COLOR MAX DELUXE (C)

UTILITY PACK

MOVIE

ANIMATE

SYSTEM FONTS (14)

PICTURE CONVERTER 1

PICTURE CONVERTER 2

MAC TO MGE CONVERTER

BASIC TOOL & GALLERY

CAT. # 262PD

PIX CONV. 1 (C)

Picture Convert Programs for

Color Max 3 (C)

Contains 6 Programs to Convert these formats to "MGE" Color Max 3 format:

- 6K Hi-Res B&W Binary
- 6K Hi-Res Artifact Binary
- CoCo Max (R) Hi-Res B&W
- CoCo Max (R) Hi-Res Artifact
- Graphicom format B&W
- Graphicom format Artifact

Catalog # 220CD

Computize INC

(215) 946-7260 P.O. BOX 207 • LANGHORNE, PA 19047

PIX CONV. 1 (C)

PIX CONV1 (C) 1987 by
Erik Gavriluk

Distributed Exclusively by
COMPUTIZE INC

The PIX CONVERT 1 distribution disk contains programs which will enable you to convert most of your 6k and CoCo MAX(R) picture files to the MGE format used by COLORMAX 3. the programs are in binary format and should be loaded using the LOADM command followed by the EXEC command. The programs expect to be loaded and executed from Drive 0. The input picture file must be read from Drive 0 and the new MGE format file will be written to Drive 0.

Remember that the MGE format output files could take up to 14 granules of disk space each. Only convert a few files at a time to the same disk.

After the program is loaded and begins to execute, it will as) (C) to type in the name of the file to be converted. Type in the name of the input file, with file extension, followed by the ENTER key. It will now ask for the name of the output file. type in the output file name and use .MGE as the file extension.

The program will allow you to convert multiple files by returning to the input file name prompt after each conversion is completed. Press the BREAK key at the file name prompt to and the program.

The program will return standard Disk Basic errors for Disk Full, Write Protect, and I/O errors.

Picture files that do not completely comform to the accepted 6k picture format or the CoCo Max(R) format will NOT convert.

Use the following Chart to determine the correct program to use to do the picture file conversion.

File Name	Description
6KCONV.BIN	6k Hi-Res Pictures
6KCONV2.BIN	6k Hi-Res Artifact Pictures
MAXCONV.BIN	CoCo MAX(R) Hi-Res
MAXCONV2.BIN	CoCo MAX(R) Hi-Res Artifact

GRAPHICOM to MGE CONVERTER (c) 1987
by Eric White

Distributed Exclusively by
COMPUTIZE INC

The Graphicom to MGE picture format converters are a supplement to the BIN to MGE and MAX to MGE picture format converters which are also on this disk. The Graphicom to MGE converters require the presence of the 6KCONV.BIN, 6KCONV2.BIN, and GC.BIN programs to operate correctly. From the "OK" prompt type RUN"GRFCONV to convert a black & white picture and type RUN"GRFCONV2 to convert an artifact picture. As with the BIN and MAX converters all disk operations should be done on drive 0 only.

After the program starts,. a prompt of "INSERT GRAPHICOM DISK" will appear on the screen. Insert a GRAPHICOM I picture disk into drive 0 and press enter. The program will read and display the picture directory to the screen. Use the keyboard arrow keys to position the select window to the picture that is to be converted. When the select window surrounds the desired picture select icon (from the picture directory) press the SPACE BAR.

After a picture is selected, the appropriate 6KCONV or 6KCONV2 screen will appear. Place the disk that the converted picture will be written TO into drive 0 and follow the directions for 6KCONV or 6KCONV2. After the converted picture is written to disk press "BREAK" twice to EXIT or place the GRAPHICOM I picture disk into drive 0 to convert more pictures.

Only use these 2 converters to convert the special format GRAPHICOM I picture disks to MGE format.

Use the following Chart to determine the correct program to RUN for converting a GRAPHICOM I picture to MGE format.

File Name	Description
GRFCONV.BAS	GRAPHICOM I Black & White
GRFCONV2.BAS	GRAPHICOM I Artifact Pictures

GRAPHICOM I is a product of Cheshire Cat Computer Creations

PIX CONVERTER 2

Picture Converter program for

Color Max 3 (c)

Enables user to convert most ATARI (tm) 16 Bit 320X200 resolution picture files to the "MGE" format used by Color Max 3.

Catalog #222MD

PIX CONV2 (C) 1987 by
Greg MIller

ATARI(tm) Low Res to MGE Format

Distributed Exclusively by
COMPUTIZE INC

The PIX CONVERT 2 distribution disk contains 1 program (PIXCONV.BIN) which will enable you to convert MOST ATARI(tm) low resolution (320 X 200) picture files to the MGE format used by COLORMAX 3. The program is in binary format and should be loaded using the LOADM command followed by the EXEC command. The program expects to be loaded and executed from Drive 0. The input picture file must be read from Drive 0 and the new MGE format file will be written to Drive 0.

