVEing a High Resolution screen economically in DOS

Since the starting address and length of a binary file are stored as the first
four bytes of the file, saving a file with a length of $2000 actually stores
$2004 bytes and therefore requires one more sector than $2000 bytes would.
You can avoid using that extra sector when you save a High-Res screen by
saving it with a length of $1FF8 instead of $2000. To do so, use the
following syntax when you save a High-Res screen:

```
        10  D$ = CHR$(4)
        20  PRINT D$;"BSAVE HIRES-1, A$2000,L$1FF8"
        30  PRINT D$;"BSAVE HIRES-2, A$4000,L$1FF8"
```
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