

```

400 befehl=&84:
r Sectorlesen
410 RESTORE 1770
420 GOSUB 1770:
430 '
440 RETURN:
uer-Section
450 '
460 '
470 '*****
480 ' VERARBEITUNG
490 '*****
500 '
510 '
520 GOSUB 780: ' Eingabe-Dokument ausw
aehlen
530 GOSUB 1010: ' Directory nach Filen
amen durchsuchen
540 '
550 IF found=0 THEN RETURN: ' Dateiname ni
cht gefunden !
560 '
570 GOSUB 1350: ' Einlesen der Bloecke
des File's
580 '
590 PRINT:PRINT "Bitte Diskette fuer Ausga
be einlegen"
600 PRINT " <TASTE>":CALL &BB18:
DIR
610 '
620 :USER,0:MODE 1
630 GOSUB 1930: ' Teilbild 1 ins Video-Ra
m poken
640 SAVE FILE$+" .TB1",b,&C000,&3FFF: ' und
abspeichern
650 '
660 ofs=0: start=&6481: ziel=&C000: ' Wer
te fuer 2.Teilbild aendern
670 '
680 MODE 1
690 GOSUB 1940: ' Teilbild 2 ins Video-Ram
poken
700 SAVE FILE$+" .TB2",b,&C000,&3FFF: ' und
abspeichern
710 '
720 RETURN: ' Zurueck zur Steuer-Section
730 '
740 '*****
750 ' Auswaehlen des Dokuments
760 '*****
770 '
780 MODE 1
790 LOCATE 1,10:PRINT "Datendiskette aus P
rofi-Painter einlegen"
800 LOCATE 18,12:PRINT "<TASTE>":CALL &BB1
8
810 '
820 CLS: :USER,2: :DIR: ' Diskettenformat
festlegen
830 '
840 PRINT:PRINT "Welches Dokument einlesen
"
850 INPUT "(ohne .PIC) :":in$
860 '
870 in$=UPPER$(in$):file$=in$
880 '
890 IF LEN(in$)>8 THEN PRINT CHR$(7): GOTO
820: ' Name zu lang ?
900 IF INSTR(in$,".")>0 THEN PRINT CHR$(7
):GOTO 820: ' Punkt eingegeben ?
910 IF LEN(in$)<8 THEN l%=8-LEN(in$):in$=i
n$+STRING$(l%," ")
920 '
930 in$=in$+".PIC": ' Extension mit anhaeng
en
940 '
950 RETURN: ' Zurueck zur Verarbeit
ung
960 '
970 '*****
980 ' Directory und Blocks einlesen
990 '*****
1000 '
1010 bufbeg=9728: bi=1
1020 track=0: sector=&C1: found=0
1030 '
1040 WHILE sector < &C6: ' Bis Sector &C5
nach Eintrag suchen

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[2814]
[589]
[2000]
[117]
[2848]
[117]
[117]
[1285]
[906]
[1285]
[117]
[117]
[3637]
[2906]
[3126]
[117]
[2441]
[117]
[4635]
[2546]
[117]
[851]
[3898]
[2159]
[117]
[4610]
[117]
[506]
[2289]
[3248]
[117]
[2848]
[117]
[1391]
[1555]
[1391]
[117]
[506]
[5023]
[1645]
[117]
[2655]
[117]
[3122]
[1214]
[117]
[1251]
[117]
[4415]
[5051]
[3812]
[117]
[117]
[3006]
[117]
[1391]
[1946]
[1391]
[117]
[1825]
[1081]
[117]
[3006]

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10 ' ***** [1223]
20 ' * [175]
30 ' * CONVERT.BAS * [882]
40 ' * [175]
50 ' * Umsetzen eines Dokuments * [1162]
60 ' * aus ProfiPainter in * [1487]
70 ' * zwei Normale Bilder * [1868]
80 ' * [175]
90 ' * (C) Michael Fuchs 1987 * [1154]
100 ' * [175]
110 ' ***** [1223]
120 ' [117]
130 ' [117]
140 ' ***** [1252]
150 ' STEUER - SECTION [1092]
160 ' ***** [1252]
170 ' [117]
180 OPENOUT "dummy":MEMORY HIMEM-1:CLOSEOU
