

Table 2-8
Video display page locations

Display mode	Display page	Lowest address		Highest address	
		Hex	Dec	Hex	Dec
40-column text, low-resolution graphics	1	\$0400	1024	\$07FF	2047
	2*	\$0800	2048	\$0BFF	3071
80-column text	1	\$0400	1024	\$07FF	2047
	2*	\$0800	2048	\$0BFF	3071
High-resolution graphics	1	\$2000	8192	\$3FFF	16383
	2	\$4000	16384	\$5FFF	24575
Double high-resolution graphics	1†	\$2000	8192	\$3FFF	16383
	2†	\$4000	16384	\$5FFF	24575

* This is not supported by firmware; for instructions on how to switch pages, refer to the next section, "Display Mode Switching."

† See the section "Double High-Resolution Graphics" earlier in this chapter.

Display mode switching

You select the display mode that is appropriate for your application by reading or writing to a reserved memory location called a *soft switch*. In the Apple IIe, most soft switches have three memory locations reserved for them: one for turning the switch on, one for turning it off, and one for reading the current state of the switch.

Table 2-9 shows the reserved locations for the soft switches that control the display modes. For example, to switch from mixed-mode to full-screen graphics in an assembly-language program, you could use the instruction

```
STA      $C052
```

To do this in a BASIC program, you could use the instruction

```
POKE    49234,0
```

Some of the soft switches in Table 2-9 must be read, some must be written to, and for some you can use either action. When writing to a soft switch, it doesn't matter what value you write; the action occurs when you address the location, and the value is ignored.