

Keys keyboard inaccessible by the menu

| | |
|-------------|--|
| F1 ① | Converts a medium resolution image to 2 low resolution planes. |
| F2 ① | Converts a medium resolution image to 4 low resolution planes. |
| F4 | Test the backup formats |
| F5 | Low and medium resolution screen exchange. |
| F9 | Reload the last image file. |
| F10 | Slideshow. |
| I ② | Displays at the top of the screen the name, size and resolution of the image. |
| R | Reverse the image values without changing the color palette |
| Z | On/Off music -Inactive in high resolution - |

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

② *It is always the resolution of the image file that is indicated. -Never the one on the screen-.*

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 or Q | Leave the program. |
| HELP or R | Displays the list of file extensions taken into account. |
| SUPPR | CLS; clears the selected plan (s). |
| ← → ↑ ↓ | Moves selected plane (s). |
| H & V | Reverse selected plan (s). |
| 1 a 4 | Selection of plans. |
| * | Enables repetition of functions ← → ↑ ↓ H V 7 9 |
| M | Automatic re-display of menu. |
| P | Enable or disable the pixel mode. |
| · & 0 | Reverse selection of plans. -Point and zero- |
| T | Activates the menu copy plan. |

7 & 9

Exchange the data of the selected planes in the direction indicated by the arrows.

UNDO

Cancels or restores the last action on the image.

Acts only on selected plans! Right click to also restore the original palette of the image...

O

Load a file

S

Save a file

D

Delete a file

F

Create a folder

C

Test color cycles

All keyboard keys - except T - operate with or without the menu displayed on the screen.

TITLE BAR



SPACEBAR ①

Displays or hides the menu.

RVB value

of the selected color.

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

Arrow boxes

Next or previous menu.

Case MI-9

Title of the active menu, and return to this menu.

① *Same as a click on the first twenty lines of the screen (40 lines in high resolution) and on the last line of the screen if the palette is not displayed at the bottom of the screen.*

MENU MI-9

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



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

For planes files extension *' .PL1 ' low resolution 8034 bytes*
' .PL2 ' mean resolution 16304 bytes

Loading ② **On the first active plane in numerical order.**
Or on the original plane if none selected or if the
screen resolution is different.
You will have the choice of loading the plan
palette.

Backup **The first active plane in numerical order or the**
foreground if none is selected.
The number of the original plan. *1 byte*
The resolution. *1 byte*
The palette visible on the screen. *16 words*
The data of the plan. *8000 or 16000 bytes*

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 ...-

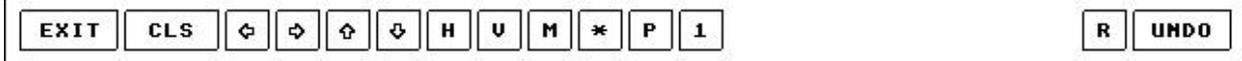
If the plan does not have the same color, it is because it is not on its original plan.

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.

② *Other planes are only erased if the resolution is different from that of*
the loaded plane

CORRESPONDENCE BOXES AND KEYBORD



| <i>Keyboard</i> | |
|------------------|---|
| ESC or Q | |
| SUPPR | |
| ← → ↑ ↓ | ① |
| H & V | |
| 1 to 4 | |
| * | ② |
| M | |
| P | |
| · & 0 | |
| C | |
| 7 & 9 | |
| R | |
| UNDO | ③ |

Quit the program.

CLS erases the selected plan (s)

Moves selected plan (s)

Inverse selected plan (s)

Selections of plans.

Enables repetition of functions ← → ↑ ↓ H V 7 9

Automatic re-display of menu.

Enables or disables map mode.

Reverse selection of plans.

Activates the menu copy plan.

Exchange the data of the selected planes in the direction indicated by the arrows.

Inverts the color indexes in the image.

Cancels or restores the last action on 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.*

③ *Acts only on selected plans!
A right click also restores the original palette of the image.
Use this Undo button with right-click to cancel a copy or exchange color index in the menu RVB.*

MENU PALETTE



Cursor for selecting a color. _____
Selecting a color with a left click on the color.

Left and Right Limit cursors. Moving with a right click held.

- | | |
|-------------------|--|
| 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. |

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.*

MENU RGB

This menu does not exist in high resolution.

The Limit sliders and the Undo button of the palette menu also affect the functions of this menu.



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.*

②

To rearrange the colors of the palette, select and move the color slider with the left mouse button held to another position.

MOVE Swaps two color cues in the image, and inverts the two colors in the palette. - *Active by default* -

COPY Replaces a color index with another in the image.

I did not do any specific routine to remove identical colors used in the image.

But there is always a solution! Save the image in 24-bit BMP format and load this image.

