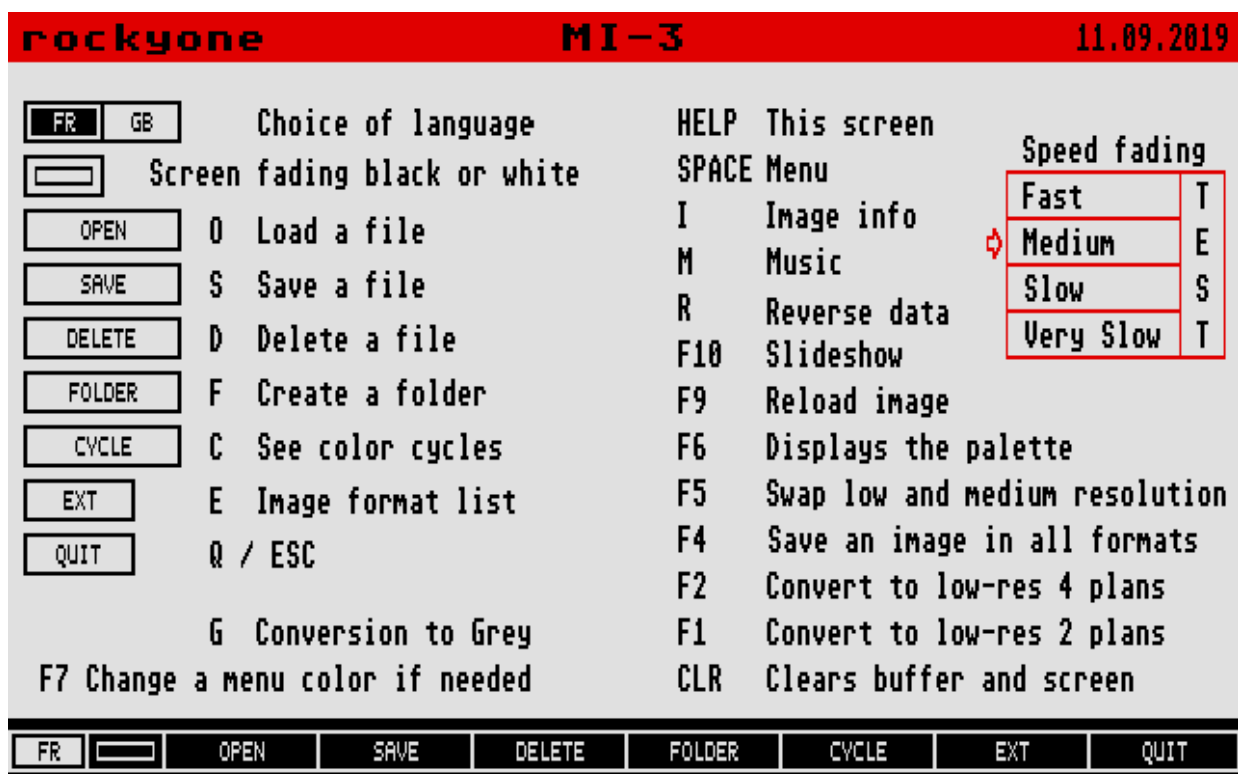


This program works in all three boot resolutions, but without accessories if there is only 512 KB of RAM.

The home screen is always medium or high resolution.

Disabled features in high resolution appear grayed out on the Home screen.

The menu buttons are accessible by keyboard and mouse, but for images with rasters (spc, spu, iff, ful), the mouse is not yet activated.



Not all functions are enabled on the home screen.

When the program is started in medium resolution, the menu text and color palette may be unreadable with low resolution images.

F7 fixes this problem by changing the order of colors in the palette and the corresponding color indexes in the images.

As the image and palette are modified, the color cycles will necessarily be inconsistent.

