Keys keyboard inaccessible by the menu

F4	**Test the backup formats**
F5	**Low and medium resolution screen exchange**
F9	**Reloads the last open file** *(Image, plan or palette)*

Keypad keys accessible from the menu

BAR-SPACE	**Displays or hides the menu**
F6	**Display the palette even if the menu is not on the screen**
F7	**Displays map selection at the top of the screen**
F8	**Displays mouse position on the top of the screen**
ESC	**Leave the program**
SUPPR	**CLS; clears the selected plan**
← → ↑ ↓	**Moves selected plane (s)**
H & V	**Inverse plan selected**
1 a 4	**Selection of plans**
*	**Enables repetition of functions ← → ↑ ↓ H V 7 9**
M	**Automatic re-display of menu**
P	**Enables or disables the plan view**
· & 0	**Reverse selection of plans** *(Point and zero)*
C	**Activates the menu copy plan**
7 & 9	**Exchange the data of the selected planes in the direction indicated by the arrows.**
UND0	**Cancels or restores the last action on the image**
O	**Load a file**
S	**Save a file**
K	**Delete a file**
D	**Create a folder**
HELP	**Displays the list of file extensions taken into account.**
T	**Test color cycles**
I	**Only in high resolution. Reverse the image values without changing the color palette**

All keyboard keys (except C) operate with or without the menu displayed on the screen

TITLE BAR

Corresponding keyboard keys on the menu
The color selection slider is active if the menu is on the screen.

F6

BAR-SPACE①	**Displays or hides the menu**
F6	**Display the palette even if the menu is not on the screen**
F7	**Displays map selection at the top of the screen**
F8	**Displays mouse position on the top of the screen**

Cases without keyboard correspondence
Cases arrow	**Next or previous menu**
Case MI-9	**Title of the active menu, and return to this menu**

① *Identical with a click on the first 20 lines of the screen and on the last line of the screen*

Gives access to the writing submenu on the boxes
The two arrow boxes make it possible to change the menu; the central case brings back to this menu

```
⊗ ░F7░    1234 ░░░░  ←       MI-9        →  ░░░░ 238  100 ░F8░ ▟
   FILE  │ PALETTE │ CYCLE │           │    DISK │ SETTING │
```

FILE ①   **Left click   loading a file**
                   Right click saving a file

Loading and saving an image plane
You will only have access to the extension corresponding to the resolution of the image on the screen
Extension: PL1 low resolution
Extension:PL2 medium resolution

Loading   **On the first active plane in numerical order or the first plane by default**
                    You will have the choice of loading the plan palette
                    Change the resolution with the F5 key if necessary

Backup   **The resolution**   *1 byte*
                    The number of the original plan *1 byte*
                    The palette visible on the screen *16 words*
                    The data of the plan   *8000 or 16000 W*

If a loaded plane is not visible, it is certainly hidden by another plane of the image. - Move it with the arrows or rotate the planes ...–

If the plan does not have the same color, it is because it is not on its original plan

Loading a palette can be canceled with a right click on a UNDO button, but not with the Undo key on the keyboard

①   *Equal left or right click on the image or key O and S*
    Look at the allowed extensions.

CORRESPONDENCE BOXES AND KEYBORD

```
⊗ ⁝F7⁝          ▦ ←     MI-9      → ▦ROCKYONE⁝F8⁝ ◪
 FICHIER │ PALETTE │  CYCLE  │         │ DISQUE │ PARAM
EXIT│CLS│←│→│↑│↓│H│V│M│*│P│1│2│3│4│.│0│C│←7│9→│UNDO
```

Keyboard		
ESC		**EXIT leaves the program**
SUPPR		**CLS erases the selected plan (s)**
← → ↑ ↓	①	**Moves selected plane**
H & V		**Inverse plan(s) selected**
1 to 4		**Selection of plans**
*	②	**Enables repetition of functions ← → ↑ ↓ H V 7 9**
M		**Automatic re-display of menu**
P	③	**Enables or disables map mode**
. & 0		**Reverse selection of plans**
C		**Activates the menu copy plan**
7 & 9		**Exchange the datas of the selected planes in the direction indicated by the arrows.**
UND0		**Cancels or restores the last action on the image**
		Right click also restores the original palette of the image

① *P activated: horizontal displacement of a pixel, vertical displacement of a line.*

