



Tech Info Library

DOS 3.3: CHAIN

Your DOS master diskette contains a utility called CHAIN. Though described on page 106 of The DOS Manual, there are a few additional things to look out for.

CHAIN does an effective PR#0 and IN#0 when it is used, disabling an 80 column card or a High-Res character generator in the process. The first program can save four memory locations that, when the second program restores them, leave the input and output vectors unchanged.

```
63000 rem prepare to chain
63010 J = peek (999) + peek (1000) * 256 - 110
63020 for K = 0 TO 3
63030 A(K) = peek (J+K)
63040 next K
63050 rem chain now

10 rem Program 2 #2
20 for K = 0 TO 3
30 poke J+K,A(K)
40 next K
50 rem rest of the program
```

CHAIN overlays your existing Applesoft program with the new program. Watch out for your programs that use DEF FN and Onerr Goto statements. These statements must be re-executed in the new program if they are to work properly, because both statements contain pointers into the program text, which is different for each program.

Apple Tech Notes

Keywords: <None>

=====

This information is from the Apple Technical Information Library.

19960215 11:05:19.00

Tech Info Library Article Number: 574