

Multi Zoom Master#

General Information

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Language: TURBO-BASIC
Compiler/Interpreter: Turbo-Basic
Published: ABBUC Magazin

How to use#

This is a program to edit Graphics 15 pictures (62 Sec) in pixel by pixel zoom mode. The Programm is in english, the Manual however is in german language. Write a mail to carsten@strotmann.de if you like to see an english translated version.

The MultiZoomMaster Sourcecode is Free Software under the GNU Public License

ATR-File with Turbo-Basic Source and compiled version is in the Attachments.

Source (Main Program)#

```
1000 DIM SAVE$(7680),IN$(40),FN$(17)
1010 POKE 106,192
1020 OPEN #%1,4,%0,"D:MULTIZOO.BIN"
1030 BGET #%1,1024,65
1040 BGET #%1,1536,180
1050 CLOSE #%1
1060 OPEN #%1,4,%0,"D:MZM.PIC"
1070 BGET #1,ADR(SAVE$),7680
1080 CLOSE #%1
1090 POKE 106,PEEK(106)-16
1100 GRAPHICS %0
1110 PLT=PEEK(106)*256
1120 POKE PLT,%0
1130 MOVE PLT,PLT+%1,2047
1140 POKE 559,58
1150 POKE 54279,PEEK(106)
1160 POKE 53277,%2
1170 DPOKE 53256,771
1180 DPOKE 704,2056
1190 EXEC FULLPIC
1200 MOVE ADR(SAVE$),DPEEK(88),7680
1210 EXEC BALKEN
1220 EXEC TFOFF
1230 # PIC
1240 POKE 623,4
1250 POKE 53250,%0
1260 EXEC FARBEN
1270 EXEC FBALKEN
1280 EXEC BALKEN
1290 # HAUPT
1300 REPEAT
1310     TRAP 1220
1320     KEY=ASC(INKEY$)
1330     POKE 1472,%0
1340     ST=STICK(%0)
1350     IF KEY=68 THEN GO# LINE
1360     IF KEY=85 THEN EXEC UNDO
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1370 IF KEY=70 THEN GO# FILL
1380 IF KEY=73 THEN GO# DIR
1390 IF KEY=67 THEN GO# CIRCLE
1400 IF KEY=69 THEN EXEC EXIT:GO# PIC
1410 IF KEY=76
1420     EXEC TFON
1430     INPUT " LOAD  FILENAME :",IN$
1440     FN$(%1,%2)="D:"
1450     FN$(%3)=IN$
1460     CLOSE #%1
1470     OPEN #%1,4,%0,FN$
1480     EXEC TFOFF
1490     BGET #%1,DPEEK(88),7680
1500     CLOSE #%1
1510     MOVE DPEEK(88),ADR(SAVE$),7680
1520 ENDIF
1530 IF KEY=83
1540     EXEC TFON
1550     INPUT " SAVE  FILENAME :",IN$
1560     FN$(%1,%2)="D:"
1570     FN$(%3)=IN$
1580     CLOSE #%1
1590     OPEN #%1,8,%0,FN$
1600     EXEC TFOFF
1610     BPUT #%1,DPEEK(88),7680
1620     CLOSE #%1
1630 ENDIF
1640 IF KEY>48 AND KEY<53
1650     WC=KEY-49
1660     EXEC FBALKEN
1670 ENDIF
1680 IF KEY=45 OR NOT ST&%1
1690     IF PY>%0
1700         EXEC PLCLR
1710         PY=PY-%1
1720         EXEC BALKEN
1730     ENDIF
1740 ENDIF
1750 IF KEY=61 OR NOT ST&%2
1760     IF PY<86
1770         EXEC PLCLR
1780         PY=PY+%1
1790         EXEC BALKEN
1800     ENDIF
1810 ENDIF
1820 IF KEY=43 OR NOT ST&4
1830     IF PX>%0
1840         PX=PX-%1
1850         EXEC BALKEN
1860     ENDIF
1870 ENDIF
1880 IF KEY=42 OR NOT ST&8
1890     IF PX<24
1900         PX=PX+%1
1910         EXEC BALKEN
1920     ENDIF
1930 ENDIF
1940 IF KEY=32
1950     IF PEEK(623)=4

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```
1960         POKE 623,%1
1970         ELSE
1980         POKE 623,4
1990         ENDIF
2000        ENDIF
2010 UNTIL KEY=90 OR KEY=155 OR STRIG(%0)=%0