① *P disabled: horizontal displacement of a plane column, vertical displacement of fives lines.*
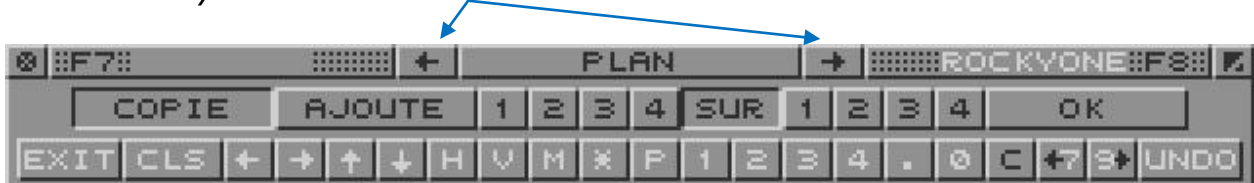
② *The right button of the mouse automatically activates the repetition on the boxes: ← → ↑ ↓ H V 7 9*
Left button blocks repeat

MENU PLAN

Low and medium resolution only
Accessible by box C and boxes

```
⊗ ⁝F7⁝          ▦ ←     PLAN      → ▦ROCKYONE⁝F8⁝ ◪
  COPIE  │ AJOUTE │1│2│3│4│SUR│1│2│3│4│    OK
EXIT│CLS│←│→│↑│↓│H│V│M│*│P│1│2│3│4│.│0│C│←7│9→│UNDO
```

Copy or add an image plan on one or more shots after validation whit the Ok button.

Left and Right Limit Cursors

Moving limitation sliders: right click and drag

RVB   **Opens and closes the RGB menu**

◄Exchange►   **Exchange the two selected colors with the limiting sliders**

◄Reverse►   **Invert the colors of the left cursor to the right cursor**

◄ Cycles ►   **Moves the colors selected by the left and right cursors**

◄ Gray ► ②④   **Transforms colors into 16 levels of gray**
                 Right click affects the entire color palette
                 Left Click Allows Limit Cursors. *(The colors of gray correspond to those obtained with a right click)*

UNDO ③   **Undo or restore the last action on the palette**
                 . Right click; restore the original palette of the image

①   *The palette can not be hidden on this menu*

②   *Some images have a better gray after several click on this button*

③   *Not to be confused with the other Undo case corresponding to the keyboard*

④   *In high resolution, this function is replaced by "INV DATA". This inverts the values of the image without changing the color palette.*

Loading a palette can be canceled with a right click on a UNDO button, but not with the Undo key

PALETTE MENU RGB MENU

The left and right limit cursors are inactive on the RGB menu functions but remain active with the PALLET menu button

The UNDO Key in the palette menu also affects these functions

Selecting a color with a left click on a color in the palette

Hexadecimal display of the selected color ⸺

Brightness and rotation RGB

R V B		**To select the component (s) to be modified**
✚	①	**To clarify**
✳		**Selected this box to act on all colors of the palette**
▬	①	**To darken**
⬆ ⬇	①	**Rotation RGB or RG, RB, GB**
0 to F		**To change the value of an RGB component of the selected color**

ON/OFF RVB ①+② ⸺
Enables or disables an RGB component of the entire color palette

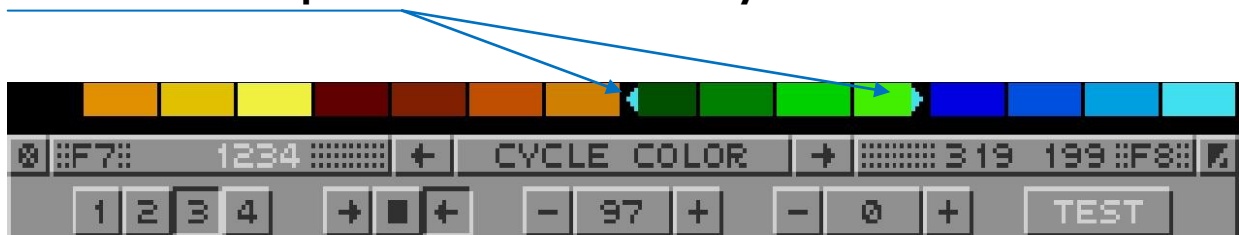① *The right mouse button takes into account the left and right limit sliders of the palette*
② *Only with OFF*