The low resolution pictures of the ATARI(tm) are what we call high resolution when using Color Max 3. A good source of these pictures is any one of the national bulletin boards or information services. These pictures have many different extensions depending on the bulletin board being used. Some of the various extensions are .ST, .TNY, .PI1, .NEO, .PI2, and .DGS. The PIX CONVERT 2 program requires a "proper" file extension to determine the proper picture format. The only 3 file extensions that PIX CONVERT 2 will work properly with is .ST, .NEO, and .TNY. Try to determine the picture type from the file description in the download database that you are using. Generally an extension of DGS can be renamed to ST. As each bulletin board uses their own naming conventions it is almost impossible to document a hard fast set of rules.

Many pictures uploaded to BBS and Informnation Services are ARCHIVED. PIX CONVERT 2 will NOT "UN-ARC" a file. ARC files appear in some of the graphics databases and is used to save file space and reduce download time. Some "ARC" files contain more than one picture. At this time the only way we know of to "UN-ARC" an ATARI(tm) picture file is to download with an IBM-PC, use one of the "UN-ARC" utilities, then copy the "UN-ARC" files from the PC to the CoCo. Most of the national databases have the "UN-ARC" utilities available for downloading. To transfer the pictures from the PC to the CoCo you will need a PC to CoCo transfer utility. There is at least one commercially available utility that runs on the PC to perform the transfer and one is available in the COLOR GROUP on the DELPHI bulletin board that runs on the CoCo. We have tested this method of "UN-ARCing" the ATARI(tm) picture files and it does work.

Files can be transferred from an Atari Computer to a Color Computer 3 via serial port/modem via X-Modem and the

support any function(s) of the communication process- only the conversion of the picture files.

Remember each MGE format picture occupies 14 granules of disk space each. Only convert a few files at a time to the same disk.

After the program is loaded and begins to execute, it will ask you to type in the name of the file to be converted. Type in the name of the input file, with file extension, followed by the ENTER key. The program will begin reading the input file and will ask for a response of "R" for RGB monitors or "C" for composite monitors. Reply with a "R" or "C" depending upon the type of monitor you will be using with the MGE output file. Next the program will display a 320 x 200 color screen with random graphics. As the input file is being read in, the random graphics will begin changing. Depending upon the picture file being processed the random graphics will change from left to right a few times or from top to bottom. The last pass of the random graphics from top to bottom will produce the final picture onto the screen. After the last bottom row is converted press the right joystick button to return to a text input screen. Enter the output file name from the text input screen. The default extension is MGE. Remember to place the disk that MGE output file is being written to into DRIVE 0 before pressing "ENTER" after the file name.

After the MGE output file has been written to the disk you will be returned to the OK prompt. To convert another picture type in EXEC and press the "ENTER" key.

The program will return standard Disk Basic errors for Disk Full, Write Protect, and I/O errors.

MAC 2 MGE (C)

**Utility for converting most MAC (TM)
black & white picture files to MGE format.**

Cat. # 228MD

MAC2MGE (C) 1987 by ERIK GAVRILUK

MAC(tm) to MGE Format

Distributed Exclusively by COMPUTIZE INC

The MAC2MGE program will enable you to convert most MAC(tm) black & white picture files to the MGE format used by Color MAX. The program is in binary format and should be loaded using the LOADM command followed by the EXEC command. The program expects to be loaded and executed from drive 0. The input graphics file must be read from drive 0 and the new MGE file will be written to drive 0.

A good source of MAC(tm) pictures is any one of the national bulletin boards or information services. These pictures have many different extensions depending on the bulletin board being used. Some of the various extensions are MAX, PIC, or PIX. Try to determine the picture type from the file description in the down load database that you are using. As each bulletin board uses their own naming conventions it is almost impossible to document a hard fast set of rules.

MAC2MGE will NOT "UN-ARC" a file. ARC files appear in some of the graphics databases and is used to save file space and reduce down load time. Some "ARC" files contain more than one picture. At this time the only way we know of to "UN-ARC" a MAC(tm) picture file is to down load it with an IBM-PC, use one of the "UN-ARC" utilities, then copy the "UN-ARC" files from the PC to the CoCo. Most of the national databases have the "UN-ARC" utilities available for down loading. To transfer the pictures from the PC to the CoCo you will need a PC to CoCo transfer utility. There is at least one commercially available utility that runs on the PC to perform the transfer and one is available in the COLOR GROUP on the DELPHI bulletin board that runs on the CoCo.

Remember each MGE format picture occupies 14 granules of disk space each. Only convert a few files at a time to the same disk.

After the program is loaded and begins to execute, it will ask you to type in the name of the file to be converted. Type in the name of the input file, with file extension, followed by the ENTER key.

As the MAC(tm) file is loading a low resolution text screen is displayed with the following instructions.

AFTER THE PICTURE IS LOADED, USE THE JOYSTICK To WINDOW OVER THE PART OF THE PICTURE THAT YOU WISH TO GRAB.

After the picture is loaded use the input device to select the portion of the MAC(tm) graphic that will be converted to the MGE format. The MAC(tm) picture is "MUCH" larger than the MGE picture and only a portion of the original picture will be written to the MGE file.

