

## General Information

Author: Ralf Patschke (pps)

Language: QUICK

Compiler/Interpreter: Quick

This is our little TIF2PIC converter. It needs an uncompressed and 192\*160 wide TIF file named PICTURE.TIF and creates a file named PICTURE.PIC. The PIC has picture data first followed by the colors, like uncompressed MIC files.

Quick-Source text

P:

-----

Length: \$18EA

Free : \$5E81

-----

BYTE

[

COL1=\$8DF0

COL2=\$8DF1

COL3=\$8DF2

COLBK=\$8DF3

ZEILE, SPALTE, PIXN1, PIXN2

PIX2=\$8DFE

PIX1=\$8DFE

PIXGES

DMA=559

KEY=764

]

WORD

[

BS=88

DL=560

]

ARRAY

[

INAME(16)

ONAME(16)

]

MAIN

PEEK(708, COL1)

PEEK(709, COL2)

PEEK(710, COL3)

PEEK(712, COLBK)

CLR(142, 31)

DATA (\$8E00)

[

0, 240, 66, \$8000, 2, 0

78, \$9000

14, 14, 14, 14, 14, 14, 14, 14, 14, 14, 14

14, 14, 14, 14, 14, 14, 14, 14, 14, 14, 14

```
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,78,$A018
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14
0,66,$8050
65,$8E00
]
DL=$8E00
BS=$8000
CLR(128,2)
POS(4,0)
?("TIF-Konverter by STARSOFTE Berlin")
POS(0,1)
?("beta-Version")
POS(15,1)
?("c) 8/2000")
```

-200

```
POS(2,2)
?("Converting... ");
?(" " " ")
```

```
PIXN1=0
PIXN2=0
PIX1=0
PIX2=0
PIXGES=0
```

\*HEIKO'S ROUTINE

```
*-----
OPEN(1,4,0,INAME)
BGET(1,8,1536)
ZEILE=0
REPEAT
  SPALTE=0
  REPEAT
    BGET(1,2,$8DFE)
    IF PIX1>0
      .COPYBIT1
    ELSE
      PIXN1=0
    ENDIF
    IF PIX2>0
```

```

    .COPYBIT2
ELSE
    PIXN2=0
ENDIF
ADD(PIXN1,PIXN2,PIXGES)
.AUSGABE
SPALTE+
UNTIL SPALTE=40
ZEILE+
UNTIL ZEILE=192
CLOSE(1)
*-----

POS(2,2)
?("(SHIFT) 1-4 -> Color   RETURN ->");
?(" Save")
DLI(DLI)
.COLOR
POS(2,2)
?("          ");
?("      ")
POS(2,2)
?("Saving...          ");
?("      ")
.SAVE
POS(2,2)
?("Done...   press SPACE  ");
?("      ")
KEY=255
REPEAT
UNTIL KEY=33
KEY=255

JUMP(200)

ENDMAIN

*-----

PROC AUSGABE

WORD
[
X,Y
]

BEGIN
X=0
Y=0
MULT(ZEILE,40,X)
ADD(X,$9000,Y)
ADD(Y,SPALTE,X)
POKE(X,PIXGES)
ENDPROC

*-----

INTER DLI

```

```
BEGIN
  PUSH
    POKE(53274,0)
    POKE(53272,148)
    POKE(53270,10)
    POKE(53271,10)
    SYNC(15)
    POKE(53270,COL1)
    POKE(53271,COL2)
    POKE(53272,COL3)
    POKE(53274,COLBK)
    SYNC(193)
    POKE(53274,0)
    POKE(53272,148)
    POKE(53270,10)
    POKE(53271,10)
  PULL
ENDDLI
```