2020 EXEC MCLR
2030 MOVE DPEEK(88),ADR(SAVE$),7680
2040 CLS #6
2050 EXEC ZOOM
2060 EXEC FARBEN
2070 EXEC ZOOMLOAD
2080 REPEAT
2090     KEY=ASC(INKEY$)
2100     POKE 1472,%0
2110     ST=STICK(%0)
2120     IF KEY=28 AND PY>%0
2130         PY=PY-%1
2140         EXEC ZOOMLOAD
2150     ENDIF
2160     IF KEY=29 AND PY<85
2170         PY=PY+%1
2180         EXEC ZOOMLOAD
2190     ENDIF
2200     IF KEY=30 AND PX>%0
2210         PX=PX-%1
2220         EXEC ZOOMLOAD
2230     ENDIF
2240     IF KEY=31 AND PX<24
2250         PX=PX+%1
2260         EXEC ZOOMLOAD
2270     ENDIF
2280     IF KEY=45 OR NOT ST&%1
2290         IF CY>%0
2300             CY=CY-%1
2310         ENDIF
2320     ENDIF
2330     IF KEY=61 OR NOT ST&%2
2340         IF CY<20
2350             CY=CY+%1
2360         ENDIF
2370     ENDIF
2380     IF KEY=43 OR NOT ST&4
2390         IF CX>%0
2400             CX=CX-%1
2410         ENDIF
2420     ENDIF
2430     IF KEY=42 OR NOT ST&8
2440         IF CX<63
2450             CX=CX+%1
2460         ENDIF
2470     ENDIF
2480     IF CY/%2<>INT(CY/%2)
2490         RX=CX+80+8
2500     ELSE
2510         RX=CX+8
2520     ENDIF
2530     RY=INT(CY/%2)
2540     LOCATE RX,RY,RC
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2550    COLOR RC+%1
2560    PLOT RX,RY
2570    PAUSE %1
2580    COLOR RC
2590    PLOT RX,RY
2600    IF KEY>48 AND KEY<53
2610        WC=KEY-49
2620        COLOR WC
2630        PLOT 4,32
2640        DRAWTO 35,32
2650    ENDIF
2660    IF KEY=32 OR KEY=155 OR STRIG(%0)=%0
2670        COLOR WC
2680        PLOT RX,RY
2690        SOUND %0,40,10,10
2700        PAUSE %1
2710        DSOUND
2720        PAUSE %1
2730        EXEC UPDATE
2740    ENDIF
2750 UNTIL KEY=80 OR KEY=27
2760 EXEC FULLPIC
2770 MOVE ADR(SAVE$),DPEEK(88),7680
2780 GO# PIC
2790 -----
2800 # LINE
2810 EXEC MCLR
2820 POKE 623,%1
2830 EXEC KREUZ
2840 COLOR WC
2850 PLOT KX,KY
2860 PAUSE 10
2870 EXEC KREUZ
2880 DRAWTO KX,KY
2890 PAUSE 30
2900 GO# LINE
2910 -----
2920 # FILL
2930 EXEC MCLR
2940 POKE 623,%1
2950 EXEC KREUZ
2960 COLOR WC
2970 PAINT KX,KY
2980 PAUSE 10
2990 GO# FILL
3000 -----
3010 # CIRCLE
3020 EXEC MCLR
3030 POKE 623,%1
3040 EXEC KREUZ
3050 PAUSE 20
3060 SX=KX
3070 SY=KY
3080 EXEC KREUZ
3090 XR=(ABS(SX-KX))
3100 YR=(ABS(SY-KY))
3110 COLOR WC
3120 CIRCLE SX,SY,XR,YR
3130 PAUSE 20

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3140 GO# CIRCLE
3150 -----
3160 # DIR
3170 EXEC TFON
3180 CLOSE #%1
3190 OPEN #%1,6,%0,"D:*.PIC"
3200 TRAP 3300
3210 POKE 752,%1
3220 DO
3230     INPUT #%1,IN$
3240     ? "           ";IN$
3250     GET KEY
3260     IF KEY=155 THEN EXIT
3270     CLS
3280 LOOP
3290 CLS
3300 ? "     NO MORE FILES"
3310 GET KEY
3320 EXEC TFOFF
3330 GO# PIC
3340 -----
3350 PROC UNDO
3360     MOVE ADR(SAVE$),DPEEK(88),7680
3370 ENDPROC
3380 -----
3390 PROC FULLPIC
3400     GRAPHICS 31
3410     POKE 559,58
3420     DL=DPEEK(560)
3430     DPOKE 1621,DL+%3
3440     POKE DL,%1
3450     DPOKE DL+%1,1616
3460 ENDPROC
3470 -----
