DOS 3.3: CHAIN

```
Revised:        11/20/84
Security:       Everyone
```

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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

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