A second press of F7 restores the image and palette data. (F9 too 😊)
















\*\*\*\*\*

# F6




# COLOR PALLET

Or click on the right edge of the screen

16 colours in  
Low resolution

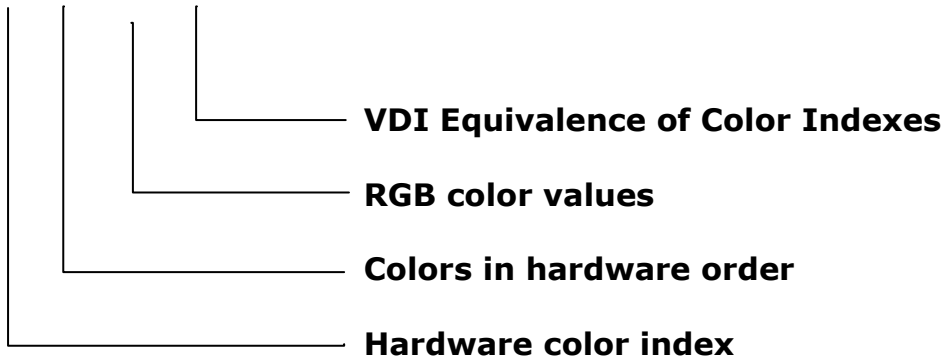
0		000	0
1		700	2
2		003	3
3		520	6
4		027	4
5		200	7
6		AAA	5
7		517	8
8		0C0	9
9		077	A
A		533	B
B		EE0	E
C		707	C
D		010	F
E		764	D
F		FFF	1

4 colours in  
Mediume resolution

0		000	0
1		700	2
2		003	3
3		520	1
4		027	
5		200	
6		AAA	
7		517	
8		0C0	
9		077	
A		533	
B		EE0	
C		707	
D		010	
E		764	
F		FFF	

2 colours in  
High resolution

0		000	0
1		FFF	1
2		0F0	
3		000	
4		FFF	
5		F00	
6		0F0	
7		FF0	
8		00F	
9		F0F	
A		0FF	
B		555	
C		333	
D		F33	
E		3F3	
F		FF3	



In "PAL" files, the color palette is in material order, as in Degas, Neochrome, Tiny, etc. image files.

*The color palette cannot be modified with MI-3!*

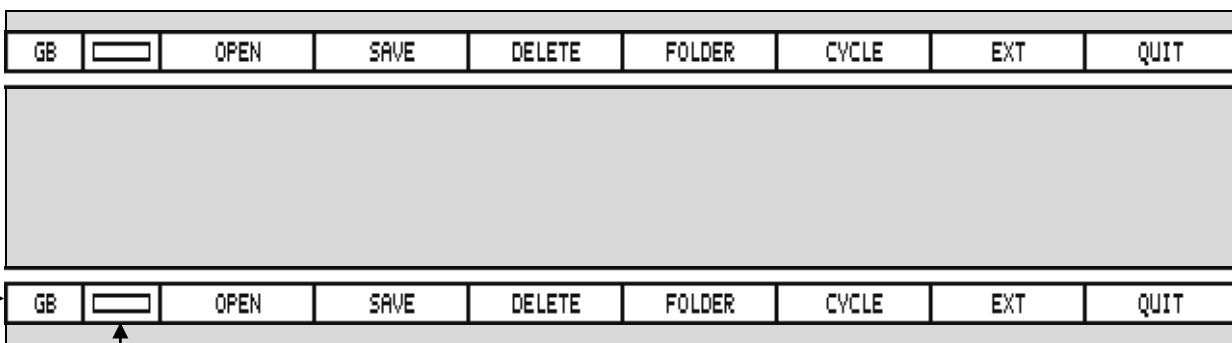
\*\*\*\*\*

## MI-3 MAIN MENU BAR

The menu can be positioned by placing the mouse at the top or bottom of the screen when the menu is already displayed, or by clicking on the first or last line of the screen when the menu is hidden.

To hide the menu, use the spacebar or click outside the menu area.

The display is done using the space bar or Space+Shift or by clicking on the screen.



The function of this button depends on the boot resolution. In base and medium resolution, it reverses the fade on the screen. - *Speed is adjustable to the right of the home screen -*

In high resolution this button inverts the two colors of the image palette and the menu.

Choice of default language – English or French – for alert boxes and function messages located above the file selector.