3480 PROC TFON
3490     POKE 703,4
3500     CLS
3510     DPOKE 1617,DPEEK(660)
3520 ENDPROC
3530 -----
3540 PROC TFOFF
3550     DPOKE 1617,1636
3560 ENDPROC
3570 -----
3580 PROC ZOOM
3590     DPOKE 560,1024
3600     DPOKE 1033,DPEEK(88)
3610     COLOR WC
3620     PLOT 4,32
3630     DRAWTO 35,32
3640     POKE 707,%0
3650 ENDPROC
3660 -----
3670 PROC PLCLR
3680     DPOKE PLT+1024+24+PY*%2,%0
3690     DPOKE PLT+1024+27+PY*%2+20,%0
3700     DPOKE PLT+1280+24+PY*%2,%0
3710     DPOKE PLT+1280+27+PY*%2+20,%0
3720 ENDPROC

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3730 -----
3740 PROC MCLR
3750     POKE PLT+1024,%0
3760     MOVE PLT+1024,PLT+1025,512
3770 ENDPROC
3780 -----
3790 PROC BALKEN
3800     POKE 53248,48+PX*4
3810     POKE 53249,80+PX*4
3820     POKE PLT+1024+26+PY*%2,255
3830     POKE PLT+1280+26+PY*%2,255
3840     MOVE PLT+1024+26+PY*%2,PLT+1024+27+PY*%2,20
3850     MOVE PLT+1280+26+PY*%2,PLT+1280+27+PY*%2,20
3860 ENDPROC
3870 -----
3880 PROC ZOOMLOAD
3890     FOR U=%0 TO 20
3900         SM=DPEEK(88)
3910         AM=ADR(SAVE$)
3920         MOVE AM+PX+(PY*%2+U)*40,SM+%2+U*20,16
3930         MOVE AM+PX+(PY*%2+U)*40,SM+452+U*40,16
3940     NEXT U
3950 ENDPROC
3960 -----
3970 PROC FARBEN
3980     POKE 708,196
3990     POKE 709,53
4000     POKE 710,106
4010 ENDPROC
4020 -----
4030 PROC UPDATE
4040     SM=DPEEK(88)
4050     AM=ADR(SAVE$)
4060     MOVE SM+%2+CY*20,AM+PX+(PY*%2+CY)*40,16
4070     MOVE SM+%2+CY*20,SM+452+CY*40,16
4080 ENDPROC
4090 -----
4100 PROC KREUZ
4110     IN$=" "
4120     REPEAT
4130         IF PEEK(732)=17
4140             POKE 732,%0
4150             GO# PIC
4160         ENDIF
4170         ST=STICK(%0)
4180         KEY=ASC(INKEY$)
4190         POKE 1472,%0
4200         IF NOT ST&%1 AND KY>%0 OR KEY=45 AND KY>%0 THEN KY=KY-%1
4210         IF NOT ST&%2 AND KY<191 OR KEY=61 AND KY<191 THEN KY=KY+%1
4220         IF NOT ST&4 AND KX>%0 OR KEY=43 AND KX>%0 THEN KX=KX-%1
4230         IF NOT ST&8 AND KX<159 OR KEY=42 AND KX<159 THEN KX=KX+%1
4240         POKE 53250,KX+46
4250         MOVE ADR(IN$),PLT+1536+23+KY,7
4260         POKE 706,PEEK(53770)
4270     UNTIL STRIG(%0)=%0 OR KEY=155
4280 ENDPROC
4290 -----
4300 PROC FBALKEN
4310     POKE PLT+1793+220,255

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4320     POKE 53259,%0
4330     MOVE PLT+1793+220,PLT+1793+221,6
4340     POKE 53251,116
4350     POKE 707,PEEK(707+WC)
4360     IF WC=%0 THEN POKE 707,PEEK(712)
4370     ENDPROC
4380     -----
4390     PROC EXIT
4400     GRAPHICS %0
4410     POKE 53277,%0
4420     POKE 710,99
4430     POKE 709,14
4440     POKE 752,%1
4450     POSITION %0,%0:? "   TPP'S MULTI ZOOM MASTER"
4460     POSITION %0,%1:? "-----"
4470     POSITION 5,5:? "Exit to"
4480     POSITION 10,10:? "Dos"
4490     POSITION 10,12:? "Basic"
4500     POSITION 10,14:? "Or Boot"
4510     GET KEY
4520     IF KEY=66 THEN GRAPHICS %0:NEW
4530     IF KEY=68 THEN DOS
4540     IF KEY=79 THEN X=USR(58487)
4550     ENDPROC
4560     -----
```