T [2303]
190 MEMORY &25FF [538]
200 ' [117]
210 WHILE NOT progende [2156]
220 ' [117]
230 GOSUB 350: ' Intialisierung [2060]
240 GOSUB 520: ' Verarbeitung [1199]
250 GOSUB 2330: ' Test auf Programmend [1790]
260 ' [117]
270 WEND [390]
280 END: ' Programmende [1307]
290 ' [117]
300 ' ***** [1223]
310 ' INITIALISIERUNG [1300]
320 ' ***** [1223]
330 ' [117]
340 ' [117]
350 MODE 1 [506]
360 ' [117]
370 DIM block$(37): ' Array fuer Bloc [2868]
knummern
380 drive=0: ' Parameter zum S [1108]
ectorlesen
390 found=0 [896]

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1060 GOSUB 2230: ' Sektor in Buffer ei [3035]
nlesen
1070 ' [117]
1080 FOR adr=&2600 TO &27FF STEP 32 [2447]
1090 user=PEEK(adr) [734]
1100 IF user<>2 THEN 1160: ' Dokumen [3883]
t steht unter Usernr.2
1110 name$="" [404]
1120 FOR i=1 TO 11 [314]
1130 name%=name%+CHR$(PEEK(adr+i)) [2971]
: ' Filename zusammensetzen
1140 NEXT i [375]
1150 IF in$=name$ THEN found=-1:GOSU [4002]
B 1260: ' Richtiger Filename ?
1160 NEXT adr [547]
1170 GOSUB 2120: ' Sektor+1 [1710]
1180 WEND [390]
1190 IF found=0 THEN PRINT:PRINT "Datei st [4599]
eht nicht auf der Diskette !!":
PRINT "
<TASTE>":CALL &BB18
1200 RETURN: ' Zurueck zur Verarbe [2501]
itung
1210 ' [117]
1220 ' ***** [1223]
1230 ' BLOCKNUMMERN EINLESEN [1204]
1240 ' ***** [1223]
1250 ' [117]
1260 FOR i=adr+16 TO adr+31 [1358]
1270 IF HEX$(PEEK(i))="0" THEN 1290 ELSE [4850]
block$(bi)=HEX$(PEEK(i)):bi=bi+1
1280 NEXT i [375]
1290 RETURN [555]
1300 ' [117]
1310 ' ***** [1252]
1320 ' BLOCKS IN BUFFER EINLESEN [1603]
1330 ' ***** [1252]
1340 ' [117]
1350 bufbeg=9728 [967]
1360 FOR i=1 TO bi-2 [588]
1370 ' [117]
1380 block%=block$(i) [1037]
1390 ' [117]
1400 GOSUB 1670: ' Blocknummer in Trac [3831]
k und Sektor umrechnen
1410 GOSUB 2230: ' 1.Blockhaelfte einl [2466]
esen
1420 ' [117]
1430 bufbeg=bufbeg+480: ' Bufferanfang [3677]
fuer 2.Blockhaelfte festlegen
1440 high=INT(bufbeg/256):low=bufbeg-h [1892]
igh*256
1450 ' [117]
1460 POKE &A608,high:POKE &A607,low: ' [4071]
und neue Werte einpoken
1470 POKE &AF57,high:POKE &AF56,low [2040]
1480 POKE &A60A,high:POKE &A609,low [1358]
1490 ' [117]
1500 GOSUB 2120: ' Sector + 1 [1905]
1510 GOSUB 2230: ' 2.Blockhaelfte einl [1223]
esen
1520 ' [117]
1530 bufbeg=bufbeg+480: ' Bufferanfang [4960]
fuer naechsten Block festlegen
1540 high=INT(bufbeg/256):low=bufbeg-h [1892]
igh*256
1550 ' [117]
1560 POKE &A608,high:POKE &A607,low: ' [4071]
und neue Werte einpoken
1570 POKE &A60A,high:POKE &A609,low [1358]
1580 POKE &AF57,high:POKE &AF56,low [2040]
1590 NEXT i [375]
1600 ' [117]
1610 RETURN: ' Zurueck zur Verarbeitung [2501]
1620 ' [117]
1630 ' ***** [1252]
1640 ' BLOCKNUMMER UMRECHNEN [2152]
