



Tech Info Library

Pascal: Saving a High-Res picture to a disk file

Pascal graphics does not provide built-in routines to load or save the High-Res graphics screen to a disk file. The following program illustrates a simple method for saving and loading any High-Res screen created in a Pascal environment.

```
PROGRAM DEMOPIC;
(*
(*   Program loads and saves high-res screen to disk   *)
(*   12/79 based on "SLIDE SHOW" by Bill Atkinson      *)
(*                                                     *)
USES TURTLEGRAPHICS, APPLESTUFF;
CONST HIRESPI = 8192;
VAR CHEAT: RECORD CASE BOOLEAN OF
    TRUE: (INTPART: INTEGER);
    FALSE: (PTRPART: ^INTEGER);
END;

PROCEDURE DRAWPICS;
(*
(*   Draw some stuff on the high-res screen.           *)
(*   This can be replaced with any graphics routine.   *)
(*                                                     *)
BEGIN
    MOVETO (0,0); PENCOLOR (WHITE);
    MOVETO (279,0); MOVETO (279,191);
    MOVETO (0,191); MOVETO (0,0);
    PENCOLOR (NONE);
    MOVETO (75,95); WSTRING (' THIS IS A TEST ');
    MOVETO(28,5); WSTRING ('<PRESS RETURN TO EXIT PROGRAM>')
END;

PROCEDURE ERROR;
(*
(*   If error, program will terminate from here.       *)
(*                                                     *)
BEGIN
    TEXTMODE;
    WRITELN ('ERROR ENCOUNTERED - PROGRAM TERMINATED');
    EXIT (PROGRAM)
END;

PROCEDURE BLOAD (FILENAME: STRING);
```

```

(*)
(*)  Blockreads the high-res buffer into memory.  *)
(*)
(*)
VAR I,IO: INTEGER;
    F: FILE;
BEGIN
    CHEAT.INTPART:=HIRESPI;
    RESET(F,FILENAME);      (* OPEN FILE FOR INPUT  *)
    (*$I-*)
    IO:=BLOCKREAD(F,CHEAT.PTRPART^,16);
    I:=IORESULT;
    (*$I+*)
    CLOSE(F);
    IF (I <> 0) OR (IO <> 16) THEN ERROR;
END;

PROCEDURE BSAVE (FILENAME:STRING);
(*)
(*)  Saves high-res picture to disk via blockwrite.  *)
(*)
(*)
VAR I,IO: INTEGER;
    F: FILE;
BEGIN
    CHEAT.INTPART:=HIRESPI;
    REWRITE (F,FILENAME); (*OPEN NEW DISK FILE FOR OUTPUT*)
    (*$I-*)
    IO:=BLOCKWRITE (F,CHEAT.PTRPART^,16);
    I:=IORESULT;
    (*$I+*)
    CLOSE (F,LOCK)
    IF (I <> 0) OR (IO <> 16) THEN ERROR;
END;

BEGIN  (* MAIN PROGRAM *)
    INITTURTLE;
    DRAWPICS;
    BSAVE (' :DEMO.PIC');
    FILLSCREEN (BLACK);      (* Clears high-res screen. *)
    BLOAD (' :DEMO.PIC');
    REPEAT UNTIL KEYPRESS;   (* Pause. *)
    TEXTMODE
END.

```

Apple Tech Notes

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