Press the "Fire" or "Button" on the input device to "lock in" the portion of the picture that will be saved. After locking in the picture you will be returned to a standard text input screen with the following prompt: OUTPUT FILENAME:

Enter the MGE filename that the converted picture will be saved to. Remember to add the .MGE extension to the end of the filename followed by [ENTER].

The MAC(tm) pictures already have a Title associated with them and this Title will be saved with the MGE picture as well as being displayed when the MGE file is being written.

After the MGE file is saved control will be returned to the initial "INPUT FILENAME:" prompt, to allow additional conversions.

The MAC2MGE converter does "NOT" support the HI-RES joystick input. You must connect your input device (mouse or joystick) directly to the input jack on the rear of the Color Computer to use this converter.

The program will return standard Disk Basic errors for Disk Full, Write Protect, and I/O errors.

GALLERY

Overview

The GALLERY.BIN program allows the easy viewing of MGE format graphic files from diskette. The program is flexible enough to allow the selection of automatic or manual viewing and can be used with or without the Radio Shack HI-RES interface. A mouse or joystick input device is required to operate the program.

Program Operation

Load the program from diskette using the following:

LOADM"GALLERY" and press the ENTER key.

Remove the program diskette and insert the diskette containing the MGE format files that you desire to view.

Type the following:

EXEC and press the ENTER key

We have also included a BASIC loader for the GALLERY program, but it should only be used if GALLERY.BAS and GALLERY.BIN reside on the same diskette as the MGE format graphics that you will be viewing. To execute GALLERY from the BASIC loader type in RUN"GALLERY" and press the ENTER key.

The main program interface screen should now appear

At this time press the D key if you are using the Radio Shack HI-RES interface. To toggle back to the non HI-RES mode press the D key again.

Using your input device, joystick or mouse, it is possible to change from the default RGB color palette to the Composite color palette simply by toggling the RGB or COMPOSITE in the lower right of the screen.

To EXIT the program point and click on the word EXIT in the lower left of the screen.

To manually select and view an MGE graphic from the diskette use your input device to position the black select block over the MGE file name that you wish to view and click the mouse or fire button. The screen will change from text to graphics and will display the newly selected file, scrolling from top to bottom. After the graphic is fully displayed click the mouse or fire button to return to the text file input screen.

If you desire to let the program automatically display all of the MGE pictures on the diskette press the A key for automatic mode. In the automatic mode each MGE graphic will display as it is loading from the diskette with a brief pause between each picture. To escape from the automatic mode click the mouse or fire button during the pause between pictures.

I/O and DISK errors will be handled by an automatic exit of the program and returning to the DOS prompt with the BASIC error displayed.

BSCTOOL

Overview

The **Bsctool Machine Language Program** allows the saving and loading of MGE format graphics pictures to and from the Color Computer 3's 320 X 200 Graphics area in memory. The program is designed to be used as a stand alone product or can be loaded and executed from within a Basic program. A Basic demonstration program, BSCDEMO which is included on the product distribution diskette will load and display the Computize COMPUDOG.MGE" graphic file utilizing the BSCTOOL.BIN program.

Although other areas of memory can be used to display the 320 X 200 graphics area, the area used by Basic, BSCTOOL, GALLERY, Color Max 3 Font Editor, and Color Max is the area beginning at HEX 60000. This area is used by several other products and for now seems to be the most widely used. One of the advantages of knowing the memory location of the Graphics Display Area is that often it is possible to save a graphics screen from other software products by simply pressing "RESET" on the computer and executing BSCTOOL in a stand alone mode. Since a portion of the software on the market uses the HEX 60000 location for display and does not clear that area on "RESET", the last graphic picture that was being displayed can be written to an MGE format file, with BSCTOOL for later viewing or printing by Color Max 3. It should be noted that using the "RESET" method to save a picture will save the contents of the graphic buffer, but in almost all instances WILL NOT save the correct palette values. The palette values seem to return to default values on "RESET".

SYNTAX

After loading the BSCTOOL.BIN program from the Basic prompt or within a Basic Program the following SYNTAX must be used to activate BSCTOOL:

EXEC:x:y:"zzzzzzzz.MGE"

Where:

= R for RGB systems

= C for composite systems

= S to Save a Graphic Screen from HEX 60000 to disk

= L to Load a Graphic Screen from disk to HEX 60000

zzzzzz = The disk file name to use to Save or Load the Graphic Screen

MGE The file extension should always be MGE.

Technical

The BSCTOOL.BIN program will load at HEX location &HE00 to &H1C3 with an execution address of HEX &HE00. A PCLEAR 1 statement in the beginning of your BASIC program will allow sufficient memory space for BSCTOOL to load into the PMODE 4 & PMODE 3 area of memory.

If for some reason you must use the area of &HE00 to &H1C3, BSCTOOL is written in relocatble code and can be offset loaded and executed.

An Example

To save an MGE format graphic to disk with an RGB monitor and a file name of TEST.MGE enter the following:

EXEC:R:S:"TEST.MGE"

The previous example assumes that the BSCTOOL.BIN program was already loaded into memory.

BASIC Screen mode

The proper BASIC statement for the 300 X 192 screen is:

HSCREEN 2