These actions act on the image data, the planes and the color cycles will be changed.

Reminder: Right click on the Undo button at the bottom of the screen to restore the palette and all selected clips.

MENU CYCLE

Menu status after loading an image without a valid color cycle or an Art-Director image with or without an active cycle.



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

➔ ② **Right direction of selected color rotation.**

■ **But on stop the selected cycle.**

➔ ② **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 ③ **Maximum duration of animation in seconds.**

— *0 Is the minimum time.*



TEST **To play the animation.** -T key -
Immediate stop by the keyboard, or after countdown of the animation duration.
If the animation duration is zero, the time displayed in the slide show is used.
Disable the automatic redisplay of the menu to see how the color cycle ends.

- ① *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*
- ② *Selecting colors on the palette with limiting indexes ▶◀*
- ③ *Only NEO images contain an animation duration.*

The formats: INL, MI1-3, and TNY can contain this information.

Although there are only four colors in average resolution, color cycles can do it on the sixteen colors of the palette.

Art-director

Color cycles are not displayed in this menu and can not be changed with this program, but work properly.

Any changes made to this menu, *except the animation time*, disable Art-Director color cycles.

T MENU PLAN

Low and medium resolution only.

Accessible by box T and boxes.



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

MENU DISC



K **Deleting a file after confirmation, even if the attribute is "Read only".**

HELP or E **Displays the list of file extensions used by MI-9.**

F **Create folder**

| 1/6 | FORMAT / RESOLUTION | LOW | MEDIUM | HIGH |
|-----|---------------------|---------------|--------------|--------------|
| | 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 |
| | CYBERT PAINT v2.0 | CEL <=320*200 | - | - |
| | DALI | SD0 LPK | SD1 MPK | SD2 HPK |
| | DEGAS | PI1 PC1 | PI2 PC2 | PI3 PC3 |
| | DOODLE | - | - | D00 |
| | DPAINT v1.0 | DFT | DFT | DFT |
| | ECPAINT! | - | - | MSP |

MOUSE BUTTONS TO CHANGE PAGE

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

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

Click on the bottom of the screen or press a key to exit.

Extensions followed by a point are not allowed for backup.

MENU SETTINGS



- AUTO** ① **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 default button of some warning boxes.
 - Z key (music on / off)
 - The duration of display in the slideshow.
 - The loaded music if MI-9M.PRG is not compacted.

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

SAVE ① **Backup identical and only way to stop automatic backup.**

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

RESET ② **Restore the last access paths you have saved inside the program**

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 354-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.

Caution saving to a write-protected floppy disk can still cause a bus error.

F4 TEST OF SAFEGUARD FORMATS

Saving the image on the screen in all formats corresponding to the resolution of the image.

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

The backup folder and files can be kept or deleted.

| BOGART. SAVE IN RESOLUTION HIGH | | | | | |
|---------------------------------|-------|-----|-------|-----|-------|
| ART | 32000 | ECR | 32000 | PI3 | 32034 |
| BD | 32000 | ESM | 32014 | PIC | 32034 |
| BLD | 32004 | FUN | 32037 | PNT | 32140 |
| BMP | 32118 | HPK | 15645 | PSC | 32016 |
| CA3 | 7661 | IFF | 32062 | SC2 | 32172 |
| CNU | 32048 | MI3 | 24552 | SD2 | 32128 |
| CP3 | 26960 | MSP | 32032 | TN3 | 10308 |
| CPT | 20770 | NE0 | 32128 | TNY | 10308 |
| CRG | 14093 | PA3 | 10352 | TPI | 32140 |
| DFT | 32062 | PAC | 12702 | | |
| D02 | 32000 | PC3 | 13753 | | |
| D00 | 32000 | PG3 | 32331 | | |

APPUIEZ SUR UNE TOUCHE / PRESS A KEY

Click on the top of the screen to change the color of the text.

| | |
|------------------|---|
| ESC or Q | End of slide show |
| Space Bar | Pause On / Off |
| I | To display the image information. |
| D | To delete an image file. |
| F | To create a folder. |
| N | Go to the next image. |
| Z | Music On / Off. |
| S | To save the image. |
| Q | To activate the end of the slide show. |
| + & - | To change the display time of images. |
| C | For images with a color cycle, their animation duration will be used if it is greater than zero. |

Almost all keys on the keyboard pause the slideshow, but only the spacebar will restart it.

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 including.

| | |
|--------------------|----------------------|
| Basic | Omikron v3.03 |
| Compilateur | Omikron v3.05 |
| Assembleur | Devpac v1.25 |

MI-9M Tested on Steem v3.2 and Hatari v2.0 with 1MB Ram without ACC

MI-3M can work with 512K of RAM without ACC.

ROCKYONE

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