*The Open and Save functions can also be accessed by clicking on the left side of the screen with the right or left mouse button.*

*All functions are accessible from the keyboard when the menu is displayed or hidden, even if the mouse is not available. Some functions are not available with raster images - SPC, SPU, IFF and FUL -*

\*\*\*\*\*

## MENU FUNCTIONS

---

**Open**    **Loading a file:**

**Images can be loaded regardless of resolution, but they will be converted if necessary and will not always be pleasing to the eye.**

**The files of a single low and medium resolution PL1 and PL2 image plane are loaded on their original plane. ①**

**All files of 32000 bytes, regardless of their extension, are considered uncompressed images.**

**THK music files are limited to 34000 bytes.**

**Save**    **Saves an image with an extension allowed in the current display resolution, even if it is not the original resolution of the image. ②**

**Delete**    **Deletes a file with an extension allowed in the program. Deleting the file after confirmation, even if the attribute is "Read only".**

**Folder**    **Creating a folder.**

**Cycle**    **Plays the color cycle animation if the image contains them.**

**Ext**    **Shows the list of extensions.**

① *Other clips are cleared only if the extension or resolution does not match the previously loaded file, or if you load them in high resolution.*

② *If you save an image with the color cycle when it does not contain one, one or more inactive cycles will be created depending on the format.*

*By default, saving color cycles is automatic with the extensions: ART from Art-director, MI1, MI2 and MI3.*

*The conversion of a cycle of eight "PI1 or Neo" colors is automatic to the "ART" format of Art-Director*

\*\*\*\*\*

## LIST OF FUNCTIONS WITH THE KEYBOARD

---

<b>O</b>	<b>Load a file.</b>
<b>S</b>	<b>Save a file.</b>
<b>D</b>	<b>Delete a file.</b>
<b>F</b>	<b>Creates a folder.</b>
<b>C</b>	<b>Plays color cycles.</b>
<b>E</b>	<b>Shows the list of file extensions.</b>
<b>Q ou ESC</b>	<b>Exits the program.</b>
-----	
<b>F1</b> ①	<b>Converts a medium resolution image to a low resolution image on two planes</b>
<b>F2</b> ①	<b>Convertit une image moyenne résolution en 4 plans basse résolution. Converts a medium resolution image to a low resolution image on 4 planes</b>
<b>F4</b>	<b>Test save formats.</b>
<b>F5</b>	<b>Inverts the low and medium resolution of the screen.</b>
<b>F6</b>	<b>Displays the color palette.</b>
<b>F7</b>	<b>Allows you to automatically change menu colors if the texts are not readable.</b>
<b>F9</b>	<b>Reloads the last opened image file.</b>
<b>F10</b>	<b>Access to the slideshow.</b>
<b>BARRE-ESPACE</b>	<b>Show or hide the menu, +SHIFT, move the menu.</b>
<b>HELP</b>	<b>Displays the splash screen again.</b>
<b>SUPPR-CLS</b>	<b>Clears the image from the screen and buffers.</b>
<b>I</b> ②	<b>Displays at the top of the screen the number, size and resolution of the image.</b>
<b>G</b>	<b>Converts the palette of an image to 8 or 16 gray levels.</b>
<b>R</b> ③	<b>Video inversion of the image without changing the color palette. ②</b>
<b>M</b>	<b>Music On /Off - Inactive in high resolution -.</b>

① *In both cases, the image on the screen is identical but;  
F1 Preserve the color palette and color cycles of images.  
F2 Keeps all image data, but changes the palette and color cycles.*

② *It is always the resolution of the image file that is indicated - never that of the screen -.*

③ *This feature is useful for high-resolution drawing programs that do not take the color palette of images into account.*

**The keyboard is active even if the menu is hidden.\*\*\*\*\***

**E****LIST OF FILE EXTENSIONS USED**

*Click at the top of the screen to change the text display.*

1/6	FORMAT / RESOLUTION	BASSE	MOYENNE	HAUTE	☒
	ARABESQUE <=640*400	-	-	ABM PUF	
	ART DIRECTOR	ART	-	-	
	BMP 1, 4 & 24 bits	16 COLORS	4 COLORS	2 COLORS	
	CALAMUS	-	-	CRG	
	CANVAS	CNV CPT FUL.	CNV CPT FUL.	CNV CPT FUL.	
	CHAGAL	-	-	ESM	
	CRACK ART	CA1	CA2	CA3	
	CREATOR	-	-	IMC	
	CYBERT PAINT v2.0	CEL <=320*200	-	-	
	DALI	SD0 LPK	SD1 MPK	SD2 HPK	
	DATIST v2.5	-	-	DPI	
	DEGAS	PI1 PC1	PI2 PC2	PI3 PC3	