Menu status after loading an image without a valid color cycle *(Also includes Art-Director images)*

Limit slider Independent for each color cycle

1 to 4 ②   **Color Cycles** *Selecting a cycle, sets the cycle direction and limiting sliders on the palette*

➜ ③   **Right direction of selected color rotation**
■   **But on stop the selected cycle**
← ③   **Left direction of selected color rotation**

✚
0 to 128   **Color Cycle Speed Selected in 1/60s**
━   *0 is the maximum time and does not correspond to the end of the cycle*

✚
0 to 128 ④**Maximum duration of animation in 1/60s**
━   *0 Is the minimum time*

TEST   **To play the animation. (T key)**
Stop immediately by keyboard
Stop after counting the animation time by mouse click
Art-Director cycle, stop at the end of the animation after pressing a key on the keyboard

①   *The palette can not be hidden on this menu*
②   *1 color cycle maximum for NEO and TNY*
       1 to 4 color cycles for Degas and MI1-3
       One cycle of maximum eight colors for conversion to Art-Director

③   *Selecting colors on the palette with limiting indexes ►◄*
       Although there are only four colors in average resolution, the color
       cycles can do this on the sixteen indexes of the palette with sixteen
       different colors.

④   *Used by some viewer. Not supported Degas*

Art-Director
The color cycles are not displayed on the menu nor can they be modified
with this program, but works correctly
Any changes on the menu erase the Art-Director color scheme

MENU DISC

Corresponding keys on the DISC menu

⊗	░F7░	P 1234 ░░░░░░	←	DISK	→	░░░░░ 319 199 ░F8░	◰
DELETE				VIEW EXT			FOLDER

K	**Deleting a file with an extension allowed by the program.** *Erase the file even if the attribute is "Read only"*
HELP	**Displays the list of file extensions taken into account.**
D	**Create folder**

<div align="center">

****

</div>

MENU SETTINGS

```
0 :F7:  P1234 :::::::: ←    SETTING    →  :::::::: 319  199 :F8: ▐
  AUTO      SAVE     FR / GB    RESET    FAD.B/W   COLOR
```

AUTO①   **ENABLES AUTOMATIC LOGGING FOR:**
- **The last paths used by Open, Save, Deleted and Folder**
- **The selected language**
  The color of fading
- **Menu colors for low and medium resolution.**
- **The active state of this button**
- **The state of button [P]**

If Auto is enabled, the program saves automatically are directory change, without further changes

SAVE①   **Backup identical <u>and only way to stop automatic backup</u>**

FR /GB   **Choice of interface language and alert boxes.**

RESET②   **Restore the last access paths you have <u>saved inside the program</u>**

FAD.B/W   **Default black fading color**

COLOR   **Changes the menu color**

① *Two possible backup modes.*
   Normally, backing up does this in a reserved area of the program

   The program can be compacted. (Tested with Ice-Prg 2.4 and Atomik cruncher3 v3.6)
   In this case, the backup is done automatically in the same directory as the program in a 333-byte MI-9.INF file.
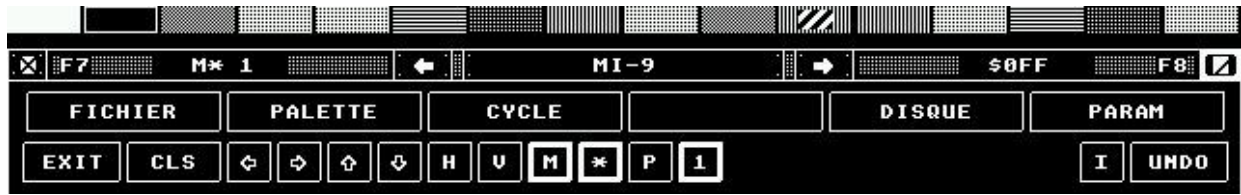   *(Automatic backup can be stopped before compacting)*

   If the program is compacted and does not find the INF file, it restores the backup performed before are compacted

② *Even if the program is compacted, it is the data that is restored by this button*

MENU MI-9 IN HIGH RESOLUTION

[I] Key: reversing image data values

All files are in this folder:
http://www.mirari.fr/file/browse?f=881&u=506

The 68k routines used, are adapted to this program and can certainly be improved...
The originals of the routines I have modified are include.

Now, high resolution images can be used in medium resolution, but this affects the quality of the images.

ROCKYONE