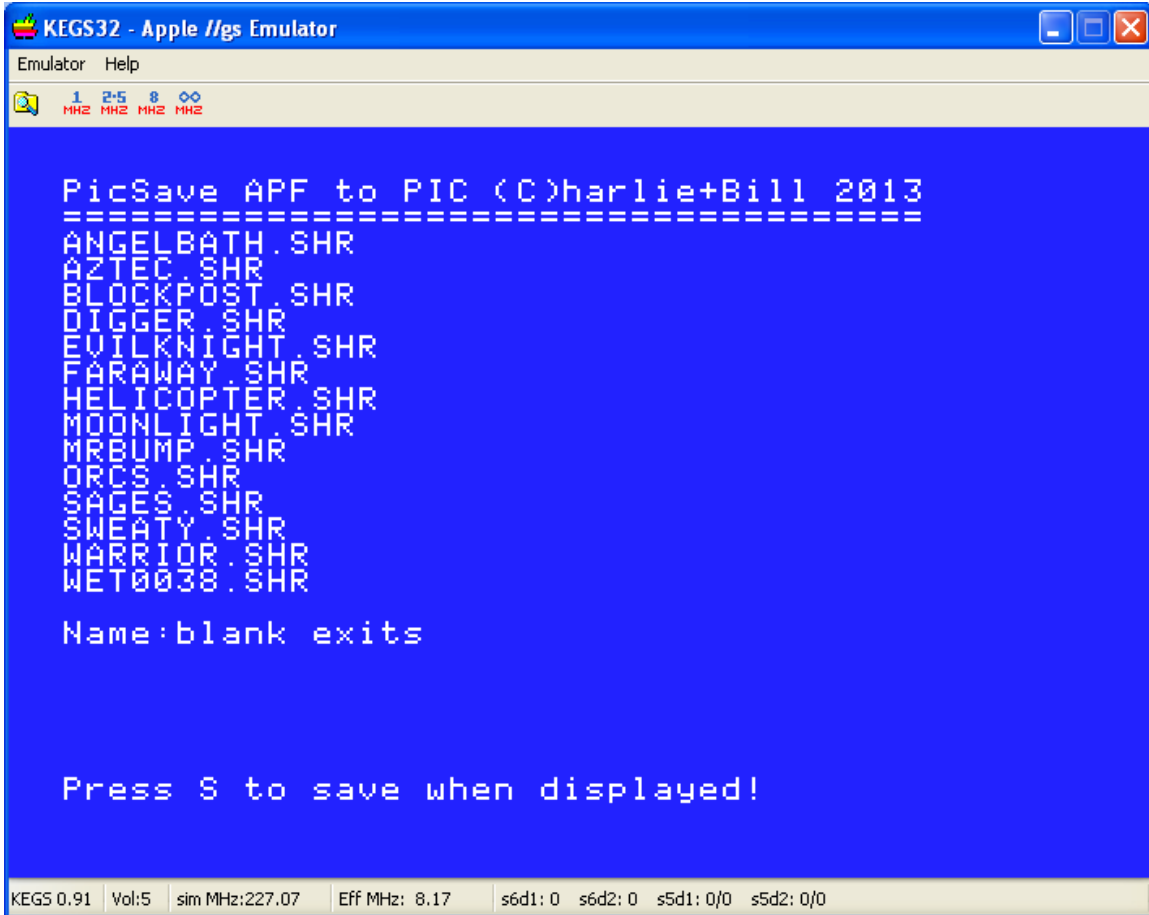


## PICSAVE – A PNT to PIC SHR File Converter in Aztec C for the Apple II GS



The screenshot shows a window titled "KEGS32 - Apple //gs Emulator" with a menu bar containing "Emulator" and "Help". Below the menu bar is a toolbar with icons for a magnifying glass, a list, and a refresh symbol, along with numerical indicators: "1 MHz", "2.5 MHz", "8 MHz", and "∞ MHz". The main display area has a blue background and white text. The text reads: "PicSave APF to PIC (C)harlie+Bill 2013" followed by a dashed line separator. Below the separator is a list of files: "ANGELBATH.SHR", "AZTEC.SHR", "BLOCKPOST.SHR", "DIGGER.SHR", "EVILKNIGHT.SHR", "FARAWAY.SHR", "HELICOPTER.SHR", "MOONLIGHT.SHR", "MRBUMP.SHR", "ORCS.SHR", "SAGES.SHR", "SWEATY.SHR", "WARRIOR.SHR", and "WET0038.SHR". Below the list is the text "Name:blank exits". At the bottom of the display area, it says "Press S to save when displayed!". The status bar at the bottom of the window shows: "KEGS 0.91 | Vol:5 | sim MHz:227.07 | Eff MHz: 8.17 | s6d1: 0 s6d2: 0 s5d1: 0/0 s5d2: 0/0".

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## **Intended Audience**

This document is a user's manual.