BOUTONS SOURIS POUR CHANGER DE PAGE

**Click on the extensions list to change pages.** *Left or right click.*

**Click the bottom of the screen or press any key to exit.**

**File extensions can be common to several drawing programs and have:**

- **The same image format.**
- **Some differences consistent with image format.**
- **An entirely different image format.**

*Ex : ART, three different formats.*

*BPM and IFF multiple specifications.*

*NEO difference between the format of Neo-24.prg and Neo-28.prg*

*NEO7800 contains 4 images.*

*PG0 and PG1 in a format that is not loaded.*

**They can also be different for the same image format.**

**Extensions followed by a period are not allowed when saving an image.**

\*\*\*\*

## COLOR CYCLE

---

**C            Active le ou les cycles de couleurs si l'image en possède.**

①

**Arrêt immédiat par le clavier ou par un clic. ②**

**If the animation duration is zero, the display duration specified in the slideshow is used. ③**

**Hide the menu to see how the color cycle ends. □ ④**

- ① *1 single color cycle for NEO and TNY.  
1 to 4 color cycles for Degas.  
1 to 9 color cycles for Art-Director.  
1 cycle of eight colors maximum for conversion to Art-Director.*
- ② *Only NEO images contain animation duration.  
The formats: MI1-3, TNY and INL can contain this information.*
- ③ *In the slideshow, the T key selects the animation duration of the image. Otherwise it is considered to be always activated.*
- ④ *The slideshow respects the animation duration if it is defined in the cycle and if the T key is activated.*

*Conversion from Dégas Ou Neo to Art-director is possible within the limit of a single cycle of eight colors maximum.*

\*\*\*

**F4****TESTING SAVE FORMATS**

*Cliquez sur le haut de l'écran pour modifier la couleur du texte*

**BOGART. SAUVEGARDE EN RESOLUTION HAUTE**

ABM 12712	DFT 32062	NE0 32128	TN3 10308
ART 32000	D02 32000	PA3 10352	TNY 10308
BD 32000	D00 32000	PAC 12702	TPI 32140
BLD 12584	DPI 32034	PC3 13753	
BMP 32118	ECR 32000	PG3 18831	
CA3 7661	ESM 32014	PI3 32034	
CL2 32172	FUN 32037	PIC 32034	
CMP 13887	GFB 33556	PNT 13859	
CNU 32048	HPK 15645	PSC 32016	
CP3 26960	IFF 13781	PUF 12708	
CPT 20770	MI3 24552	SC2 32172	
CRG 14093	MSP 32032	SD2 32128	

APPUVEZ SUR UNE TOUCHE / PRESS A KEY

**Saves the image on the screen in all formats corresponding to the resolution on the screen.**

**The display is first in alphabetical order, then in numerical order.**

**The backup folder and files can be kept or deleted automatically as you go.**

\*\*





## AUTOMATICALLY SAVE YOUR PREFERENCES

---

- **The selected language.**
- **The default button of some alert box.**
- **The M button (On/Off music).**

*The backup is made in the 20th byte of the MI-3M.PRG file, - whether it is compressed or not, compacted or not - if the media is not write protected.*

*The program can be compacted. (Tested with Ice.prg 2.4 and Atomik-cruncher v3.6)*

**Be careful saving on a write-protected floppy disk can still cause a bus error when exiting the prg.**

\*\*\*\*\*

**All files are in this folder:**

**<https://www.mirari.fr/file/browse/506?folder=881>**

**The 68k routines used are adapted to this program and can certainly be improved...**

**The originals of the routines that I modified are there too.**

<b>Basic</b>	<b>Omikron v3.03</b>
<b>Compilateur</b>	<b>Omikron v3.05</b>
<b>Assembleur</b>	<b>Devpac v1.25</b>

**MI-9M is tested on Steem v3.2 and Hatari v2.0 with 1MB RAM without ACC**

**MI-3M Is tested on Steem V3.2 and Hatari v2.0 with 512KB of RAM without ACC**

---

# ROCKYONE

**[rocky.one@hotmail.fr](mailto:rocky.one@hotmail.fr)**

**<http://www.atari-forum.com>**