
Subject: Apple III Horses demo

Posted by [Rob Justice](#) on Sat, 23 May 2020 06:24:55 GMT

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I spent some digging into and disassembling the classic Horses demo for the Apple III. The main part of the code is implemented in an Invokable module written by Andy Hertzfeld. This is loaded in by the Basic program and it's functions called from there.

I found an interesting header in the invokable code file, looks like a remnant of the original source!

```
;-----  
;  
;  
; "Horse Demo" Invokable Module for Business Basic  
;  
; by Andy Hertzfeld 09/04/80  
;  
;-----
```

Read more here in my blog post:

<https://robjapple.blogspot.com/2020/05/apple-horses-demo.htm> I

And the disassembled code is on github:

<https://github.com/robjustice/Apple3/tree/master/horses>

This code needs to be assembled by the Apple II or III Pascal Assembler to produce the required PCD code file.

/Rob

Subject: Re: Apple III Horses demo

Posted by [Anonymous](#) on Sun, 31 May 2020 18:53:45 GMT

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Originally posted by: wolle kemper

Thanks Rob!

I had the demo running on my Apple III a couple of years ago but lost the demo disk.

Just downloaded it and will enjoy the stunning graphic again :-)

Another example on how guys like Andy , who did understand the hardware they where working with, could do such things . At the time it was stunning :-)

PS: Same as Bill Bishop did with Applevision.
Simple through our eyes but at the time breathtaking.

Regards,

