



# Tech Info Library

## Applesoft: Internals--High resolution graphics routines

Revised: 11/12/85  
Security: Everyone

Applesoft: Internals--High resolution graphics routines

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NOTE: Regardless of which screen is being displayed, HPAG (location \$E6) determines onto which screen the software draws graphics. (\$20 for HGR, \$40 for HGR2)

HGR2 F3D8  
Initialize and clear page 2 High-Res.

HGR F3E2  
Initialize and clear page 1 High-Res.

HCLR F3F2  
Clear the current High-Res screen to black.

BKGND F3F6  
Clear the current High-Res screen to last plotted color.

HPOSN F411  
Positions the High-Res cursor without plotting. HPAG determines which page the cursor is pointed at.  
On entry:  
Horizontal = Y,X  
Vertical = A

HPLOT F457  
Call HPOSN then try to plot a dot at the High-Res cursor's position. The dot may not be plotted if plotting non-white at a complementary color X coordinate.

HLIN F53A  
Draws a line from the last plotted point or line destination to the coordinate in the 6502 registers.  
On entry:  
Horizontal = X,A  
Vertical = Y

HFIND F5CB

Convert the High-Res cursor's position to X-Y coordinates. HFIND allows the user to tell where on the screen the a shape table left the cursor.

On exit:

\$E0 = horizontal lsb

\$E1 = horizontal msb

\$E2 = vertical

DRAW                    F601

Draw the shape pointed to by Y,X using the current HCOLOR starting at the current High-Res cursor position. On entry A = rotation factor.

XDRAW                   F65D

Draw the shape pointed to by Y,X by starting at the current High-Res cursor position inverting the existing color of the dots the shape draws over. On entry A = rotation factor.

SETHCOL                F6EC

Set the High-Res color to X. X must be less than 8.

SHLOAD                 F775

Loads a shape table into memory from tape above MEMSIZ (HIMEM) and sets the pointer at \$E8.

Apple Tech Notes

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