

Text Page 2, the alternate text and low-resolution-graphics display buffer, occupies memory pages 8 through 11 (locations 2048 through 3071, hexadecimal \$0800 through \$0BFF). Most programs do not use Page 2 for displays, so they can use this area for program or data storage.

The primary high-resolution-graphics display buffer, called *high-resolution Page 1*, occupies memory pages 32 through 63 (locations 8192 through 16383, hexadecimal \$2000 through \$3FFF). If your program doesn't use high-resolution graphics, this area is usable for programs or data.

High-resolution Page 2 occupies memory pages 64 through 95 (locations 16384 through 24575, hexadecimal \$4000 through \$5FFF). Most programs use this area for program or data storage.

The primary double high-resolution-graphics display buffer, called *double high-resolution Page 1*, occupies memory pages 32 through 63 (locations 8192 through 16383, hexadecimal \$2000 through \$3FFF) in both main and auxiliary memory. If your program doesn't use high-resolution or double high-resolution graphics, this area of main memory is usable for programs or data.

For more information about the display buffers, see the section "Video Display Pages" in Chapter 2.

Table 4-1
Monitor zero-page use

High nibble of address	Low nibble of address															
	\$0	\$1	\$2	\$3	\$4	\$5	\$6	\$7	\$8	\$9	\$A	\$B	\$C	\$D	\$E	\$F
\$00																
\$10																*
\$20	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
\$30	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
\$40	•	•	•	•	•	•	•	•	•	•					•	•
\$50	•	•	•	•	•	•										
\$60																
\$70																
\$80																
\$90																
\$A0																
\$B0																
\$C0																
\$D0																
\$E0																
\$F0																

* Byte used in original Apple IIe ROMs, now free