\*-----

```
PROC COPYBIT1
```

```
BEGIN
  IF PIX1=51
    PIXN1=15
    JUMP(1)
  ENDIF
  IF PIX1=19
    PIXN1=7
    JUMP(1)
  ENDIF
  IF PIX1=49
    PIXN1=13
    JUMP(1)
  ENDIF
  IF PIX1=50
    PIXN1=14
    JUMP(1)
  ENDIF
  IF PIX1=35
    PIXN1=11
    JUMP(1)
  ENDIF
  IF PIX1=48
    PIXN1=12
    JUMP(1)
  ENDIF
  IF PIX1=17
    PIXN1=5
    JUMP(1)
  ENDIF
  IF PIX1=18
    PIXN1=6
    JUMP(1)
  ENDIF
  IF PIX1=34
    PIXN1=10
    JUMP(1)
```

```
ENDIF
IF PIX1=16
  PIXN1=4
  JUMP(1)
ENDIF
IF PIX1=32
  PIXN1=8
  JUMP(1)
ENDIF
IF PIX1=33
  PIXN1=9
  JUMP(1)
ENDIF
IF PIX1=1
  PIXN1=1
  JUMP(1)
ENDIF
IF PIX1=2
  PIXN1=2
  JUMP(1)
ENDIF
IF PIX1=3
  PIXN1=3
ENDIF
-1
ENDPROC
```

```
PROC COPYBIT2
```

```
BEGIN
  IF PIX2=51
    PIXN2=240
    JUMP(2)
  ENDIF
  IF PIX2=19
    PIXN2=112
    JUMP(2)
  ENDIF
  IF PIX2=49
    PIXN2=208
    JUMP(2)
  ENDIF
  IF PIX2=50
    PIXN2=224
    JUMP(2)
  ENDIF
  IF PIX2=3
    PIXN2=48
    JUMP(2)
  ENDIF
  IF PIX2=2
    PIXN2=32
    JUMP(2)
  ENDIF
  IF PIX2=1
    PIXN2=16
    JUMP(2)
  ENDIF
  IF PIX2=35
    PIXN2=176
```

```
JUMP(2)
ENDIF
IF PIX2=48
  PIXN2=192
  JUMP(2)
ENDIF
IF PIX2=17
  PIXN2=80
  JUMP(2)
ENDIF
IF PIX2=18
  PIXN2=96
  JUMP(2)
ENDIF
IF PIX2=34
  PIXN2=160
  JUMP(2)
ENDIF
IF PIX2=16
  PIXN2=64
  JUMP(2)
ENDIF
IF PIX2=32
  PIXN2=128
  JUMP(2)
ENDIF
IF PIX2=33
  PIXN2=144
ENDIF
-2
ENDPROC
```

\*-----

```
PROC COLOR
```

```
BEGIN
```

```
KEY=255
```

```
REPEAT
```

```
  IF KEY=31
```

```
* 1 *
```

```
  COL1+
```

```
  KEY=255
```

```
ENDIF
```

```
  IF KEY=95
```

```
* SHIFT-1 *
```

```
  COL1-
```

```
  KEY=255
```

```
ENDIF
```

```
  IF KEY=30
```

```
* 2 *
```

```
  COL2+
```

```
  KEY=255
```

```
ENDIF
```

```
  IF KEY=94
```

```
* SHIFT-2 *
```

```
  COL2-
```

```
  KEY=255
```

```
ENDIF
IF KEY=26
* 3 *
  COL3+
  KEY=255
ENDIF
IF KEY=90
* SHIFT-3 *
  COL3-
  KEY=255
ENDIF
IF KEY=24
* 4 *
  COLBK+
  KEY=255
ENDIF
IF KEY=88
* SHIFT-4*
  COLBK-
  KEY=255
ENDIF
UNTIL KEY=12
```

ENDPROC

\*-----\*

PROC SAVE

```
BEGIN
  OPEN(1,8,0,ONAME)
  BPUT(1,7680,$9000)
  BPUT(1,1,$8DF3)
  BPUT(1,3,$8DF0)
  CLOSE(1)
ENDPROC
```