1650 ' ***** [1252]
1660 ' [117]
1670 block$="&"+block$: a=VAL(block$) [1229]
1680 track=INT(a*2/9)+0 [953]
1690 sector=a*2-track*9+0*9 [1275]
1700 sector=sector+&C1 [1566]
1710 RETURN [555]
1720 ' [117]
1730 ' ***** [1143]
1740 ' DATA'S EINPOKEN [1141]

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1750 ' ***** [1143]
1760 ' [117]
1770 FOR i=&AF2A TO &AF5C [117]
1780 READ byte: POKE i,byte: NEXT [1463]
1790 DATA &dd,&46,&05,&dd,&4e,&04,&dd,&66, [3780]
&03,&dd,&6e,&02,&dd,&56,&01,&dd
1800 DATA &5e,&00,&ed,&b0,&c9,&00 [1276]
1810 DATA &21,&00,&A6,&CD,&D4,&BC,&22,&01, [2056]
&A6,&79,&32,&03,&A6,&21,&04,&A6
1820 DATA &5E,&23,&56,&23,&4E,&21,&00,&26, [2237]
&DF,&01,&A6,&C9,&2D
1830 ' [117]
1840 FOR i=&A600 TO &A60C [1421]
1850 READ byte: POKE i,byte: NEXT [1463]
1860 DATA &84,&00,&00,&00,&00,&00,&01,&00, [3170]
&26,&FF,&27,&00,&5E
1870 RETURN [555]
1880 ' [117]
1890 ' ***** [1252]
1900 ' Bild ins Video-Ram poken [1714]
1910 ' ***** [1252]
1920 ' [117]
1930 offs=0: ziel=&C000: start=&2601 [1311]
1940 FOR y=1 TO 25 [1112]
1950 IF y=1 THEN quelle=start: ziel=&C00 [3989]
0 ELSE ziel=zielalt+&50
1960 zielalt=ziel [1346]
1970 FOR yy=1 TO 8 [1570]
1980 quelle=quelle+offs [1095]
1990 CALL &AF2A,79,quelle,ziel: ' Pixe [3148]
lzeile verschieben
2000 quelle=quelle+79:ziel=ziel+79 [1882]
2010 offs=1 [259]
2020 ziel=ziel+&801+&50 [1040]
2030 NEXT yy [469]
2040 NEXT y [359]
2050 RETURN: ' Zurueck zur Verarbeitung [2501]
2060 ' [117]
2070 ' ***** [1285]
2080 ' SECTOR UND TRACK ERRECHNEN [3328]
2090 ' ***** [1285]
2100 ' [117]
2110 ' [117]
2120 ' *** SECTOR + 1 [1127]
2130 sector=-(sector+&C9)+sector+((sector+ [5380]
&C9)*(PEEK(&A8A0+(drive*64))-1))
2140 IF sector=&C1 THEN GOTO 2160 ELSE RET [2363]
URN
2150 ' [117]
2160 ' *** TRACK + 1 [721]
2170 track=0-(track<39)+track+((track=39)* [2668]
39):RETURN
2180 ' [117]
2190 ' ***** [1164]
2200 ' SECTOR LESEN [1066]
2210 ' ***** [1164]
2220 ' [117]
2230 POKE &A600,befehl [335]
2240 POKE &A604,drive [1083]
2250 POKE &A605,track [580]
2260 POKE &A606,sector-&C1+PEEK(&A89F+driv [1101]
e*40)
2270 CALL &AF40: RETURN [987]
2280 ' [117]
2290 ' ***** [1164]
2300 ' TEST AUF PROGRAMMENDE [766]
2310 ' ***** [1164]
2320 ' [117]
2330 MODE 1: [443]
2340 ' [117]
2350 PRINT:PRINT "Noch ein Dokument umsetz [3250]
en [J/N]"
2360 INPUT jn$ [538]
2370 ' [117]
2380 IF UPPER$(jn$)<>"J" AND UPPER$(jn$)<> [4832]
"N" THEN PRINT CHR$(7):GOTO 2330
2390 ' [117]
2400 IF UPPER$(jn$) = "J" THEN progende=0: [2555]
ERASE block$
2410 ' [117]
2420 IF UPPER$(jn$) = "N" THEN progende=-1 [1810]
2430 ' [117]
2440 RETURN: ' Zurueck zur Steuer-Section [2848]

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