## **Introduction**

The PICSAVE utility for ProDOS 8 loads Apple Preferred Format (APF) SHR (PNT) Files and saves them to SHR Screen (PIC) Files of Apple II GS File Type \$C1 Aux Type \$0000. These PIC Files can then be easily loaded in an AppleSoft BASIC program without needing to do much programming because a PIC file is dead-dumb simple to load by comparison to a PNT file which is a whole other story.

### **PICSAVE also comes with 3 other Apple II GS programs written in Aztec C65:**

PICSHOW – a simple SHR Slideshow Viewer for SHR PIC Files

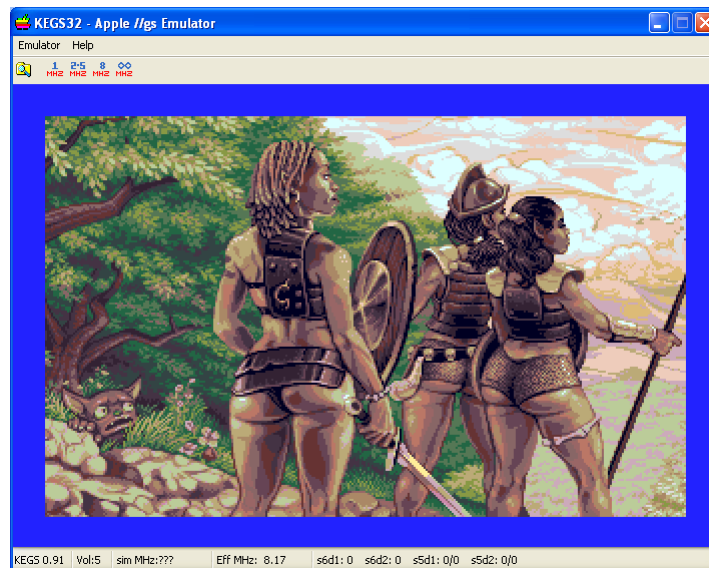
PICLODE – a simple SHR File Viewer for PIC Files

PNTLODE – a simple SHR File Viewer for PNT Files

PICSAVE is distributed with BMP2SHR which converts BMP Files to PIC Files, and which comes with its own manual, source code, etc.

## **Getting Started**

When PICSAVE is started it displays a list of PNT files in the current directory (see the screen at the start of this manual). Type in the PNT file name that you might want to save and press RETURN. The file will be displayed:



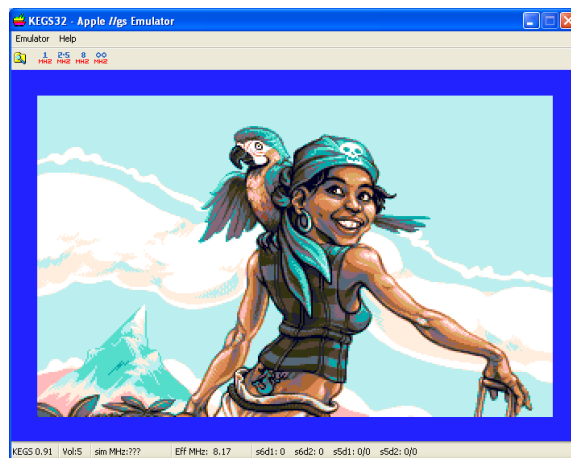
If you don't want to save the screen as a PIC then press the ESC key and you will return to the file selection screen. Otherwise press the 'S' key.

The screen will automatically be saved as a PIC file, and you will be returned to the file selection screen. When you are done saving screens, enter a blank file name and press RETURN and PICSAVE will end.

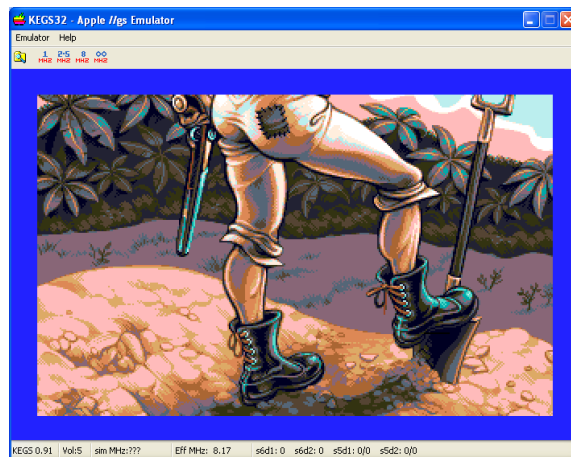
That's almost all there is to it!

