

# GR Block Cutter

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```
GR_BLOCK CUTTER
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I - info
M - Mode (7/8/9/15) without window
D - dir (D:*.*)
F - Choose input/output files
P - set parameter
V - view graphics
A - addons CMC player
C - cut block
Q - quit

Actual Graphics Mode:31
Actual width (in bytes):3
Actual lines count:41
Block size in bytes:123
Number of bytes to skip:0
Actual file loaded:D8:FRAME4
Actual file saved:D:TEST
```

User's manual

## **GR Block Cutter**

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GR Block Cutter is a Turbo Basic XL program, which allows you to cut graphic-blocks from bigger graphics files. For proper work it requires XL/XE series computer with 64kB of RAM.

This program is "donationware". It means that you can use, copy, or distribute in condition of sending some money for the author (user chooses the amount to be sent). The funds please send to my PayPal account sikor\_soft@interia.pl with "GR\_BLOCK\_CUTTER donation" annotation. Possible payments can motivate me for upgrading the program of new functions or even my further Atari activity.

## **Program manual**

### **I. Main menu**

After launching the program (some DOS is required) and clearing the buffer (8190 bytes), program displays main menu. The screen is split into 3 parts:

1. Program header with program's name
2. Program options
3. Actual setup-info

## **II. Choosing the option**

The option can be chosen by pressing the key with the letter shown in first colons (in inverse-video). There isn't any difference whether uppercase or lowercase mode is set. Meaning of othe options:

**I** - program info, exit by pressing any key

**M** - cyclic change of graphics mode. The following modes (without text-window) are supported: 7 (23), 8 (24), 9, 15 (31).

**F** - input/output file selector. Full file-path is required here to be entered, max. 15 characters (ie. **D5:TEST.MIC** - example filename for file on drive 5). After entering filename program asks for skipping some bytes form the beginning of the file (useul for skipping some unwanted data. To do this, press "Y" and then the amount of bytes to be skipped. If correct filename has been entered, program loads it (max. 8190 bytes) and returns to main menu.

**P** - set-up work parameters. The following options are available:

**W** - set block width in bytes

**H** - set block height in lines

**S** - set screen offset (amount of lines skipped counting from the upper-left screen corner).

*Note:* width of default screen is 40 bytes. The program allows to enter greater number, and after reaching maximum width the beginning of the block-pointer moves one row lower. It allows to skip rows according to the formula: one row x 40 bytes.

**E** - return to main screen

On the bottom of the screen there are placed all the parameters.

**V** - displays loaded graphics in selected graphics mode

**A** - optional music player for music made in Chaos Music composer (for more pleasant work with program). Available options:

**P** - play the music (note: if the music is currently playing, it must be turned off first)

**S** - stop playing the music

**B** - select subsong number (if applicable)

**L** - load another CMC music. Full file-path is required here to be entered (everything here like in file selection). The music address has to be set to **\$9800** and the length can reach the beginning of Display-List. The music is loaded using **BLOAD** Turbo Basic procedure.

**E** - exit to main menu

***Some notes:***

1. Standard CMC player with starings address \$9000 is used here. There is probably possibility of exchanging player as well (not only the music - non-tested option). The program uses standard playing procedure for Turbo Basic X=USR(\$9000,subsong\_number,\$9800)!

2. By default, program plays music composed by Miker (thanks), which consists of two subsongs. Loading other music replaces it (or one previously loaded).

3. Music can be loaded only if any other doesn't play.

**C** - cutting graphics block with given parameters. After selecting this option loaded graphics is shown. The, after pressing any key the block wich was cut is displayed (counting from upper-lef corner, according to given parameters. After pressing any key again, the program asks if everything with the block is correct. Press "Y" if there is so (program writes "raw" data to the output file, selected previously. Any other key returns to the main menu.

**Q** - quit the program

### **III. Setup info**

On the bottom of the screen there there are informations about current program settings, like the following

- Currently selected graphics mode (in Basic nomenclature)
- Current block width
- Current block height (number of lines)
- Summary block-length (in bytes - useful for loading it)
- Amount of lines to be skipped in the block during loading (offset in "full-bytes", not pixels)
- Filename of actual selected graphics
- Filename of block to be saved on disk

### **IV. How to use obtained data in own productions?**

The cut-graphics is saved as block of raw data, without any additional info. To use it properly in own programs, all the parameters from GR Block Cutter should be restored. Below I present procedure written in Turbo Basic XL with the following criteria:

- graphics cut in Basic mode 15 (31 - without text window)
- picture width 5 bytes, height 40 lines

- data loaded into \$5000 (200 bytes - 5x40)

Of course all the color settings are omitted here. The procedure ends with "**GET KEY**" - it just waits for pressing the key. It's only one of the methods of using cut-graphics in own programs.

Example procedure is shown below:

```
100 PROC VIEW_grBLOCK
101 FOR I=%0 TO 39:REM WE COUNT
FROM 0!!!
102 MOVE $5000+I*5,DPEEK(88)+20+I*40,5
:REM WE START FROM HALF OF ROWS,
5 BYTES OF WIDTH, EVERY ROW
STARTED WITH OFFSET 40 BYTES
103 NEXT I
104 GET KEY:REM WAIT FOR KEY
105 ENDPROC
```

### V. Final notes

The program isn't "stupidity-proof" and the autor counts on user's intelligence. It's obvious that the program has some bugs. Maybe the will be eliminated in futher versions, if there will be any.

All the notes and suggestions please send to my mail *sikor\_soft@poczta.fm* with "GR\_BLOCK\_CUTTER - my opinion" annotation. Maybe some

of then will be considered in future version/productions, if only author treats them as usefull and will have enough abilities to do them. Possible payment (in any suitable amount) please sent to my PayPal account: *sikor\_soft@interia.pl*, in case of lack of Paypal account, please send me information to one of the above mail addresses. I'm sure we can make a deal, anyway. Please distribute this program with this manual, as well as with manuals in other languages, if only they will be created. Please send me possible translations to my e-mail address, so I will add them to the program-pack.

I wish you successful work with the program,  
Pawel "Sikor" Sikorski

*Thanks to Michal „Miker” Szpilowski for english translation.*