### **Saving Multiple Screens**

PICSAVE will also save the second screen of longer PNT files of more than one screen. This version of PICSAVE does not allow you to scroll down through a PNT file (future versions likely will). Press RETURN if you don't want to save the first screen of a longer file (or optionally press 'S' to save the screen as a PIC):



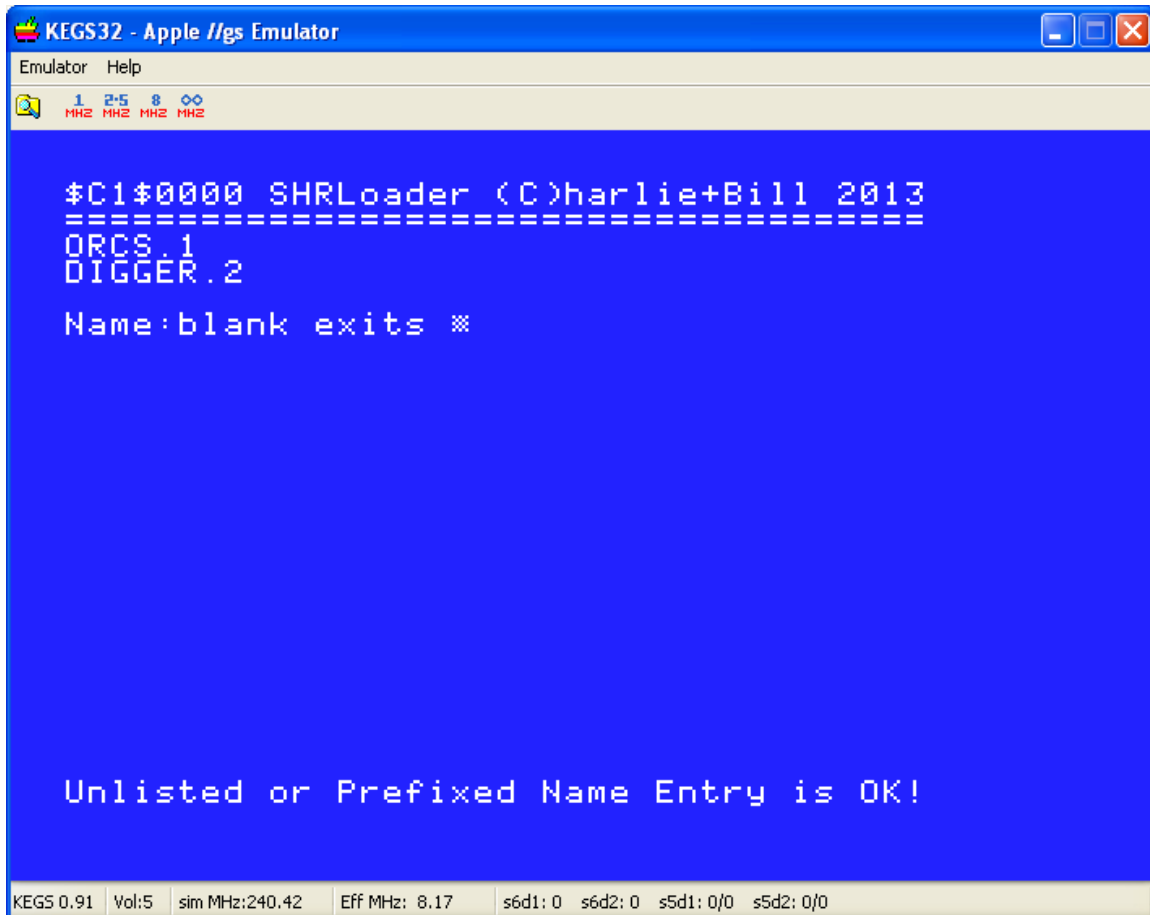
The next screen will appear and you can decide whether to save it as a PIC:



As before, whether you save the screen or not, you will then be returned to the file selection screen. Now that is really all there is to it!

## What's Next?

What you do now with your saved SHR screens in PIC format is up to you. You can run PICSHOW and view them as a slideshow, or you can run PICLODE and view them one by one:



```
KEGS32 - Apple //gs Emulator
Emulator Help
1 2-5 8 ∞
MHz MHz MHz MHz

#C1$0000 SHRLoader (C)harlie+Bill 2013
=====
ORCS.1
DIGGER.2

Name:blank exits *

Unlisted or Prefixed Name Entry is OK!

KEGS 0.91 Vol:5 sim MHz:240.42 Eff MHz: 8.17 s6d1: 0 s6d2: 0 s5d1: 0/0 s5d2: 0/0
```

PICLODE works pretty much the same way as PICSAVE and so does PNTLODE for viewing PNT files. Run them and read the source code to find out more.

### Automatic File Naming for PICSAVE

You will notice in the screen above the filenames end with “.1” and “.2”. When we saved the PNT files in PICSAVE we saved the first screen of ORCS.SHR as ORCS.1 and the second screen of DIGGER.SHR as DIGGER.2. Naming was automatic. When we pressed the ‘S’ key, this was done for us behind the scenes.

And now that is really really all there is to it! All utilities including PICSAVE and BMP2SHR come with source code, disks, etc. Please review for more info.

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